

QGIS Application - Bug report #7628

undo while digitizing show wrong geometry of rubberband

2013-04-16 08:16 AM - Richard Duivenvoorde

Status:	Closed	
Priority:	Normal	
Assignee:		
Category:		
Affected QGIS version:	master	Regression?: No
Operating System:		Easy fix?: No
Pull Request or Patch supplied:		Resolution:
Crashes QGIS or corrupts data:		Copied to github as #: 16551
Description		
<p>While you are digitizing/editing a line or polygon, it is possible to undo the last click in your line or polygon by using the DELETE or BACKSPACE key.</p> <p>At this moment you see the red temporary object (which is a rubberband item) change, but counter intuitive. As soon as you move the mouse it is ok, but that is because the rubberband is repainted the right way then.</p> <p>Try out:</p> <p>Create a polygon with 4 vertices, and put your mouse somewhere in the middle of the square.</p> <p>Now hit DELETE or BACKSPACE. You will see your square.</p> <p>Now hit right mouse to stop editing. While the ending polygon is ok, the temporary geometry was wrong.</p> <p>The problem is that in the qgsrubberband.removeLastPoint method actually removes the last point, which is actually not what you want if you are undoing a rubberband edit. I think you want to remove the point before the last one. In that case the rubberband stays intact and is more intuitive.</p> <p>I'll attach a patch + pull request to show</p>		

Associated revisions

Revision bfef00a6 - 2013-04-19 11:18 AM - Matthias Kuhn

Merge pull request #544 from rduivenvoorde/rubberband#7628

fix #7628

History

#1 - 2013-04-16 12:56 PM - Richard Duivenvoorde

see <https://github.com/qgis/Quantum-GIS/pull/534>

#2 - 2013-04-18 07:18 AM - Richard Duivenvoorde

see <https://github.com/qgis/Quantum-GIS/pull/542>

#3 - 2013-04-19 02:18 AM - Matthias Kuhn

- *Status changed from Open to Closed*

Fixed in changeset commit:"bfef00a64457ac2715daaa4e5e55579f7282c693".