

## QGIS Application - Bug report #241

### GRASS plugin: load higher level vector layers first

2006-08-20 02:04 AM - neteler-itc-it -

<b>Status:</b> Closed	
<b>Priority:</b> Low	
<b>Assignee:</b> Redmine Admin	
<b>Category:</b> GRASS	
<b>Affected QGIS version:</b>	<b>Regression?:</b> No
<b>Operating System:</b> All	<b>Easy fix?:</b> No
<b>Pull Request or Patch supplied:</b>	<b>Resolution:</b> fixed
<b>Crashes QGIS or corrupts data:</b>	<b>Copied to github as #:</b> 10300
<b>Description</b>	
<p>Hi,</p> <p>when creating a new vector map using the GRASS toolbox (e.g. buffer of archsites in Spearfish dataset) or when loading an existing GRASS vector map, the layer preset should be layer 1 and not layer 0 to show the real map.</p> <p>Related: when e.g. creating buffer of archsites in Spearfish dataset via toolbox, then clicking on "show results" to display the resulting map directly in QGIS, it loads layer 0 instead of layer 1. This is a bit confusing.</p> <p>thanks Markus</p>	

#### History

##### #1 - 2006-12-03 07:03 AM - Martin Dobias

Do you mean that new map should be loaded on top of existing maps or do you mean something different?

##### #2 - 2006-12-03 09:23 AM - neteler-itc-it -

I mean something different:

sometimes (not with all GRASS vector maps, who knows why), there are two layers when loading a vector map numbered "0" and "1". The "1" layer is of interest but QGIS loads the "0" layer per default.

Example:

Spearfish60 sample data set ([http://grass.itc.it/sampled/spearfish\\_grass60data-0.3.tar.gz](http://grass.itc.it/sampled/spearfish_grass60data-0.3.tar.gz)). If you load from the mapset PERMANENT the "fields" polygon vector map, the dialog let's you select 0\_polygon (default) and 1\_polygon. Here the default should be the 1\_polygon instead (so that I don't have to change it for ever map manually). If you load the (default) 0\_polygon, you see the islands and stuff instead of the real map which would be 1\_polygon.

Suggestion: QGIS should always take the **highest** available layer, not the lowest as currently. A rather trivial fix...

thanks,

Markus

**#3 - 2006-12-08 06:26 AM - Martin Dobias**

- *Resolution set to fixed*
- *Status changed from Open to Closed*

Should be fixed in commit:493e7429 (SVN r6212).

**#4 - 2009-08-22 12:46 AM - Anonymous**

Milestone Version 0.8 deleted