

## QGIS Application - Bug report #370

### PostGIS digitizing: wrong placement (reprojection?)

2006-11-02 06:47 AM - Redmine Admin

<b>Status:</b> Closed	
<b>Priority:</b> Low	
<b>Assignee:</b> Marco Hugentobler	
<b>Category:</b> Digitising	
<b>Affected QGIS version:</b>	<b>Regression?:</b> No
<b>Operating System:</b> Debian	<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> 10429
<b>Description</b>	
Got a new problem (svn 6044): <ul style="list-style-type: none"><li>- loading a wms layer (NASA, latlong-wgs84)</li><li>- loading a postgis layer (Gauss-boaga)</li><li>- enabling on-the-fly projection</li><li>- starting digitize (points)</li></ul> The points are placed along Greenwich (long0), and also long is not correct.	

#### History

##### #1 - 2006-11-06 12:44 AM - Marco Hugentobler

Dear Paolo,

I tried this using a database with the swiss coordinate system. My experience was that qgis didn't recognize the projection of the table and treated it as WGS84. After this, I went to vector layer properties -> general -> Spatial Reference system and change it to swiss coordinate system to tell qgis explicitly the right coordinate system. Then, digitizing went fine, so it might be more a coordinate system recognition problem than a digitizing problem.

Could you try if it is the same for you with the Gauss-boaga postgis layer?

Marco

##### #2 - 2006-11-06 12:59 AM - Marco Hugentobler

Oh, I just realised that I used the QGIS SRID instead of postgis SRID when I created the table. Now it works for me as it should.

If it still does not work for you, could you try if there is the same bug with a shapefile in Gauss-boaga projection? If so, could you send me this file for testing?

thanks,

Marco

##### #3 - 2006-11-06 01:36 AM - Redmine Admin

- Resolution set to invalid

- Status changed from Open to Closed

Got it -my mistake. If I try to reproject gaus-boaga points, this does not work for extreme east locations. Sorry.

A cubic world would be way better!  
pc

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

Milestone Version 0.8 deleted