

## QGIS Application - Bug report #20137

### Topological editing don't works as expected in QGIS Master

2018-10-17 04:52 PM - Antonio Viscomi

<b>Status:</b>	Closed	
<b>Priority:</b>	High	
<b>Assignee:</b>		
<b>Category:</b>	Editing	
<b>Affected QGIS version:</b>	3.3(master)	<b>Regression?:</b> Yes
<b>Operating System:</b>	Windows 7	<b>Easy fix?:</b> No
<b>Pull Request or Patch supplied:</b>	No	<b>Resolution:</b> duplicate
<b>Crashes QGIS or corrupts data:</b>	No	<b>Copied to github as #:</b> 27958
<b>Description</b>		
<p>Hi all,</p> <p>in QGIS 3.2.3 as in MASTER (9cae77f262)</p> <p>I need to edit a polygon shapefile with topological editing active</p> <ul style="list-style-type: none"><li>-I set snap options with tolerance 1m to my layer</li><li>-I active topological editing and snapping on intersection</li><li>-I try to add a vertex on a polygon and move it for adjust boundary</li></ul> <p>well</p> <ul style="list-style-type: none"><li>-the vertex is added only on one of two coincident polygon boundary</li><li>-then when I try to move the added vertex this reshape only one of two polygon...</li></ul> <p>I expected that topological editing still works as in QGIS 2,</p> <p>where, when I add a vertex and move it, the reshaping acts on both polygon who share the boundary I want to reshape</p> <p>I attach the shapefiles on which I'm working, but the issues appear at least on all polygon shapefiles</p> <p>p.s. I performed a geometry check and there are no gaps between polygon</p> <p>Regards</p> <p>Antonio</p>		
<b>Related issues:</b>		
Duplicates QGIS Application - Bug report # 18046: Adding new vertices ignores...		Closed 2018-02-05

#### History

##### #1 - 2018-10-17 05:14 PM - Giovanni Manghi

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

#18046

##### #2 - 2018-10-22 10:16 AM - Jürgen Fischer

- Duplicates Bug report #18046: Adding new vertices ignores topological editing added

2025-04-27

1/2

Files

data.7z	101 KB	2018-10-17	Antonio Viscomi
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