QGIS Application - Feature request #15309
Unique names for Scratch Layers

2016-07-19 12:19 PM - Johannes Kroeger

Status:	Open		
Priority:	Normal		
Assignee:			
Category:	Unknown		
Pull Request or Patch supplied:	No	**Resolution:**	
Easy fix?:	No	**Copied to github as #:**	23241

Description

Please use unique names for newly created Scratch layers.

I would recommend using a simple counter and the type name, or if there is an internal "stringifiable" identifier already, just use that.

For example "Type (i)" or "Type_i": "Point (5)" or "MultiPolygon_6".

At the moment you end up with each layer named "New scratch layer" by default, which requires the user to always choose a name.
For temporary scratch things, I often only need to be able to tell them apart in the various dialogs.

History

#1 - 2017-05-01 12:46 AM - Giovanni Manghi

- Easy fix? set to No

#2 - 2017-09-22 09:55 AM - Jürgen Fischer

- Category set to Unknown