

QGIS Application - Bug report #17083

Offline editing: offline edits of a Multipoint layer do not work as expected

2017-08-28 10:56 AM - valentine arrieta

Status: Closed	
Priority: Normal	
Assignee: Matthias Kuhn	
Category: C++ plugins/Offline editing	
Affected QGIS version: 2.18.1	Regression?: No
Operating System: windows	Easy fix?: No
Pull Request or Patch supplied: No	Resolution: invalid
Crashes QGIS or corrupts data: No	Copied to github as #: 24982
Description	
<p>I have a Multipoint postgis layer that I want to take in offline mode. Using QField sync, a sqlite database is created.</p> <p>Problem: When I update or insert new entities, nothing gets recorded in the sqlite log file.</p> <p>Solution: I converted the layer geometrie to single point and now it is working.</p>	

History

#1 - 2017-08-28 11:00 AM - Giovanni Manghi

- Status changed from Open to Feedback
- Easy fix? changed from Yes to No
- Category changed from Data Provider/SpatialLite to C++ plugins/Offline editing

Does in happens also on QGIS (please try the latest version, 2.18.12)?

#2 - 2017-08-28 11:19 AM - valentine arrieta

Yes it does.

#3 - 2017-08-28 11:22 AM - Giovanni Manghi

valentine arrieta wrote:

| Yes it does.

also on qgis 2.18.12?

#4 - 2017-08-28 11:24 AM - Giovanni Manghi

- Subject changed from Synchronising of Multipoint feature not possible with sqlite database to Offline editing: offline edits of a Multipoint layer do not work as expected
- Assignee deleted (Matthias Kuhn)

#5 - 2017-08-28 11:30 AM - valentine arrieta

- Assignee set to *Matthias Kuhn*

Sorry, no it doesn't. My bad, it seems to work with 2.18.12!

#6 - 2017-08-28 11:31 AM - Giovanni Manghi

- Status changed from *Feedback* to *Closed*

- Resolution set to *invalid*

Then is a qfield issue.

#7 - 2017-08-28 12:27 PM - Matthias Kuhn

I guess then it is no issue at all. Only the synchronisation code (and not the recording daemon) was affected. Valentine Arrieta, can you confirm that with a offline project created with QGIS 2.18.12 it works fine?.