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).

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.
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.