

## QGIS Application - Bug report #18452

### Snapping options missing on Mac

2018-03-15 07:22 PM - Guillaume Larocque

<b>Status:</b>	Closed	
<b>Priority:</b>	Normal	
<b>Assignee:</b>		
<b>Category:</b>	mac_os_specific	
<b>Affected QGIS version:</b>	3.0.0	<b>Regression?:</b> No
<b>Operating System:</b>	Mac OSX 10.12 & 10.13	<b>Easy fix?:</b> No
<b>Pull Request or Patch supplied:</b>	No	<b>Resolution:</b>
<b>Crashes QGIS or corrupts data:</b>	No	<b>Copied to github as #:</b> 26340
<b>Description</b>		
<p>The snapping tool menu seems to be missing from the Mac OSX version. On Windows, it is under Project, but it's absent from the Mac version.</p>		

#### History

##### #1 - 2018-03-15 10:50 PM - Salvatore Larosa

- Status changed from Open to Feedback

I cannot confirm, I see Snapping options under Project menu either with a build version or Kingchaos version.

How did you install QGIS?

##### #2 - 2018-03-16 03:46 PM - Guillaume Larocque

- Status changed from Feedback to Open

Installed from most recent KyngChaos packages. Problem was observed on 2 different computers.

##### #3 - 2018-03-16 07:04 PM - Guillaume Larocque

This might or might not be related, but on those two computers, some gdal related functions appear to be broken. For example, we get "cannot find function gdalwarp" function when trying to merge bands.

##### #4 - 2018-09-05 06:56 PM - Denis Rouzaud

- Status changed from Open to Feedback

- Category changed from Digitising to mac\_os\_specific

I am not experiencing the issue using Homebrew.

That would lead to a packaging issue, but this is quite strange.

Still experiencing the issue with 3.2?

##### #5 - 2018-10-09 08:32 PM - Denis Rouzaud

- Status changed from Feedback to Closed