QGIS Application - Bug report #5025 issue in snapping of point

2012-02-15 10:56 AM - Leyan Ouyang

Status:	Closed			
Priority:	Normal			
Assignee:	Jürgen Fischer			
Category:	Digitising			
Affected QGIS version:master		Regression?:	No	
Operating System:		Easy fix?:	No	
Pull Request or Patch stapplied:		Resolution:		
Crashes QGIS or corru pits data:		Copied to github as #: 14801		
Description				

If I want to use snapping on a segment and move a point using node tool, the point will not snap to the line, but go a certain distance away. If I follow the line while continuously holding the mouse button, the point will follow and remain at the same distance.

This problem apparently appeared with the commit:6b07241f2447030bd5c9be374975d585ce0c15b2 to solve #5024.

History

#1 - 2012-02-19 11:53 AM - Leyan Ouyang

- File fix_node_tool.patch added

I had a look at the code. It seems to be due to the use of the function closestVertex of on the geometry of the feature. As this geometry is not updated as soon as a vertex is modified, the old position is used and it creates issues in the calculation of the movement to apply.

Is there a reason not to use the coordinates of the snapped vertex snapResult.snappedVertex ? I tried and during my limited testing itworked perfectly.

I join a patch correcting this bug by using the snapped vertex information, as well as improving a few other things. My understanding of the code is still quite shallow and I am not very proficient with git and patching, please comment if there is any problem with the patch.

#2 - 2012-02-21 06:38 AM - Marco Hugentobler

- Pull Request or Patch supplied changed from No to Yes

- Assignee set to Jürgen Fischer

#3 - 2012-09-04 12:08 PM - Paolo Cavallini

- Target version set to Version 2.0.0

#4 - 2013-10-15 04:55 AM - Jürgen Fischer

- Category set to Digitising

#5 - 2014-02-17 09:32 PM - Leyan Ouyang

- Status changed from Open to Closed

The problem went away, this bug can be closed.