

## QGIS Application - Bug report #18602

### QGIS3: no precision in identify (derived data)

2018-03-31 07:49 PM - Tobias Wendorff

<b>Status:</b>	Closed	
<b>Priority:</b>	Normal	
<b>Assignee:</b>		
<b>Category:</b>	GUI	
<b>Affected QGIS version:</b>	3.0.0	<b>Regression?:</b> No
<b>Operating System:</b>	Microsoft Windows 7, 64-bit	<b>Easy fix?:</b> No
<b>Pull Request or Patch supplied:</b>	No	<b>Resolution:</b> invalid
<b>Crashes QGIS or corrupts data:</b>	No	<b>Copied to github as #:</b> 26490
<b>Description</b>		
<p>In identify results, the derived data (like X/Y coordinates of points) are integer only.</p> <p>Same behavior in 6ddd9ab0c7 and below.</p>		

#### History

##### #1 - 2018-03-31 07:51 PM - Tobias Wendorff

Addition information: I'm expecting the value to be float. Tested on non-geographical projections like EPSG:25832 and EPSG:3857

##### #2 - 2018-04-02 02:37 AM - Nyal Dawson

- Resolution set to invalid
- Status changed from Open to Closed

Check Project Properties -> General -> Coordinate Display -> Precision. It's probably set too low.

##### #3 - 2018-04-02 03:18 AM - Tobias Wendorff

Yep, that's it. It was set to "automatic". Perhaps automatic should be 2/3 on projected coordinate systems by default?! Integer (zero precision) is a little bit too low as a default value.