

QGIS Application - Bug report #9167

Numerical Vertex Edit in 2.0.1

2013-12-05 08:19 AM - Oliver Buxton

<b>Status:</b>	Closed	
<b>Priority:</b>	Normal	
<b>Assignee:</b>	cmoe -	
<b>Category:</b>	Python plugins	
<b>Affected QGIS version:</b>	2.0.1	<b>Regression?:</b> No
<b>Operating System:</b>		<b>Easy fix?:</b> No
<b>Pull Request or Patch supplied:</b>	No	<b>Resolution:</b> invalid
<b>Crashes QGIS or corrupts data:</b>	No	<b>Copied to github as #:</b> 17799
<b>Description</b>		
<p>Hi,</p> <p>the Numerical Vertex Edit appears to have a bug.</p> <p>I edit a point shapefile and change the coordinates of the points, when i finish and save file, the points move. Not back to their original location but to a new one.</p> <p>This only occurs in 2.0.1, and does not occur in 1.8.0. Also it does not always happen in all projects.</p> <p>I am using OSGB 27700 coordinate system.</p>		
<b>Related issues:</b>		
Related to QGIS Application - Bug report # 9540: Numerical Vertex Edit Plugin...		<b>Closed</b> <b>2014-02-11</b>

History

#1 - 2013-12-05 08:24 AM - Jürgen Fischer

- Resolution set to invalid
- Status changed from Open to Closed

File bugs in that plugin at <http://sourceforge.net/apps/trac/geoing/>