**QGIS Application - Bug report #21283**  
**Vertex Tool: issue selecting vertices of "locked" features**  
2019-02-15 02:00 PM - Geo Dev

<table>
<thead>
<tr>
<th>Status:</th>
<th>Closed</th>
</tr>
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<tbody>
<tr>
<td>Priority:</td>
<td>Normal</td>
</tr>
<tr>
<td>Assignee:</td>
<td>Digitising</td>
</tr>
<tr>
<td>Affected QGIS version:</td>
<td>3.5(master)</td>
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<td>Operating System:</td>
<td></td>
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<td>Pull Request or Patch supplied:</td>
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<tr>
<td>Crashes QGIS or corrupt data:</td>
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<tr>
<td>Regression?:</td>
<td>No</td>
</tr>
<tr>
<td>Easy fix?:</td>
<td>No</td>
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<tr>
<td>Resolution:</td>
<td></td>
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<td>Copied to github as #:</td>
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**Description**

In the last release (QGIS 3.5master), when a feature is "locked", the Vertex Tool doesn't highlight other features and it doesn't allow selection of vertices from other features ([https://github.com/qgis/QGIS/pull/9116](https://github.com/qgis/QGIS/pull/9116)).

This behavior doesn't always work as expected when the vertices of the "locked" feature are in common with vertices of other features of the same layer.

**Steps to replicate the issue:**

- create a new polygon layer
- draw two adjacent polygons with some common edges/vertices
- active the Vertex Tool and "lock" one of the two polygons (right click on the feature)
- put the mouse pointer over a non common edge of the "locked" polygon and move the pointer toward a common vertex: when the pointer is near/over the common vertex it's highlighted (expected behavior)

- put the mouse pointer over a non common edge of the other "unlocked" polygon and move the pointer toward a common vertex: when the pointer is near/over the common vertex it's NOT highlighted (unexpected behavior).

All the vertices of the "locked" feature should always be highlighted when the pointer is near/over them and it should not depend on the mouse path used to point them.

**Associated revisions**

**Revision aec87a0a - 2019-02-21 08:53 AM - Martin Dobias**

Fix issue with selection of vertices of locked feature (fixes #21283)

When user was coming with mouse to a vertex of the locked feature from a different feature, it could happen that the vertex would not get picked by vertex tool - this was because snapToEditableLayer() keeps the last snap which would belong to a different feature, but that feature was not allowed (blocking a new snap).

The fix makes sure that with a locked feature its matches always win.

**Revision bdec90c4 - 2019-02-21 10:07 AM - Martin Dobias**

Fix issue with selection of vertices of locked feature (fixes #21283)

When user was coming with mouse to a vertex of the locked feature from a different feature, it could happen that the vertex would not get picked by vertex tool - this was because snapToEditableLayer()
keeps the last snap which would belong to a different feature, but that feature was not allowed (blocking a new snap).

The fix makes sure that with a locked feature its matches always win.

(cherry picked from commit aec87a0a895d11fa9d054a979f0e02a3b4bb0c78)

History

#1 - 2019-02-18 02:26 PM - Giovanni Manghi
- Priority changed from High to Normal

#2 - 2019-02-21 08:52 AM - Martin Dobias
- % Done changed from 0 to 100
- Status changed from Open to Closed

Applied in changeset commit:qgis|aec87a0a895d11fa9d054a979f0e02a3b4bb0c78.