

QGIS Application - Bug report #10957

Digitising & snaps

2014-07-26 04:40 AM - Jakub Kosik

Status:	Closed	
Priority:	Normal	
Assignee:		
Category:	Digitising	
Affected QGIS version:	2.4.0	Regression?: No
Operating System:		Easy fix?: No
Pull Request or Patch supplied:	No	Resolution: worksforme
Crashes QGIS or corrupts data:	No	Copied to github as #: 19305
Description		
<p>I've started work on big project with digitising in QGIS, and found some bugs when snapping:</p> <ol style="list-style-type: none">1. When I try to move polygon or few polygons (red-line - dig1.png), snapping to same layer - sometimes creates new vertex instead move (dig2.png);2. When I move vertex and snap to semi-transparent or black-line polygon layer I got effect: dig3.png - new vertex is created on far, far away random polygon from edited layer and snapped together. <p>Problem is rather old, I've noticed that in 2.2, 2.4 and 2.5</p>		

History

#1 - 2014-07-28 08:33 AM - Giovanni Manghi

- Status changed from Open to Feedback

a few screenshots do not help understand well how to replicate this issue. What would be needed is a sample project and data (with the snapping options already defined as necessary) and/or a screencast (to help understand at what scale are you working, what steps to make, etc.).

#2 - 2014-07-28 10:32 AM - Jakub Kosik

I cannot share this data due to law restrictions. I'll try to create some screencast. Now I'm collecting data outdoors with QGIS and Windows-tablet

#3 - 2014-10-08 09:51 AM - Giovanni Manghi

- Resolution set to worksforme

- Status changed from Feedback to Closed

closing for lack of feedback, please reopen if necessary.

Files

dig1.png	26.4 KB	2014-07-26	Jakub Kosik
dig2.png	28.2 KB	2014-07-26	Jakub Kosik
dig3.png	150 KB	2014-07-26	Jakub Kosik