# QGIS Application - Bug report #7358
# GPS plugin, input layer for the "upload to GPS" tool is not shown

2013-03-14 09:48 AM - Giovanni Manghi

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|---|---|---|---|
| **Status:** | Closed | | |
| **Priority:** | Normal | | |
| **Assignee:** | | | |
| **Category:** | C++ Plugins | | |
| **Affected QGIS version:** | master | **Regression?:** | No |
| **Operating System:** | | **Easy fix?:** | No |
| **Pull Request or Patch supplied:** | | **Resolution:** | wontfix |
| **Crashes QGIS or corrupts data:** | | **Copied to github as #:** | 16333 |

**Description**

subject says it all. It happen at least on 1.8 and master and both Windows and Linux.

**History**

**#1 - 2014-06-20 04:47 AM - Giovanni Manghi**

- *Resolution set to wontfix*

- *Status changed from Open to Closed*

GPS tools in unmaintained and basically useless with modern GPS units. Closing.

**#2 - 2014-06-20 05:27 AM - Paolo Cavallini**

- *Target version changed from Version 2.0.0 to Version 2.4*

- *Status changed from Closed to Feedback*

Please note, however, that GPS data loaded through the plugin are editable, whereas those loaded through Add vector are not

**#3 - 2014-06-20 05:36 AM - Giovanni Manghi**

- *Resolution deleted (wontfix)*

Paolo Cavallini wrote:

> *Please note, however, that GPS data loaded through the plugin are editable, whereas those loaded through Add vector are not*

i don't see any major advantage: to be able to load data with the plugin it is at least necessary to know the right gpsbabel parameters, and it can take a lot of time just to try and eventually fail.

On the other hand saving a gpx as shape, editing it, and re saving as GPX takes just a bunch of seconds.

**#4 - 2014-06-20 12:00 PM - Giovanni Manghi**

- *Status changed from Feedback to Closed*

- *Resolution set to wontfix*