QGIS Application - Bug report #241
GRASS plugin: load higher level vector layers first

2006-08-20 02:04 AM - neteler-itc-it -

Status:	Closed			
Priority:	Low			
Assignee:	Redmine Admin			
Category:	GRASS			
Affected QGIS version:		**Regression?:**	No	
Operating System:	All	**Easy fix?:**	No	
Pull Request or Patch supplied:		**Resolution:**	fixed	
Crashes QGIS or corrupts data:		**Copied to github as #:**	10300	

Description

Hi,

when creating a new vector map using the GRASS toolsbox (e.g. buffer of
archsites in Spearfish dataset) or when loading an existing GRASS vector
map, the layer preset should be layer 1 and not layer 0 to show the
real map.

Related: when e.g. creating buffer of archsites in Spearfish dataset via
toolbox, then clicking on "show results" to display the resulting map
directly in QGIS, it loads layer 0 instead of layer 1. This is a bit
confusing.

thanks
 Markus

History

#1 - 2006-12-03 07:03 AM - Martin Dobias

Do you mean that new map should be loaded on top of existing maps or do you mean something different?

#2 - 2006-12-03 09:23 AM - neteler-itc-it -

I mean something different:

sometimes (not with all GRASS vector maps, who knows why), there are two layers when loading a vector map numbered "0" and "1". The "1" layer is of
interest but QGIS loads the "0" layer per default.

Example:

Spearfish60 sample data set (http://grass.itc.it/sampledata/spearfish_grass60data-0.3.tar.gz). If you load from the mapset PERMANENT the "fields"
polygon vector map, the dialog let's you select 0_polygon (default) and 1_polygon. Here the default should be the 1_polygon instead
(so that I don't have to change it for ever map manually). If you load the (default) 0_polygon, you see the islands and stuff instead of the real map which
would be 1_polygon.

Suggestion: QGIS should always take the **highest** available layer, not the lowest as currently. A rather trivial fix...

thanks,

Markus

#3 - 2006-12-08 06:26 AM - Martin Dobias

- Resolution set to fixed

- Status changed from Open to Closed

Should be fixed in commit:493e7429 (SVN r6212).

#4 - 2009-08-22 12:46 AM - Anonymous

Milestone Version 0.8 deleted