

QGIS Application - Bug report #21758

Snapping to grid/objects does not work with rotated item

2019-04-03 08:12 PM - Brett Carlock

<b>Status:</b>	Open	
<b>Priority:</b>	Normal	
<b>Assignee:</b>		
<b>Category:</b>	Map Composer/Printing	
<b>Affected QGIS version:</b>	3.6.1	<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> 29573
<b>Description</b>		
<p>As above, when an item is rotated -90deg or 270deg it no longer is a candidate for snapping.</p> <p>Any non-zero value for rotation causes this (which makes sense to some degree), but when an item is being rotated to angles parallel or perpendicular to the document itself (and therefore every other object), this should be a non-issue.</p>		