

QGIS Application - Feature request #18047

[GIT] make QGIS more git friendly

2018-02-05 09:12 AM - David Berlioz

Status: Open	
Priority: Normal	
Assignee:	
Category: Unknown	
Pull Request or Patch supplied:	Resolution:
Easy fix?: No	Copied to github as #: 25943
Description	
<p>When working on a shared project Git is a good fellow.</p> <p>QGIS is a great tool but it is not very git friendly.</p> <p>It saves the canvas zoom and position in the main file wich is OK for solo use but not convenient for team use.</p> <p>Could it be possible to store zoom, position and other volatile data in a secondary file ?</p> <p>Working with shapefile is a challenge too. Sometimes you need to merge shapefile but as it you have to check manually duplicate entities...</p> <p>Could it be possible to add unique id generation policy like user A generate only ID ending with digit 1, user B ID with digit 2... maybe it is not the best approach but it all I could imagine...</p>	

History

#1 - 2018-02-06 08:51 AM - David Berlioz

the secondary **user centric** file could also host **custom user variables** (a third variable scope after global and project).

#2 - 2018-02-08 10:31 AM - Richard Duivenvoorde

Hi David,

can you try to write this down as (2?) feature requests? Preferably with some more example (data?).

some notes:

- you first (git) item, you are talking about project files here? There is also the possibility to create 'Layer Definition' (qlr?) files, that only stores a pointer to the datasource + the styling. And there is the possibility to 'embed' layers from other project files (Layer/Embed layer and groups) where you can cherry pick layers from other project files. QGIS can also save the styles of a dataset, so there is already some granularity in the files..

But maybe I just understand your proposal.