

# QGIS Application - Bug report #18284

## problem with editing after update

2018-03-01 10:55 AM - Affan NF

<b>Status:</b> Closed	
<b>Priority:</b> Normal	
<b>Assignee:</b>	
<b>Category:</b> Editing	
<b>Affected QGIS version:</b> 2.18.17	<b>Regression?:</b> No
<b>Operating System:</b> Windows 10 Home with latest updates	<b>Easy fix?:</b> No
<b>Pull Request or Patch supplied:</b>	<b>Resolution:</b> not reproducible
<b>Crashes QGIS or corrupts data:</b>	<b>Copied to github as #:</b> 26175
<b>Description</b>	
<p>Since updating from 2.8.16 to 2.8.17 and saving the project file the "add feature" (in Edit Mode) is not working as it supposed todo.</p> <p>I uninstall the 2.8.17 and install 2.8.16 and then loading the backup project (save using 2.8.16) and it working just fine.</p> <p>And then I try to load the 2.8.17 project file in 2.8.16 and the problem a rise.</p> <p>the problem is in 2.8.17 version.</p> <p>installed plugins:</p> <ul style="list-style-type: none"><li>- lat lon tools</li><li>- Quick map services</li><li>- SRTM Downloader</li><li>- Easy Custom Labeling</li><li>- Profile Tool</li></ul>	

### History

#### #1 - 2018-03-01 10:59 AM - Giovanni Manghi

- Priority changed from High to Normal
- Status changed from Open to Feedback

Can you please expand "is not working as it supposed to do": add details about what you see and how replicate, thanks.

#### #2 - 2018-03-01 03:39 PM - Affan NF

What I mean is the application is freezing for a 5 to 10 seconds.

I just find out the problem is when I activate snapping options in edit mode:

Layer Selection: All Visible Layer

Snap To: To Vertex

Tolerance: 1 Map Units

v Enable Topological Editing

v Enable Snapping on Intersection

If I turn off "Enable Snapping on Intersection", the problem is gone.

#### #3 - 2018-03-03 10:59 AM - Giovanni Manghi

Affan NF wrote:

*What I mean is the application is freezing for a 5 to 10 seconds.  
I just find out the problem is when I activate snapping options in edit mode:  
Layer Selection: All Visible Layer  
Snap To: To Vertex  
Tolerance: 1 Map Units  
v Enable Topological Editing  
v Enable Snapping on Intersection*

*If I turn off "Enable Snapping on Intersection", the problem is gone.*

please add a sample project (with the options configured in a way you see the issue) with a small dataset to allow us replicate here. I just tested and can't replicate.

**#4 - 2018-08-25 04:31 PM - Giovanni Manghi**

- Resolution set to not reproducible
- Status changed from Feedback to Closed

Closing for lack of feedback.