

## QGIS Application - Feature request #17076

### Priorize active layer when picking a node with new node tool editor

2017-08-25 06:27 PM - Regis Haubourg

|  |         |                                      |
|--|---------|--------------------------------------|
| <b>Status:</b>   | Closed  |                                      |
| <b>Priority:</b>   | Normal  |                                      |
| <b>Assignee:</b>   |         |                                      |
| <b>Category:</b>   | Editing |                                      |
| <b>Pull Request or Patch supplied:</b>   | No      | <b>Resolution:</b> fixed/implemented |
| <b>Easy fix?:</b>  | No      | <b>Copied to github as #:</b> 24975  |
| <b>Description</b>   |         |                                      |
| <p>Following the long discussion here, new node tool allows to pick any vertex of any editable layer, but when vertices overlap, it is not possible to choose what node to pick up.</p> <p>The simplest idea and probably fastest to implement is to add a priority on active layer vertices over other layers.</p> <p>See full discussion here :</p> <p><a href="https://github.com/QGEP/QGEP/issues/330#issuecomment-315310080">https://github.com/QGEP/QGEP/issues/330#issuecomment-315310080</a></p> |         |                                      |

#### History

##### #1 - 2017-09-14 03:13 PM - Regis Haubourg

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

closed thanks to Martin !