

## QGIS Application - Bug report #21283

### Vertex Tool: issue selecting vertices of "locked" features

2019-02-15 02:00 PM - Geo Dev

<b>Status:</b> Closed	
<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>	<b>Resolution:</b>
<b>Crashes QGIS or corrupts data:</b>	<b>Copied to github as #:</b> 29101
<b>Description</b>	
<p>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 (<a href="https://github.com/qgis/QGIS/pull/9116">https://github.com/qgis/QGIS/pull/9116</a>).</p> <p>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.</p> <p>Steps to replicate the issue:</p> <ul style="list-style-type: none"><li>- create a new polygon layer</li><li>- draw two adjacent polygons with some common edges/vertices</li><li>- active the Vertex Tool and "lock" one of the two polygons (right click on the feature)</li><li>- 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)</li><li>- 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).</li></ul> <p>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.</p>	

#### 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

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### #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.