

## QGIS Application - Bug report #19092

### Measure tool on a Mac uses the top right corner of the cross hair cursor instead of the centre

2018-06-02 01:49 AM - Paul Austin

|   |                 |                                     |
|---|-----------------|-------------------------------------|
| <b>Status:</b>  | Closed          |                                     |
| <b>Priority:</b>  | Normal          |                                     |
| <b>Assignee:</b>  | Denis Rouzaud   |                                     |
| <b>Category:</b>  | mac_os_specific |                                     |
| <b>Affected QGIS version:</b>   | 3.0.3           | <b>Regression?:</b> No              |
| <b>Operating System:</b>  | Mac OS X        | <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> 26922 |
| <b>Description</b><br><br>On a Mac (not sure about windows) the measure tool bases clicks off the top left corner of the cursor rather than he centre of the cross hairs. This makes it difficult to select the points. |                 |                                     |
| <b>Related issues:</b><br>Related to QGIS Application - Bug report # 18806: Cursor is misaligned when d... <span style="float: right;">Closed 2018-04-25</span>   |                 |                                     |

#### Associated revisions

**Revision 4cc4bab9 - 2018-10-15 08:05 PM - Denis Rouzaud**

[fix #19092] fix big cursors on Mac (#8152)

#### History

**#1 - 2018-06-06 12:33 AM - Brendan Heberlein**

This is not just an issue with the measure tool, but also with digitizing tools (e.g. add feature, reshape feature) on Mac OS X.

Related #18806

**#2 - 2018-06-26 05:15 AM - Rhenriques Henriques**

Paul Austin wrote:

*On a Mac (not sure about windows) the measure tool bases clicks off the top left corner of the cursor rather than he centre of the cross hairs. This makes it difficult to select the points.*

Cursor is also too big. It is great in QGIS 2.18.

Editing is also a regression. Feels awkward to edit in 3.2. We need to press a node and then drag to move without pressing. Behavior needs to be move while press and dragging.

**#3 - 2018-06-26 05:49 AM - Nyal Dawson**

*Behavior needs to be move while press and dragging.*

That's a "wontfix".

2025-04-27

**#4 - 2018-06-26 10:56 AM - Jürgen Fischer**

- *Related to Bug report #18806: Cursor is misaligned when drawing new vectors added*

**#5 - 2018-08-04 06:13 PM - Michal Jurewicz**

The problem is still there on 3.2.1 version.

**#6 - 2018-08-27 07:33 PM - Nathan Perry**

Confirmed, still present on Mac in version 3.2.1. The problem cursor is also present during advanced digitizing operations, making it difficult to see the small "X" vertex marker.

**#7 - 2018-09-05 06:38 PM - Denis Rouzaud**

- *Category changed from Map Tools to mac\_os\_specific*

**#8 - 2018-10-15 08:05 PM - Denis Rouzaud**

- *% Done changed from 0 to 100*

- *Status changed from Open to Closed*

Applied in changeset commit:qgis|4cc4bab969772fc6508979166e5ab08afd0437f8.