

QGIS Application - Bug report #1737

node tool doesn't take respect to topological editing option

2009-06-15 12:53 AM - Horst Düster

Status:	Closed	
Priority:	Low	
Assignee:	Martin Dobias	
Category:	Digitising	
Affected QGIS version:		Regression?: No
Operating System:	All	Easy fix?: No
Pull Request or Patch supplied:		Resolution: fixed
Crashes QGIS or corrupts data:		Copied to github as #: 11797
Description		
<div>1. load line layer</div> <div>2. select properties->project properties->general->enable topological editing</div> <div>3. toggle editing mode</div> <div>4. activate node tool</div> <div>5. select a line</div> <div>6. select all line nodes</div> <div>7. move the whole line => node tool doesn't take respect to the topological editing option.</div> <div>Image a.png => produced result</div> <div>Image b.png => expected result</div>		

History

#1 - 2009-08-05 03:16 AM - Giovanni Manghi

- Resolution set to fixed
- Status changed from Open to Closed

Seems to me that the node tool now take respect of topology, at least on the latest revision. Please reopen if necessary.

#2 - 2009-08-05 03:50 AM - Borys Jurgiel

- Resolution deleted (fixed)
- Status changed from Closed to Feedback

There is still one issue remaining: if you add a new vertex to a shared boundary, the same should be added to the adjacent feature too. This is even more important now, when all other topological helpers are implemented, what may put a user off guard and cause topological errors. So I'm raising the priority and voting for fix it before the 1.2 release!

#3 - 2009-08-06 03:44 AM - Martin Dobias

- Resolution set to fixed
- Status changed from Feedback to Closed

Should be fixed in commit:cc05d674 (SVN r11283).

Files

a.png	77.4 KB	2009-06-14	Horst Düster
b.png	80.9 KB	2009-06-14	Horst Düster