

QGIS Application - Bug report #8395

split features is not working properly

2013-08-01 07:13 AM - Alessandro Ciali

Status: Closed	
Priority: Severe/Regression	
Assignee:	
Category: Digitising	
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 #: 17168
Description	
<p>Hi everyone,</p> <p>in the current master on win, split feature is not working (no split is performed, and the message "an error occurred during feature splitting" appears), if the cut line is not snapped at its start and end point to existing features, not important if that to be splitted or other.</p> <p>I checked this bug as blocker because it's a regression. older versions worked properly.</p>	

Associated revisions

Revision d3142f6d - 2013-08-09 01:33 AM - Nathan Woodrow

Merge pull request #798 from 3nids/maptoolcapturerubber

[fix #8395] Add a second rubber band in map tool capture

History

#1 - 2013-08-01 07:31 AM - Alessandro Ciali

just to be more clear, I'm referring to the split feature tool in the advanced editing toolbar.

Making some other tests, I found that the tool works correctly if the user create at least 2 further vertex out of the feature(s) to be splitted before ending the splitting line.

#2 - 2013-08-03 05:46 PM - Nathan Woodrow

Could you attach a sample set because I can't reproduce it with my data.

#3 - 2013-08-05 10:02 AM - Giovanni Manghi

- Status changed from Open to Feedback
- Operating System deleted (windows)
- OS version deleted (win7)

I can confirm the issue also on Linux.

If just a straight line (with just two nodes) is drawn then qgis returns

"An error occurred during feature splitting"

If the cut line has 3 nodes (2 before crossing the feature, or 1 before and 1 inside) then the cut operation fails silently.

If the cut line has 3 or more nodes, at least 2 after crossing the feature, then it seems to work, but edits are:

- sometimes discarded when saving
- sometimes are saved, but a previous saved cut disappear
- sometimes after finishing a cut ~~before saving~~ a previous vanished cut shows again

messy.

#4 - 2013-08-05 10:02 AM - Giovanni Manghi

- Status changed from Feedback to Open

#5 - 2013-08-07 01:03 AM - Denis Rouzaud

This is due to the change of behavior of the right-click in digitization. Right-click doesn't add a new node.

#6 - 2013-08-07 01:16 AM - Denis Rouzaud

A solution to a disambiguation would be to have distinct color/width in the rubber band for already drawn line and the line to the mouse cursor (possible next point).

That would require to add a second rubber band...

#7 - 2013-08-07 01:31 AM - Nathan Woodrow

I don't mind that solution if it's easy to do. Sounds like something that would be nice for the normal line tools too.

#8 - 2013-08-07 01:44 AM - Matthias Kuhn

Sounds good to me. Are you thinking about using two rubberbands with two distinct colors for that, one being always a temporary line with two nodes? Another solution would be to add the possibility to mark a point in the rubberband as "dangling/uncommitted" and change the rubberband paint method accordingly.

#9 - 2013-08-07 04:14 PM - Nathan Woodrow

Denis are you planning on working on this?

#10 - 2013-08-07 10:15 PM - Denis Rouzaud

I would have some time to do this, but we would have to discuss it first.

I would prefer Matthias' solution with a single rubber band. Having the last segment as a dash line would probably be a good way to go, but right now rubber bands do not handle this. Or we could play with thickness only.

Ideas?

I'll have a look.

#11 - 2013-08-08 05:41 AM - Denis Rouzaud

<https://github.com/ggis/Quantum-GIS/pull/798>

#12 - 2013-08-08 04:33 PM - Nathan Woodrow

- *Status changed from Open to Closed*

Fixed in changeset commit:"d3142f6d88db49f46e2e3fd87dd3a583ed6776b3".