

QGIS Application - Bug report #15794

snapping is always on, fails to respect default setting, upon QGIS launch

2016-10-31 08:06 PM - Mathieu Pellerin - nIRV

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|---|---------------|--------------------------------------|
| Status: | Closed | |
| Priority: | High | |
| Assignee: | Matthias Kuhn | |
| Category: | Digitising | |
| Affected QGIS version: | master | Regression?: No |
| Operating System: | | Easy fix?: No |
| Pull Request or Patch supplied: | No | Resolution: fixed/implemented |
| Crashes QGIS or corrupts data: | No | Copied to github as #: 23714 |
| Description | | |
| <p>Since the snapping refactoring, snapping is always active upon QGIS launch, even though I set the snapping default to Off.</p> <p>Looking into the code, I see this line as checking whether snapping should be enabled or not:</p> <pre>bool enabled = QSettings().value(QStringLiteral("/qgis/digitizing/default_advanced_snap_enabled"), true).toBool();</pre> <p>The "default_advanced_snap_enabled" setting is however never set in QgsOptions, neither anywhere else in QGIS' source tree.</p> | | |

History

#1 - 2016-10-31 08:09 PM - Mathieu Pellerin - nIRV

Similarly, the code uses "default_snap_type" as its setting key for snapping type (i.e. vertex, segment, vertexandsegment):

```
SnappingType type = ( SnappingType )QSettings().value( QStringLiteral( "/qgis/digitizing/default_snap_type" ), Vertex ).toInt();
```

However, QgsOptions never sets the "default_snap_type" value.

#2 - 2016-12-07 05:16 AM - Mathieu Pellerin - nIRV

- Resolution set to fixed/implemented
- % Done changed from 0 to 100
- Status changed from Open to Closed

Fixed on master.