

QGIS Application - Feature request #15309

Unique names for Scratch Layers

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

Status: Open	
Priority: Normal	
Assignee:	
Category: Unknown	
Pull Request or Patch supplied:	Resolution:
Easy fix?: No	Copied to github as #: 23241
Description	
<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