

## QGIS Application - Bug report #20158

### Moving segments after range selection of vertices destroys topology

2018-10-18 03:08 PM - Andreas Wicht

<b>Status:</b> Closed	
<b>Priority:</b> High	
<b>Assignee:</b>	
<b>Category:</b> Digitising	
<b>Affected QGIS version:</b> 3.2.3	<b>Regression?:</b> No
<b>Operating System:</b> Windows 10 / Ubuntu 18.04	<b>Easy fix?:</b> No
<b>Pull Request or Patch supplied:</b>	<b>Resolution:</b>
<b>Crashes QGIS or corrupts data:</b>	<b>Copied to github as #:</b> 27979
<b>Description</b>	
<p>When using the vertex range selection, in order to select several segments which are supposed to be moved, the operation destroys the topology of the layer.</p> <p>When selecting the vertices by dragging a rectangle and one feature is selected, the operation also fails.</p> <p>When selecting the vertices by dragging a rectangle without any selection it works just fine.</p> <p>The attached gifs should illustrate the issue.</p> <p>I am not sure if this issue should actually be split into two separate ones or if it has the same cause in the code base.</p>	
<b>Related issues:</b>	
Duplicates QGIS Application - Bug report # 18190: vertex editor don't honour ...	<b>Closed</b> <b>2018-02-23</b>

#### Associated revisions

##### Revision 93e737e4 - 2018-11-05 12:31 PM - Martin Dobias

[vertex tool] Fix topo editing when moving vertices/edges (fixes #20158)

- when some "extra" vertices are selected when moving a vertex, their coincident vertices will be also moved (#20158)
- when moving an edge, coincident vertices to its endpoints will be also moved
- new tests to cover the above scenarios
- made the code hopefully easier to read

##### Revision 2f5a87fd - 2018-11-06 01:49 AM - Martin Dobias

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(cherry picked from commit 93e737e4bf50d03fa20316ec8da66db99e32c5cd)

#### History

##### #1 - 2018-11-04 03:16 PM - Martin Dobias

**#2 - 2018-11-05 12:31 PM - Martin Dobias**

- % Done changed from 0 to 100
- Status changed from Open to Closed

Applied in changeset commit:qgis|93e737e4bf50d03fa20316ec8da66db99e32c5cd.

**#3 - 2018-11-21 02:58 PM - Martin Dobias**

- Duplicates Bug report #18190: vertex editor don't honour topological editing when used with a feature selection AND a node selection added

**Files**

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segment_1.gif	276 KB	2018-10-18	Andreas Wicht
segment_2_fail.gif	223 KB	2018-10-18	Andreas Wicht
segment_3_fail.gif	216 KB	2018-10-18	Andreas Wicht
segment_4_fail.gif	247 KB	2018-10-18	Andreas Wicht