

QGIS Application - Bug report #11411

Impossible to know geometry type and style when editing a vector with "single symbol" symbology in QGIS master

2014-10-14 01:13 PM - Harrissou Santanna

Status:	Closed	
Priority:	Severe/Regression	
Assignee:		
Category:	Map Legend	
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 #: 19690
Description		
<p>Add a layer</p> <p>Toggle it into edition</p> <p>The icon near the layer's name, the one that indicates the type of geometry (and now its symbology), becomes a pencil.</p> <p>If you have many layers in the project and if you forget the style used by this layer ("single symbol"), it becomes a bit hard to find the layer's features in the map canvas.</p> <p>When using "Single symbol" symbology, I think there should be a way to still easily identify the layer's geometry type and colour when editing.</p>		

Associated revisions

Revision 4bf04e1c - 2014-10-16 10:34 PM - Jürgen Fischer

combine layer type and edit icon when editing (fixes #11411)

History

#1 - 2014-10-14 11:46 PM - Jürgen Fischer

- Target version deleted (Version 2.6)
- Tracker changed from Bug report to Feature request
- Category set to GUI
- Priority changed from Severe/Regression to Normal

#2 - 2014-10-15 12:01 AM - Giovanni Manghi

- Category changed from GUI to Map Legend
- Subject changed from Impossible to identify geometry type and colour of layer when editing to Impossible to know geometry type and style when editing a vector with "single symbol" symbology in QGIS master

#3 - 2014-10-15 03:15 PM - Harrissou Santanna

Thanks for updating this report but I'd like to understand why it's no more a blocker bug, and not even a bug.

I've read that an issue is considered blocker when a feature that worked in a previous release no longer works. The new design of Map Legend breaks the ability to see which geometry type and style are used when editing a vector with "single symbol" symbology. So IMHO it is a bug and a blocker one. Isn't it?

A great part of my daily work is about digitizing. Such feature is really useful when you have many layers in edition at the same time and the tests I made with Master didn't ease the work. And I don't think I'll be all the time behind my colleagues to remind them they should have made a categorized symbology before toggling to edition their layers.

I think it'd be very helpful and great if a solution is found for this issue before release (even though i'm not sure it's possible)

#4 - 2014-10-15 03:29 PM - Nathan Woodrow

- *Priority changed from Normal to Severe/Regression*
- *Target version set to Version 2.6*

Yes I agree. It is a drop in usability.

#5 - 2014-10-16 01:31 PM - Jürgen Fischer

- *Tracker changed from Feature request to Bug report*

#6 - 2014-10-16 01:35 PM - Jürgen Fischer

- *Status changed from Open to Closed*

Fixed in changeset commit:"4bf04e1ce1423ad683022cc0109764af101fc88a".