

QGIS Application - Bug report #8255

in edit mode changing primary key discards geometry modifications

2013-07-10 09:49 AM - Vincent Mora

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|---|-------------------------------------|
| Status: Closed | |
| Priority: High | |
| Assignee: | |
| Category: Digitising | |
| Affected QGIS version: master | Regression?: No |
| Operating System: | Easy fix?: No |
| Pull Request or Patch supplied: No | Resolution: |
| Crashes QGIS or corrupts data: No | Copied to github as #: 17059 |
| Description | |
| <p>If you modify the geometry of a feature (eg move a point) and then change its primary key (with attribute table), the geometry modifications are lost.</p> <p>This is especially relevant to split features, where you may need to edit the primary key values in order to make them unique (see #7550).</p> | |

Associated revisions

Revision 24b6e638 - 2015-10-14 12:03 AM - Jürgen Fischer

vector layer: update geometries first before feature id might change (fixes #8255)

Revision e9d2a0ed - 2015-11-26 08:32 PM - Jürgen Fischer

vector layer: update geometries first before feature id might change (fixes #8255)

(backported from commit 24b6e63)

History

#1 - 2014-06-21 05:46 AM - Jürgen Fischer

- Category set to Vectors

- Subject changed from in edition mode changing primary key discards geometry modifications to in edit mode changing primary key discards geometry modifications

#2 - 2014-06-21 05:46 AM - Jürgen Fischer

- Priority changed from Normal to High

#3 - 2014-11-03 02:09 PM - Giovanni Manghi

- Category changed from Vectors to Digitising

(amazingly) I can confirm this issue, and is not a regression but something that affects qgis since long ago... (tested down until 1.7.4)...

#4 - 2015-10-13 03:04 PM - Jürgen Fischer

- Status changed from Open to Closed

Fixed in changeset commit:"24b6e6387ec7b78ad87121bd19e4e30872feff6f".