QGIS Application - Bug report #20226
vertex edit ignore topological editing when move a polygon boundary segment

2018-10-26 02:26 PM - Antonio Viscomi

Status:	Closed			
Priority:	High			
Assignee:				
Category:	Digitising			
Affected QGIS version:	3.4.0	**Regression?:**	Yes	
Operating System:		**Easy fix?:**	No	
Pull Request or Patch supplied:		**Resolution:**	fixed/implemented	
Crashes QGIS or corrupts data:	No	**Copied to github as #:**	28047	

Description

Hi all,
new vertex editor ignore topological editing when move a polygon boundary segment.

Topological editing works well on single vertex
but ignore snap when try to move a segment in polygon boundary

I attached data, project an screencast

Regards

Antonio

Related issues:

Duplicates QGIS Application - Bug report # 18192: vertex editor doesn't honou...	**Closed**	2018-02-23

History

#1 - 2018-10-27 05:59 PM - Giovanni Manghi

- Affected QGIS version changed from 3.3(master) to 3.4.0

- Subject changed from vertex edit ignore topological editing when move a polygon boundary segment (Master 25c94d48b5) to vertex edit ignore topological editing when move a polygon boundary segment

Unfortunately confirmed on 3.4 too.

#2 - 2018-11-06 02:58 PM - Martin Dobias

- Resolution set to fixed/implemented

- Status changed from Open to Closed

Fixed in https://github.com/qgis/QGIS/pull/8413 for 3.6 and backported to 3.4 in https://github.com/qgis/QGIS/pull/8420

#3 - 2018-11-21 01:52 PM - Martin Dobias

- Duplicates Bug report #18192: vertex editor doesn't honour topological editing when moving a segment added

Files

Topology.7z		560 KB	2018-10-26	Antonio Viscomi