

## QGIS Application - Feature request #18424

### Option to use old GRASS digitiser tools?

2018-03-13 12:08 AM - Chris Kahler

<b>Status:</b>	Open	<b>Resolution:</b> <b>Copied to github as #:</b> 26313
<b>Priority:</b>	Normal	
<b>Assignee:</b>		
<b>Category:</b>	GRASS	
<b>Pull Request or Patch supplied:</b>	No	
<b>Easy fix?:</b>	No	
<b>Description</b>		
<p>Hi, I've been using GRASS for years for building vector (polygon) maps from scratch.</p> <p>It took a while to learn how GRASS worked in digitiser mode, but once I worked it out I found it was a great way to get topologically clean vector maps. With the integration of GRASS into QGIS there have been some really useful changes, making using GRASS a more intuitive experience.</p> <p>One feature of some of the early stages in integration that I miss though is the GRASS digitiser toolset (the same one as used in GRASS 6). The QGIS tools can be a little quirky when using them with GRASS and as the GRASS vector / map model is so different from the shapefile format, the QGIS digitiser tools don't always work the way I would expect (for example, it seems as though QGIS tools have trouble telling if the user wants to edit lines or boundaries when used on GRASS vectors).</p> <p>Would it be possible to have access to the old GRASS digitiser tools in current versions of QGIS, possibly as a separate plug-in if that's easier?</p> <p>Regards, CK</p>		