

## QGIS Application - Feature request #1946

### Numerical vertex edit not available in undo/redo stack

2009-09-23 09:26 PM - Jeremy Palmer

<b>Status:</b>	Closed	
<b>Priority:</b>	Low	
<b>Assignee:</b>	nobody -	
<b>Category:</b>	Vectors	
<b>Pull Request or Patch supplied:</b>		<b>Resolution:</b> invalid
<b>Easy fix?:</b>	No	<b>Copied to github as #:</b> 12006
<b>Description</b>		
When performing a numerical vertex edit on a shape polygon the action does not get registered in the undo/redo stack.		
Tested on trunk r11704 with OSGeo4W.		

#### History

##### #1 - 2010-03-21 05:12 AM - Giovanni Manghi

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

Hi, the numerical vertex edit is a 3rd party plugin. The plugin developers need to add the necessary code to their plugins in order to see the edits show in the undo/redo stack. See

<http://lists.osgeo.org/pipermail/qgis-developer/2010-March/009302.html>

##### #2 - 2010-03-22 04:24 AM - cmoe -

FYI: Version 0.1.4 of the plugin will now work with the undo/redo stack. Please report problems, if any, to me.

regards  
Cédric

##### #3 - 2010-03-22 08:33 AM - Giovanni Manghi

Hi Cédric,  
may I suggest also to drop a line the dev mailing list to explain how did you "linked" your plugin to the undo/redo stack? This would be very helpful for the other developers that have done/will do plugins that are vector editing tools.

A page in the qgis wiki would be also very good for future reference.