

## QGIS Application - Feature request #3361

### Enhancement: raster edge detection and snapping for digitisation and georeferencing

2010-12-20 09:38 PM - Alister Hood

<b>Status:</b>	Open	<b>Resolution:</b> <b>Copied to github as #:</b> 13421
<b>Priority:</b>	Low	
<b>Assignee:</b>	nobody -	
<b>Category:</b>	Digitising	
<b>Pull Request or Patch supplied:</b>	No	
<b>Easy fix?:</b>	No	
<b>Description</b>		
<p>(Someone asked about this on the user list a week or so ago. I thought there was already a ticket, but if so, I can't find it)</p> <p>It would be useful to implement raster edge detection to allow for snapping to raster layers, both when digitizing and when georeferencing.</p> <p>The [[AutoGCP]] plugin must be using edge detection, so maybe some of the work is already done. Or maybe some code could be borrowed code from another program such as <a href="#">Hugin</a>. (Hugin is a panorama maker that allows snapping when manually creating control points. But Hugin uses wxWidgets.)</p>		

#### History

##### #1 - 2010-12-21 02:22 PM - Alister Hood

| (Someone asked about this on the user list a week or so ago. I thought there was already a ticket, but if so, I can't find it)

No. Reading the message again I think I misunderstood.

They actually wanted to be able to make the corners of a the raster image snap to a vector grid

<http://lists.osgeo.org/pipermail/ggis-user/2010-December/010634.html>

##### #2 - 2012-10-06 02:31 AM - Pirmin Kalberer

- Target version changed from Version 2.0.0 to Future Release - Nice to have

##### #3 - 2017-05-01 12:42 AM - Giovanni Manghi

- Easy fix? set to No

- Pull Request or Patch supplied set to No