

## QGIS Application - Feature request #20106

### When editing a regular shape the dragging needs to give a constrain option

2018-10-14 05:52 PM - Patrick Dunford

<b>Status:</b>	Open	<b>Resolution:</b> <b>Copied to github as #:</b> 27928
<b>Priority:</b>	Normal	
<b>Assignee:</b>		
<b>Category:</b>	Digitising	
<b>Pull Request or Patch supplied:</b>		
<b>Easy fix?:</b>	No	
<b>Description</b>		
<p>In Qgis 3 is this useful set of tools to create regular shapes like squares, rectangles etc</p> <p>If you want to make a regular shape bigger then when you drag a side out there is no constrain to ensure the shape is maintained.</p> <p>A modifier key you can press while dragging the side to ensure it can only be dragged in or out, not sideways, would be useful.</p>		

#### History

##### #1 - 2018-10-14 11:21 PM - Giovanni Manghi

- Category changed from GUI to Digitising

##### #2 - 2018-10-23 11:34 AM - Loïc BARTOLETTI

- Status changed from Open to Feedback

If I understand correctly, you want the equivalent of a resize tool?

I can add it into <https://github.com/qgis/QGIS-Enhancement-Proposals/issues/106>

##### #3 - 2018-11-22 07:17 AM - Patrick Dunford

I'll try to explain more as this comes up a lot when I use the new geometry tools to draw rectangles, circles and so on. Essentially I want to be able to resize while maintaining the existing geometry. At the moment if I want to resize that rectangle using the node tool, there is no way to constrain the direction of the dragging of a corner so you are only dragging in one direction at a time.

That is the comment about how to resize a rectangle. You can imagine it would be a lot harder to resize a circle one node at a time with lots of nodes, to say nothing of maintaining a perfect circular shape.

##### #4 - 2018-11-22 07:22 AM - Patrick Dunford

I just added this to the QEP

##### #5 - 2019-01-16 08:03 AM - Loïc BARTOLETTI

- Status changed from Feedback to Open