

QGIS Application - Bug report #16838

snapping allows to snap non displayed legend classes

2017-07-10 04:30 PM - Regis Haubourg

Status:	Closed	
Priority:	Normal	
Assignee:	Martin Dobias	
Category:	Digitising	
Affected QGIS version:	3.0.0	Regression?: No
Operating System:		Easy fix?: No
Pull Request or Patch supplied:		Resolution: fixed/implemented
Crashes QGIS or corrupts data:		Copied to github as #: 24737
Description		
<p>When unchecking visibility of some classes for categorized or rule based renderer, snapping is still possible even though those features are not visible on map canvas.</p> <p>This is annoying for some users playing a lot with classes visibility.</p> <p>Thinking of it, fixing it might not be so direct, as it will imply rebuilding the snapping cache a lot more often.</p> <p>And currently, it is also possible to keep snapping on an unchecked layer if it is still checked in snapping advanced dock.</p> <p>Any opinion here?</p>		

History

#1 - 2017-07-10 04:32 PM - Regis Haubourg

- Subject changed from snapping allons to snap non displayed legend classes to snapping allows to snap non displayed legend classes

#2 - 2017-07-10 08:26 PM - Martin Dobias

Fixing that may not require rebuilding of snapping index - snapping classes allow use of custom filters, so one could create a filter that would skip any matches that belong to invisible features...

#3 - 2017-07-10 09:30 PM - Regis Haubourg

Good news!

Do you think that could be considered as a bugfix for backporting to 2.18 ?

#4 - 2017-07-10 09:45 PM - Martin Dobias

Not really, I think the amount of required changes would be larger than what can be still considered as a bug fix safe for backporting...

#5 - 2018-03-15 01:12 PM - Regis Haubourg

- Assignee set to Martin Dobias
- Affected QGIS version changed from 2.18.10 to 3.0.0

Work will start soon on that. Thanks a lot to the funder!

#6 - 2018-03-21 10:20 AM - Luigi Pirelli

I can't talk from a user point of view, but I feel that snapping should't be related with the fact that the layer is rendered or not (you may thing to snapToGrid, where grid is not a layer and nor is rendered).

If, from the usability point of view, this is the expected behaviour, I would expect that it would be configurable.

IMHO it's not a bug, but a feature.

#7 - 2018-06-05 02:44 PM - Loïc BARTOLETTI

Done in master <https://github.com/qgis/QGIS/pull/6750>

#8 - 2018-06-05 02:52 PM - Regis Haubourg

- *Resolution set to fixed/implemented*
- *Status changed from Open to Closed*