QGIS Application - Bug report #4624
Adding islands does not avoid intersections

2011-12-09 05:14 AM - Paolo Cavallini

Status:	Closed		
Priority:	Normal		
Assignee:	Marco Hugentobler		
Category:	Digitising		
Affected QGIS version:	master	**Regression?:**	No
Operating System:		**Easy fix?:**	No
Pull Request or Patch supplied:	No	**Resolution:**	fixed
Crashes QGIS or corrupts data:	No	**Copied to github as #:**	14526

Description

When adding islands, resulting polygons are not cut to avoid intersections, contrary to what happens for main polygons.

History

#1 - 2011-12-16 02:09 PM - Giovanni Manghi

- Target version set to Version 1.7.4

#2 - 2012-02-17 11:39 PM - Marco Hugentobler

- Crashes QGIS or corrupts data set to No

- Affected QGIS version set to master

- Assignee set to Marco Hugentobler

#3 - 2012-02-18 12:33 AM - Marco Hugentobler

- Status changed from Open to Resolved

Fixed in commit a1ac714fde085895728b653ffc8e42f7a9b57f0e

#4 - 2012-02-24 11:59 PM - Alexander Bruy

- Status changed from Resolved to Closed

- Resolution set to fixed