QGIS Application - Bug report #11764

Primary digitizing tools do not work in QGIS 2.6 (create and divide polygons by hand)

2014-11-30 06:57 AM - Lars Wikars

Status: Closed Priority: Normal

Assignee:

Category: Digitising

Affected QGIS version: 2.6.0Regression?:NoOperating System:Windows 7Easy fix?:No

Pull Request or Patch shapplied: Resolution: not reproducable

Crashes QGIS or corrupts data: Copied to github as #: 19996

Description

I try to use the digitising tools in QGIS 2.6 in the same way as I did in QGIS 2.2 (creating new polygons, dividing already existing polygons, shanging the shape of polygons). None of these actions work any more in QGIS 2.6. The whole process seems to freeze, while doing this. It also starts the digitizing process randoomly at the map, and not where I put down the cursor.

History

#1 - 2014-11-30 07:11 AM - Giovanni Manghi

- Status changed from Open to Feedback

fresh project? did you checked your snapping options? does it happens with any layer in any project? can you attach sample data?

#2 - 2014-11-30 07:40 AM - Lars Wikars

- File Atgard-uppdeladpolygon.shx added
- File Atgard-uppdeladpolygon.shp added
- File Atgard-uppdeladpolygon.qpj added
- File Atgard-uppdeladpolygon.prj added
- File Atgard-uppdeladpolygon.dbf added
- Assignee set to Giovanni Manghi

Very much thanks for your Quick reply!

It is a Project that I started in QGIS 2.2.

I changed the snapping option according to this video

https://www.youtube.com/watch?v=1xl0qdmaHRg

including marking the box for topological editing and increasing the snapping tolerance.

but the digitizing Tools still works very awkardly (freezes etc)

There are many data layers in my project, but I send a file one of them (originally a forestry database in which I have included my own parameters). For this specific file I tried to divide some of the polygons, without success. I have also tried to create new polygon layers by making polygons by free hand, also without success.

#3 - 2014-11-30 09:47 AM - Giovanni Manghi

- Priority changed from High to Normal

Lars Wikars wrote:

2025-04-27 1/2

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your vector has nothing strange. The problem is probably in your snapping options, if for any reason they got mangled stepping from 2.2 to 2.6 then you should be able to reconfigure them without much effort. Please give it a try and report back.

#4 - 2015-01-10 10:27 AM - Jürgen Fischer

- Assignee deleted (Giovanni Manghi)

#5 - 2015-05-11 01:16 PM - Giovanni Manghi

- Status changed from Feedback to Closed
- Resolution set to not reproducable

closing for lack of feedback.

Files

Atgard-uppdeladpolygon.dbf	393 KB	2014-11-30	Lars Wikars
Atgard-uppdeladpolygon.prj	379 Bytes	2014-11-30	Lars Wikars
Atgard-uppdeladpolygon.qpj	570 Bytes	2014-11-30	Lars Wikars
Atgard-uppdeladpolygon.shp	598 KB	2014-11-30	Lars Wikars
Atgard-uppdeladpolygon.shx	2.22 KB	2014-11-30	Lars Wikars

2025-04-27 2/2