

QGIS Application - Bug report #20226

vertex edit ignore topological editing when move a polygon boundary segment

2018-10-26 02:26 PM - Antonio Viscomi

Status:	Closed	
Priority:	High	
Assignee:		
Category:	Digitising	
Affected QGIS version:	3.4.0	Regression?: Yes
Operating System:		Easy fix?: No
Pull Request or Patch supplied:		Resolution: fixed/implemented
Crashes QGIS or corrupts data:		Copied to github as #: 28047
Description Hi all, new vertex editor ignore topological editing when move a polygon boundary segment. Topological editing works well on single vertex but ignore snap when try to move a segment in polygon boundary I attached data, project an screencast Regards Antonio		
Related issues: Duplicates QGIS Application - Bug report # 18192: vertex editor doesn't honou... Closed 2018-02-23		

History

#1 - 2018-10-27 05:59 PM - Giovanni Manghi

- Affected QGIS version changed from 3.3(master) to 3.4.0
- Subject changed from vertex edit ignore topological editing when move a polygon boundary segment (Master 25c94d48b5) to vertex edit ignore topological editing when move a polygon boundary segment

Unfortunately confirmed on 3.4 too.

#2 - 2018-11-06 02:58 PM - Martin Dobias

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

Fixed in <https://github.com/qgis/QGIS/pull/8413> for 3.6 and backported to 3.4 in <https://github.com/qgis/QGIS/pull/8420>

#3 - 2018-11-21 01:52 PM - Martin Dobias

- Duplicates Bug report #18192: vertex editor doesn't honour topological editing when moving a segment added

Files

Topology.7z	560 KB	2018-10-26	Antonio Viscomi
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