

QGIS Application - Bug report #2140

Avoid viewing editgin vertexes for all the the features in the view

2009-11-23 03:42 AM - Giovanni Allegri

<b>Status:</b>	Closed	
<b>Priority:</b>	Low	
<b>Assignee:</b>	nobody -	
<b>Category:</b>	Digitising	
<b>Affected QGIS version:</b>		<b>Regression?:</b> No
<b>Operating System:</b>	All	<b>Easy fix?:</b> No
<b>Pull Request or Patch supplied:</b>		<b>Resolution:</b> invalid
<b>Crashes QGIS or corrupts data:</b>		<b>Copied to github as #:</b> 12200
<b>Description</b>		
<p>I find a bit strange the behaviour of QGis in editing mode. I would expect to see the editing vertexes/symbols visualized only for selected features, and not for all the visibile features. I had to edit some polygons for a polygonal layer with about 115000 geometries. Toggling the edit made all the polygons vertexes turned on, asking for a long and heavy overhead for QGis.</p> <p>Shouldn't it be better to follow the behaviour of other softwares (eg Gvsig, [[ArcGIS]]) in which the editable vertexes appear only for the features selected by the user?</p> <p>giovanni</p>		

History

#1 - 2009-11-23 03:45 AM - Giovanni Allegri

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