

## QGIS Application - Feature request #15309

### Unique names for Scratch Layers

2016-07-19 12:19 PM - Johannes Kroeger

<b>Status:</b>	Open	<b>Resolution:</b> <b>Copied to github as #:</b> 23241
<b>Priority:</b>	Normal	
<b>Assignee:</b>		
<b>Category:</b>	Unknown	
<b>Pull Request or Patch supplied:</b>	No	
<b>Easy fix?:</b>	No	
<b>Description</b>		
<p>Please use unique names for newly created Scratch layers.</p> <p>I would recommend using a simple counter and the type name, or if there is an internal "stringifiable" identifier already, just use that.</p> <p>For example "Type (i)" or "Type_i": "Point (5)" or "MultiPolygon_6".</p> <p>At the moment you end up with each layer named "New scratch layer" by default, which requires the user to always choose a name. For temporary scratch things, I often only need to be able to tell them apart in the various dialogs.</p>		

#### History

#1 - 2017-05-01 12:46 AM - Giovanni Manghi

- Easy fix? set to No

#2 - 2017-09-22 09:55 AM - Jürgen Fischer

- Category set to Unknown