

QGIS Application - Bug report #13201

Snapping options are not working.

2015-08-10 10:36 AM - Mikhail Tchernychev

Status: Closed	
Priority: Normal	
Assignee:	
Category: Digitising	
Affected QGIS version: master	Regression?: No
Operating System:	Easy fix?: No
Pull Request or Patch supplied: No	Resolution: invalid
Crashes QGIS or corrupts data: No	Copied to github as #: 21262
Description	
<p>Hi,</p> <p>I was playing with QGIS manual and came across the following issue.</p> <p>Here are steps to re-produce:</p> <ol style="list-style-type: none">1. Create new polygon layer, add any polygon, save layer.2. Create second polygon layer, start editing it and adding new feature.3. Enable advanced snap to first layer vertexes. Select tolerance say 1 or 2 map units4. As you can see, program snaps to vertexes and new polygon is being created.5. Complete editing by right mouse click. You are prompted to enter polygon's attributed. At the same time new polygon disappears from the screen, and apparently blank feature is created. <p>I tried both development and released version under windows, and development version under Linux. Both shows the same, but windows version may crash with mini-dump.</p> <p>I hope it helps,</p> <p>Best Regards</p> <p>Mikhail</p>	

History

#1 - 2015-10-13 10:27 AM - Saber Razmjooei

- Status changed from Open to Feedback

- Category set to Digitising

I can't reproduce your problem. I can see, the newly added feature disappears from the canvas while filling the attribute table. But once you press OK it appears on the map and your attribute table.

#2 - 2015-10-13 12:31 PM - Mikhail Tchernychev

Agree. Something has changed. It use to create blank feature, but now indeed polygon is there.

Thank you

Mikhail

#3 - 2015-12-20 10:08 AM - Giovanni Manghi

- *Resolution set to invalid*
- *Status changed from Feedback to Closed*