QGIS Application - Bug report #1922 Vertices too large in editing mode

2009-09-08 11:48 AM - Markus Neteler

Status:ClosedPriority:LowAssignee:nobody -Category:Digitising

Affected QGIS version:

Operating System: All

Pull Request or Patch supplied:

Crashes QGIS or corrupts data:

Regression?: No

Resolution: fixed

Copied to github as #: 11982

Description

The vertex symbols are drawn too large in editing mode which renders it difficult/impossible to realize if a vector object was select. Attached a screenshot to illustrate the problem (part of Northern Italy OSM lakes & rivers map as SHAPE file).

Suggestions:

- generally at least halfen the size
- perhaps add the possibility to user-define the vertex size in editing mode

Associated revisions

Revision 78e0becf - 2009-09-08 11:25 PM - Jürgen Fischer

[FEATURE] configurable vertex marker size (fixes #1922)

git-svn-id: http://svn.osgeo.org/qgis/trunk/qgis@11599 c8812cc2-4d05-0410-92ff-de0c093fc19c

Revision 0a083f59 - 2009-09-08 11:25 PM - Jürgen Fischer

[FEATURE] configurable vertex marker size (fixes #1922)

git-svn-id: http://svn.osgeo.org/qgis/trunk@11599 c8812cc2-4d05-0410-92ff-de0c093fc19c

History

#1 - 2009-09-08 11:53 AM - Giovanni Manghi

Amen. I asked too a similar thing. See #1768

#2 - 2009-09-08 02:26 PM - Jürgen Fischer

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

fixed in commit:0a083f59 (SVN r11600)

#3 - 2009-09-08 03:29 PM - Markus Neteler

Jef: perfect! Marker size 3-5 looks very good. Without asking too much, could it be backported to the latest stable branch which will be around for a while?

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qgis_shape_editing_too_big_points.jpg 157 KB 2009-09-08 Markus Neteler

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