## QGIS Application - Bug report #3155

### Zoom to layer works incorrectly while layer editing

**2010-10-25 11:28 PM - dr -**

<table>
<thead>
<tr>
<th>Status</th>
<th>Closed</th>
</tr>
</thead>
<tbody>
<tr>
<td>Priority</td>
<td>Low</td>
</tr>
<tr>
<td>Assignee</td>
<td></td>
</tr>
<tr>
<td>Category</td>
<td>Map Canvas</td>
</tr>
<tr>
<td>Affected QGIS version</td>
<td>master</td>
</tr>
<tr>
<td>Regression?</td>
<td>No</td>
</tr>
<tr>
<td>Easy fix?</td>
<td>No</td>
</tr>
<tr>
<td>Operating System</td>
<td>All</td>
</tr>
<tr>
<td>Pull Request or Patch supplied</td>
<td>No</td>
</tr>
<tr>
<td>Crashes QGIS or corrupts data</td>
<td>No</td>
</tr>
<tr>
<td>Copied to github as #</td>
<td>13215</td>
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</tbody>
</table>

### Description

1. Open raster layer ([http://gis-lab.info/share/DR/modis.7z](http://gis-lab.info/share/DR/modis.7z) 404)
2. Add new polygonal vector layer
3. Draw little polygon in right top corner of raster;
4. Stop editing and save changes;
5. Make with zoom out tool raster layer looks like small rectangle in center of View;
6. Toggle editing and draw new polygon in right top corner of view;
7. Without stopping editing try make zoom to layer on vector layer;
8. Looks like extent calculates incorrect.
9. Stop editing, don’t save changes and try zoom to vector layer again. Zoom to layer work incorrectly.

### Associated revisions

**Revision 9b5c6831 - 2016-02-25 06:22 PM - Jürgen Fischer**

also recalculate layer extent after rollback (fixes #3155)

### History

**#1 - 2010-10-28 09:04 AM - Maxim Dubinin**

5-7. I confirm, the extent looks wrong.


9. I confirm, after rejecting saving new polygon it seems that extent is still larger than small polygon on the raster.


**#2 - 2011-01-18 09:55 PM - sunilkcube -**

- Status changed from Open to In Progress

**#3 - 2011-01-31 06:13 AM - Jürgen Fischer**

Recalculating the extent on every editing operation could be quite expensive. So it might be useful to make this optional and disable “zoom to layer” while editing. There’s also the issue of undo/redo.

**#4 - 2011-03-30 11:47 PM - Borys Jurgiel**

What about recalculating the extent when the “zoom to layer” pressed (only if the layer is dirty).
Repeating to [comment:4 borysiasty]:

What about recalculating the extent when the "zoom to layer" pressed (only if the layer is dirty).

The comment from Jef tells that calculating extents while editing is quite expensive.

Repeating to [comment:5 sunilkcube]:

The comment from Jef tells that calculating extents while editing is quite expensive.

Not exactly, the comment from Jef is about recalculating on every operation.

- Target version changed from Version 1.7.0 to Version 1.7.4

- Affected QGIS version set to master
- Crashes QGIS or corrupts data set to No
- Target version changed from Version 1.7.4 to Version 1.8.0

- Target version changed from Version 1.8.0 to Version 2.0.0

- Target version changed from Version 2.0.0 to Future Release - Lower Priority

- Status changed from In Progress to Feedback
- Assignee deleted (sunilkcube -)
- Pull Request or Patch supplied set to No

Hello, bug triage...

this is still the case for QGIS 2.13 master...

- Status changed from Feedback to Open

- Status changed from Open to Closed

Fixed in changeset commit:"9b5c6831065cbaa2046a2fb0d27ba7e2f2cd2211d".

2021-05-09