QGIS Application - Bug report #8255
in edit mode changing primary key discards geometry modifications

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

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

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.

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).

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 aso... (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".