

QGIS Application - Feature request #125

Polygon editing suggestion

2006-05-23 10:17 AM - stargelman-chorrol-com -

|  |              |                                     |
|--|--------------|-------------------------------------|
| <b>Status:</b>   | Closed       |                                     |
| <b>Priority:</b>   | Low          |                                     |
| <b>Assignee:</b>   | Gary Sherman |                                     |
| <b>Category:</b>   | Vectors      |                                     |
| <b>Pull Request or Patch supplied:</b>   |              | <b>Resolution:</b> invalid          |
| <b>Easy fix?:</b>  | No           | <b>Copied to github as #:</b> 10184 |
| <b>Description</b>   |              |                                     |
| <p>When creating a polygon, and that polygon exceeds a certain number of vertices, it would be great if clicking the right mouse button wouldn't instantly destroy the polygon/cancel the whole progress. Instead, a little menu could be shown with the options cancel, close and continue.</p> <p>I was just creating a 1350+ point polygon and... my finger slipped... that was very frustrating ;(</p> |              |                                     |

History

#1 - 2006-05-23 12:20 PM - stargelman-chorrol-com -

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

Actually, nevermind. I've just learned the right mouse button isn't supposed to do that. I guess this really is an error. I just tried again, and noticed that this time, it filled the poly-to-be. It didn't do that before. I'll try and see if I can reproduce the circumstances under which this happens/happened.