

## QGIS Application - Bug report #564

### gpx provider saves coordinates to low precision

2007-01-31 09:18 PM - creeping -

<b>Status:</b>	Closed	
<b>Priority:</b>	Low	
<b>Assignee:</b>	Magnus Homann	
<b>Category:</b>	C++ Plugins	
<b>Affected QGIS version:</b>		<b>Regression?:</b> No
<b>Operating System:</b>	Windows	<b>Easy fix?:</b> No
<b>Pull Request or Patch supplied:</b>		<b>Resolution:</b> fixed
<b>Crashes QGIS or corrupts data:</b>		<b>Copied to github as #:</b> 10623
<b>Description</b>		
<p>After creating a new GPX layer then adding and saving waypoints, the precision of the waypoint coordinates are reduced to 3/4 decimal places.</p> <p>Changing the project coordinate precision and map units has no effect. On the fly projections were not turned on.</p> <p>I have only testing this on windows 0.8.1 version.</p>		

#### History

##### #1 - 2007-02-01 03:47 AM - Magnus Homann

- Status changed from Open to In Progress

Did you compile from source, or download the qgis-0.8.0 version?

##### #2 - 2007-02-01 05:34 AM - Magnus Homann

- Resolution set to fixed

- Status changed from In Progress to Closed

Fixed by , 12 digits precision.

##### #3 - 2007-02-25 06:43 PM - Tim Sutton

Changed version to 0.8.0 since version 0.8.1 is not released yet...

##### #4 - 2009-08-22 12:51 AM - Anonymous

Milestone Version 0.8.1 deleted