

QGIS Application - Bug report #18192

vertex editor doesn't honour topological editing when moving a segment

2018-02-23 02:02 PM - Regis Haubourg

Status: Closed	
Priority: High	
Assignee: Martin Dobias	
Category: Digitising	
Affected QGIS version: 3.3(master)	Regression?: Yes
Operating System:	Easy fix?: No
Pull Request or Patch supplied:	Resolution: fixed/implemented
Crashes QGIS or corrupts data:	Copied to github as #: 26083
Description	
<p>When selecting a segment, not a serie of vertices, the topological editing fails to move shared borders together. It worked in 2.18. There is a workaround by selection the nodes and grab nodes instead of grabing the segment. See animation gif</p>	
Related issues:	
Related to QGIS Application - Bug report # 18046: Adding new vertices ignores...	Closed 2018-02-05
Related to QGIS Application - Bug report # 17331: new node tool topological e...	Closed 2017-10-25
Duplicated by QGIS Application - Bug report # 20226: vertex edit ignore topol...	Closed 2018-10-26

History

#1 - 2018-02-26 12:07 PM - Andreas Wicht

maybe connected, but at least in the same scope: #18046

#2 - 2018-09-01 04:51 PM - Harrissou Santanna

- Regression? changed from No to Yes

Still occurs in master (3.3)

#3 - 2018-09-01 04:56 PM - Harrissou Santanna

- Related to Bug report #18046: Adding new vertices ignores topological editing added

#4 - 2018-09-01 04:58 PM - Harrissou Santanna

- Related to Bug report #17331: new node tool topological editing added

#5 - 2018-09-02 09:10 PM - Giovanni Manghi

- Affected QGIS version changed from 3.0.0 to 3.3(master)

Confirmed on the latest master.

#6 - 2018-11-21 01:39 PM - Bernhard Ströbl

- Status changed from Open to Feedback

This seems fixed in master (3.5.0), could you please check and either close or change the affected QGIS version?

#7 - 2018-11-21 01:52 PM - Martin Dobias

- Status changed from Feedback to Closed

- Resolution set to fixed/implemented

Yes this is the same bug as #20226 which has been fixed in <https://github.com/qgis/QGIS/pull/8413>

#8 - 2018-11-21 01:52 PM - Martin Dobias

- Duplicated by Bug report #20226: vertex edit ignore topological editing when move a polygon boundary segment added

Files

topological_editing_segment.gif	1.63 MB	2018-02-23	Regis Haubourg
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