QGIS Application - Bug report #1922
Vertices too large in editing mode

2009-09-08 11:48 AM - Markus Neteler

Status:	Closed		
Priority:	Low		
Assignee:	nobody -		
Category:	Digitising		
Affected QGIS version:		**Regression?:**	No
Operating System:	All	**Easy fix?:**	No
Pull Request or Patch supplied:		**Resolution:**	fixed
Crashes QGIS or corrupts data:		**Copied to github as #:**	11982

Description

The vertex symbols are drawn too large in editing mode which renders it difficult/impossible to realize if a vector object was select.

Attached a screenshot to illustrate the problem (part of Northern Italy OSM lakes & rivers map as SHAPE file).

Suggestions:

- generally at least halfen the size
- perhaps add the possibility to user-define the vertex size in editing mode

Associated revisions

Revision 78e0becf - 2009-09-08 11:25 PM - Jürgen Fischer

[FEATURE] configurable vertex marker size (fixes #1922)

git-svn-id: http://svn.osgeo.org/qgis/trunk/qgis@11599 c8812cc2-4d05-0410-92ff-de0c093fc19c

Revision 0a083f59 - 2009-09-08 11:25 PM - Jürgen Fischer

[FEATURE] configurable vertex marker size (fixes #1922)

git-svn-id: http://svn.osgeo.org/qgis/trunk@11599 c8812cc2-4d05-0410-92ff-de0c093fc19c

History

#1 - 2009-09-08 11:53 AM - Giovanni Manghi

Amen. I asked too a similar thing. See #1768

#2 - 2009-09-08 02:26 PM - Jürgen Fischer

- Resolution set to fixed

- Status changed from Open to Closed

fixed in commit:0a083f59 (SVN r11600)

#3 - 2009-09-08 03:29 PM - Markus Neteler

Jef: perfect! Marker size 3-5 looks very good. Without asking too much, could it be backported to the latest stable branch which will be around for a while?

Files

qgis_shape_editing_too_big_points.jpg	157 KB	2009-09-08	Markus Neteler