# QGIS Application - Bug report #1737
# node tool doesn't take respect to topological editing option

2009-06-15 12:53 AM - Horst Düster

| | | | |
|---|---|---|---|
| **Status:** | Closed | | |
| **Priority:** | Low | | |
| **Assignee:** | Martin Dobias | | |
| **Category:** | Digitising | | |
| **Affected QGIS version:** | | **Regression?:** | No |
| **Operating System:** | All | **Easy fix?:** | No |
| **Pull Request or Patch supplied:** | | **Resolution:** | fixed |
| **Crashes QGIS or corrupts data:** | | **Copied to github as #:** | 11797 |

## Description

1. load line layer
2. select properties->project properties->general->enable topological editing
3. toggle editing mode
4. activate node tool
5. select a line
6. select all line nodes
7. move the whole line => node tool doesn't take respect to the topological editing option.

Image a.png => produced result

Image b.png => expected result

## History

**#1 - 2009-08-05 03:16 AM - Giovanni Manghi**

*- Resolution set to fixed*

*- Status changed from Open to Closed*

Seems to me that the node tool now take respect of topology, at least on the latest revision. Please reopen if necessary.

**#2 - 2009-08-05 03:50 AM - Borys Jurgiel**

*- Resolution deleted (fixed)*

*- Status changed from Closed to Feedback*

There is still one issue remaining: if you add a new vertex to a shared boundary, the same should be added to the adjacent feature too. This is even more important now, when all other topological helpers are implemented, what may put a user off guard and cause topological errors. So I'm raising the priority and voting for fix it before the 1.2 release!

**#3 - 2009-08-06 03:44 AM - Martin Dobias**

*- Resolution set to fixed*

*- Status changed from Feedback to Closed*

Should be fixed in commit:cc05d674 (SVN r11283).

**Files**

| | | | |
|---|---|---|---|
| a.png | 77.4 KB | 2009-06-14 | Horst Düster |
| b.png | 80.9 KB | 2009-06-14 | Horst Düster |