

QGIS Application - Bug report #16336

No values greater than 99.99 in Snapping Tolerance

2017-03-09 03:29 PM - matteo ghetta

Status:	Closed	
Priority:	Normal	
Assignee:		
Category:	Digitising	
Affected QGIS version:	master	Regression?: No
Operating System:		Easy fix?: No
Pull Request or Patch supplied:		Resolution: fixed/implemented
Crashes QGIS or corrupts data:		Copied to github as #: 24246
Description		
<p>It seems that values greater than 99.99 (form map units) and 100 (for pixel) are not accepted in the Snapping Tolerance box. I'm sure I'm working with projected layer (just a single layer in the legend).</p> <p>However, in Settings -> Options -> Digitizing -> Snapping it is possible to add any numeric value.</p>		

Associated revisions

Revision 0c621eac - 2017-04-30 01:37 PM - Alexander Bruy

homogenize allowed tolerance values (fix #16336)

History

#1 - 2017-03-09 03:30 PM - matteo ghetta

- Subject changed from No values greater then 99.99 in Snapping Tolerance to No values greater than 99.99 in Snapping Tolerance

#2 - 2017-04-30 01:39 PM - Alexander Bruy

- Resolution set to fixed/implemented
- Status changed from Open to Closed
- Description updated

Fixed in commit:0c621eac0f