

QGIS Application - Bug report #18190

vertex editor don't honour topological editing when used with a feature selection AND a node selection

2018-02-23 01:32 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 #: 26081
Description	
<p>Since a few hours before the release, vertex editor now has a priority over the selected feature so that it is possible to force the vertex selection for one particular feature and avoid selecting nodes of neighbour.</p> <p>This new mode has an issue when used with topological editing. The set of vertices moved doesn't have the neighbour nodes following, except for the grabbed node.</p> <p>See gif animations attached for a clearer explanation!</p>	
Related issues:	
Duplicated by QGIS Application - Bug report # 20158: Moving segments after ra...	Closed 2018-10-18

History

#1 - 2018-11-21 01:47 PM - Bernhard Ströbl

- Status changed from Open to Feedback

This seems to be fixed in current master (3.5.0). Could you please check and either close or change the affected QGIS version?

#2 - 2018-11-21 02:58 PM - Martin Dobias

- Resolution set to fixed/implemented

- Status changed from Feedback to Closed

This is the same bug as #20158 and also fixed by <https://github.com/qgis/QGIS/pull/8413>

#3 - 2018-11-21 02:58 PM - Martin Dobias

- Duplicated by Bug report #20158: Moving segments after range selection of vertices destroys topology added

Files

vertex_editor_no_selectedfeat_with_topoedit_on.gif	1.49 MB	2018-02-23	Regis Haubourg
vertex_editor_one_selectedfeat_without_topoedit_on.gif	1.8 MB	2018-02-23	Regis Haubourg
vertex_editor_one_selectedfeat_with_topoedit_on.gif	2.56 MB	2018-02-23	Regis Haubourg
vertex_editor_two_selectedfeat_with_topoedit_on.gif	1.72 MB	2018-02-23	Regis Haubourg