

QGIS Application - Bug report #855

quit GRASS Edit - selected tool becomes inactive though still selected

2007-12-06 03:23 AM - Maciej Sieczka -

Status:	Closed	
Priority:	Low	
Assignee:	nobody -	
Category:	GRASS	
Affected QGIS version:		Regression?: No
Operating System:	All	Easy fix?: No
Pull Request or Patch supplied:		Resolution: fixed
Crashes QGIS or corrupts data:		Copied to github as #: 10914
Description		
<ol style="list-style-type: none">1. add some GRASS vector2. select the 'Identify fetures' tool3. identify a polygon or 24. open GRASS Edit5. select any tool in the GRASS Edit, don't do anything6. quit GRASS Edit <p>As you can see the 'Identify fetures' tool is still selected (pressed in), but not active. If you want to activate it back, you have to select some other tool, then select 'Identify fetures' tool again. Quite puzzling.</p>		

History

#1 - 2007-12-11 02:24 PM - Jürgen Fischer

- Resolution set to fixed

- Status changed from Open to Closed

fixed in commit:56af4375 (SVN r7769)

#2 - 2009-08-22 12:54 AM - Anonymous

Milestone Version 0.9.2 deleted