

QGIS Application - Bug report #19970

Different default M values depending on the function

2018-09-27 04:28 PM - Jerome P

Status: Open	
Priority: Normal	
Assignee:	
Category: GUI	
Affected QGIS version: 3.2.3	Regression?: No
Operating System: Windows 7 x64	Easy fix?: No
Pull Request or Patch supplied: No	Resolution:
Crashes QGIS or corrupts data: No	Copied to github as #: 27792
Description	
<p>I'm using QGIS 3.2.3-Bonn (QGIS code revision 9b176802e5) on Windows x64. I have a spatialite layer with geometry from type LineStringM.</p> <p>When I use the button "Add Line Feature" and click a few time in the map to add a new feature, the M-values of the new points are automatically set to 0.0, which is what I expected.</p> <p>Now if I use the button "Vertex tool" to add points to an existing feature and then click a the "+" symbol between two vertex (or the one at the end of the feature), the M-value of the new point is "nan". I would have expected to get 0.0 like when adding a new feature.</p>	