

## QGIS Application - Bug report #20503

### Inconsistent behaviour when deleting nodes with vertex tool (all layers)

2018-11-15 12:28 PM - Bernhard Ströbl

<b>Status:</b>	Open	
<b>Priority:</b>	Normal	
<b>Assignee:</b>		
<b>Category:</b>	Digitising	
<b>Affected QGIS version:</b>	3.5(master)	<b>Regression?:</b> No
<b>Operating System:</b>		<b>Easy fix?:</b> No
<b>Pull Request or Patch supplied:</b>	No	<b>Resolution:</b>
<b>Crashes QGIS or corrupts data:</b>	No	<b>Copied to github as #:</b> 28323
<b>Description</b>		
scenario two layers with identical polygons, both in editing mode, vertex tool (all layers) enabled		
1. select node with mouse window, then delete => identical node in both layers is deleted; expected behaviour		
2. press shift + R and click on identical node, then delete => node is only deleted in active layer; <b>not</b> expected behaviour		
3. open vertex editor panel and select identical node there, then delete => node is only deleted in active layer; <b>not</b> expected behaviour		

#### History

##### #1 - 2018-11-16 09:40 AM - Burghardt Scholle

I can confirm the errors that you describe with QGIS DEV code revision 7cce9b3eb9. If I undo the delete, it only affects the activated layer. After that I have to undo the process even in the non-activated layer.

##### #2 - 2019-02-20 03:41 PM - Bernhard Ströbl

- Affected QGIS version changed from 3.4.1 to 3.5(master)

Ok, after discussion with Martin [here](#) I do understand that *all layers* means I can interact with all layers. My impression of *current layer* versus *all layers* was, that this decides on which layers I change features by e.g. deleting common vertices.

The scenario therefore needs the following update:

Both layers with identical polygon and in editing mode, **topological editing enabled**

1. Lock feature and select the node in question with mouse, then delete => identical node in both layers is deleted (expected behaviour)
2. Lock feature and select node in node panel, then delete => only node in current layer is deleted (unexpected behaviour)