

QGIS Application - Bug report #9569

Unexpected result in topological editing when snapping to the line element currently being edited

2014-02-15 08:36 AM - Leyan Ouyang

Status:	Closed	
Priority:	Normal	
Assignee:		
Category:	Digitising	
Affected QGIS version:	master	Regression?: No
Operating System:		Easy fix?: No
Pull Request or Patch Supplied:		Resolution: end of life
Crashes QGIS or corrupts data:		Copied to github as #: 18152
Description		
To reproduce the bug: <ul style="list-style-type: none">- Enable the topological editing in the snapping options- Using the nodetool, move a vertex of a line element and snap to a segment of this same element. Result expected: Moving the vertex and creating a new vertex to separate the segment at the new position Result obtained: The vertex does not move, but three vertices appear at the same place in the segment. If doing the same with polygons, only a single vertex is added, but the first vertex is still not moved.		

History

#1 - 2014-02-16 04:47 AM - Giovanni Manghi

- Target version set to Version 2.2
- Status changed from Open to Feedback

I'm on qgis master/ubuntu and it's weird because what I see is:

- for lines I see what you describe for polygons
- for polygons I see something similar to what you describe for lines, but instead of having 3 nodes created on the segment, for me are just 2

#2 - 2014-02-17 09:19 PM - Leyan Ouyang

I made some more investigation: the number of nodes created is not linked to the type of layer, but to the number of layers added after the layer edited (and with snapping active). The issue is linked to the [call](#) to [QgsVectorLayerEditUtils::insertSegmentVerticesForSnap](#) before moving the selected vertices.

#3 - 2014-02-19 11:44 AM - Giovanni Manghi

- Status changed from Feedback to Closed
- Resolution set to fixed/implemented

I cannot replicate anymore on the latest master, something has changed, for the better. Please reopen if I'm wrong.

#4 - 2014-02-21 06:21 AM - Leyan Ouyang

- Status changed from Closed to Reopened

Nothing changed from my side, I did not see any commit related to that either.

Could someone else confirm whether they can see the bug ?

#5 - 2014-02-21 06:32 AM - Giovanni Manghi

Leyan Ouyang wrote:

Nothing changed from my side, I did not see any commit related to that either.

Could someone else confirm whether they can see the bug ?

are you using the latest master? on what platform? what revision are you testing?

#6 - 2014-02-21 08:38 PM - Leyan Ouyang

I tried with revision 882dd0c pulled yesterday. I am on Linux (Archlinux), but I don't think it can be platform-specific.

From my understanding, the bug is linked to mapnodetool calling insertSegmentVerticesForSnap (the call is [here](#) , to this [function](#)). The function insertSegmentVerticesForSnap will insert one vertex for each snapping result, but it seems this insertion will mess with the vertex indice when later moving the point which was manipulated.

To solve this, the vertex insertion could be done after the original vertex moving, so that it is not affected. Then the insertSegmentVerticesForSnap needs to be improved to avoid inserting several points at the same position.

Nothing was changed recently in these two functions, so I don't know how the bug could have disappeared. Now the result is correct for you?

#7 - 2014-02-23 01:07 AM - Giovanni Manghi

- Resolution deleted (fixed/implemented)

- Target version changed from Version 2.2 to Version 2.4

Leyan Ouyang wrote:

Now the result is correct for you?

no you are right, I forgot an import detail when I tested the second time.

#8 - 2014-03-01 08:27 AM - Jürgen Fischer

- Target version changed from Version 2.4 to Future Release - High Priority

#9 - 2017-05-01 01:08 AM - Giovanni Manghi

- Regression? set to No

- Easy fix? set to No

#10 - 2019-03-09 04:04 PM - Giovanni Manghi

- Resolution set to end of life

- Status changed from Reopened to Closed

End of life notice: QGIS 2.18 LTR

Source:

<http://blog.qgis.org/2019/03/09/end-of-life-notice-qgis-2-18-ltr/>