QGIS Application - Bug report #20503
Inconsistent behaviour when deleting nodes with vertex tool (all layers)

2018-11-15 12:28 PM - Bernhard Ströbl

Status:	Open			
Priority:	Normal			
Assignee:				
Category:	Digitising			
Affected QGIS version:	3.5(master)		**Regression?:**	No
Operating System:			**Easy fix?:**	No
Pull Request or Patch supplied:	No		**Resolution:**	
Crashes QGIS or corrupts data:	Yes		**Copied to github as #:**	28323

Description

scenario two layers with identical polygons, both in editing mode, vertex tool (all layers) enabled

1. select node with mouse window, then delete => identical node in both layers is deleted; expected behaviour

2. press shit + R and click on identical node, then delete => node is only deleted in active layer; **not** expected behaviour

3. open vertex editor panel and select identical node there, then delete => node is only deleted in active layer; **not** expected behaviour

History

#1 - 2018-11-16 09:40 AM - Burghardt Scholle

I can confirm the errors that you describe with QGIS DEV code revision 7cce9b3eb9. If I undo the the delete, it only affects the activated layer. After that I have to undo the process even in the non-activated layer.

#2 - 2019-02-20 03:41 PM - Bernhard Ströbl

- Affected QGIS version changed from 3.4.1 to 3.5(master)

Ok, after discussion with Martin here I do understand that *all layers* means I can interact with all layers. My impression of *current layer* versus *all layers* was, that this decides on which layers I change features by e.g. deleting common vertices.

The scenario therefore needs the following update:

Both layers with identical polygon and in editing mode, **topological editing enabled**

1. Lock feature and select the node in question with mouse, then delete => identical node in both layers is deleted (expected behaviour)

2. Lock feature and select node in node panel, then delete => only node in current layer is deleted (unexpected behaviour)