

QGIS Application - Bug report #20888

vertex tool + topological editing

2018-12-28 09:52 AM - Thomas Nogatz

Status:	Open	
Priority:	Normal	
Assignee:		
Category:	Digitising	
Affected QGIS version:	3.4.3	Regression?: No
Operating System:	Windows 10	Easy fix?: No
Pull Request or Patch supplied:	No	Resolution:
Crashes QGIS or corrupts data:	No	Copied to github as #: 28707
Description		
<p>There seems to exist a bug with the node tool when using topological editing. Some screenshots are attached.</p> <p>Please follow these steps:</p> <ul style="list-style-type: none">- create a new shapefile polygon layer- activate following snapping options via Advanced Configuration:<ul style="list-style-type: none">SnappingAvoid intersectionTopological Editing- Add polygon feature: triangle, beginning with lower left corner (A1), then lower right corner (A2), finally upper corner (A3)- Add polygon feature: square overlapping with the triangle (overlap will be deleted due to snapping options, so a second triangle will remain): set a node in A1, then make a node inside the triangle, then a node in A2, then the last node somewhere down outside the triangle (see screen_01.png, the first polygon is the upper one)- vertex tool (current layer): try to set a node on every available edge <p>Results:</p> <ul style="list-style-type: none">- vertices at lower left and upper right edge are set correctly (see screen_02.png)- setting a vertex at the common edge: a green cross appears at the vertex, but no topological error is reported (see screen_03.png)- setting vertices at lower right and upper left edge causes topological errors (invalid geometry, see screen_04.png) <p>This errors do not appear when working without topological editing. When you draw the polygons without overlapping, the error appears at the common (screen_05.png) and at the upper left edge (screen_06.png).</p>		

Files

screenshots.zip	23.1 KB	2018-12-28	Thomas Nogatz
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