

QGIS Application - Bug report #20743

After handling bad layers, no unsaved state

2018-12-06 03:35 PM - Nathan Saylor

Status:	Closed	
Priority:	Normal	
Assignee:	Alessandro Pasotti	
Category:	Project Loading/Saving	
Affected QGIS version:	3.4.2	Regression?: No
Operating System:	Win7	Easy fix?: No
Pull Request or Patch supplied:	Yes	Resolution:
Crashes QGIS or corrupts data:	No	Copied to github as #: 28563
Description		
<p>Sorry if this should be going under feature request, but I think it's problematic.</p> <p>After handling bad layers, QGIS does not set the project to an unsaved state, so a person could close the project from that point and not have the option to save with the updated layer sources.</p> <p>Checked in 3.4 and 3.5 (Which thank you for the options to hang onto bad layers in 3.5. That's a feature I've wanted for a long time! :))</p>		

Associated revisions

Revision 0042cc0f - 2018-12-13 11:39 AM - Alessandro Pasotti

Mark project dirty when bad layers have changed

Fixes #20743

History

#1 - 2018-12-07 07:46 AM - Alessandro Pasotti

- Assignee set to Alessandro Pasotti

#2 - 2018-12-12 11:13 AM - Alessandro Pasotti

- Pull Request or Patch supplied changed from No to Yes

<https://github.com/qgis/QGIS/pull/8657>

#3 - 2018-12-12 11:13 AM - Alessandro Pasotti

- Status changed from Open to In Progress

#4 - 2018-12-13 02:57 PM - Alessandro Pasotti

- % Done changed from 0 to 100

- Status changed from In Progress to Closed

Applied in changeset commit:qgis|0042cc0f33906f5403dc02fb52cbe6b130d95569.