QGIS Application - Bug report #1570
Digitizing: move vertex after add vertex introduces new vertices when snapping is active

2009-03-11 02:59 AM - Andreas Neumann

Status:	Closed			
Priority:	Low			
Assignee:	Marco Hugentobler			
Category:	Digitising			
Affected QGIS version:		**Regression?:**	No	
Operating System:	Linux	**Easy fix?:**	No	
Pull Request or Patch supplied:		**Resolution:**	fixed	
Crashes QGIS or corrupts data:		**Copied to github as #:**	11630	

Description

When snapping is active, it seems that moving individual vertices immediately after a vertex was added with "add vertex" introduces new vertices intead of just moving the selected vertex.

The bug can be verified in the latest trunk (both Linux and Windows).

History

#1 - 2009-04-09 06:42 AM - Marco Hugentobler

- Resolution set to fixed

- Status changed from Open to Closed

Fixed in commit:fa45125e (SVN r10518)

#2 - 2009-08-22 01:03 AM - Anonymous

Milestone Version 1.1.0 deleted