QGIS Application - Bug report #3155
Zoom to layer works incorrectly while layer editing
2010-10-25 11:28 PM - dr -

Status: Closed
Priority: Low
Assignee: Map Canvas
Category: Map Canvas
Affected QGIS version: master
Operating System: All
Pull Request or Patch supplied: No
Crashes QGIS or corrupt data: No
Regression?: No
Easy fix?: No
Copied to github as #: 13215

Description

1. Open raster layer (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.
http://gis-lab.info/images/screenshots/20101028-69a-65kb.jpg

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 [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 [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...

Target version changed from Feedback to Open

Status changed from Open to Closed

Fixed in changeset commit:"9b5c6831065cbaa2046a2b0d27ba7e1f2cd2211d".