

QGIS Application - Bug report #8867

With "render" off, map snaps back

2013-10-16 02:58 AM - Jonathan Moules

Status:	Closed	
Priority:	Normal	
Assignee:		
Category:	GUI	
Affected QGIS version:	2.0.1	Regression?: No
Operating System:		Easy fix?: No
Pull Request or Patch supplied:	No	Resolution: not reproducible
Crashes QGIS or corrupts data:	No	Copied to github as #: 17547
Description		
<p>I'm not sure if this is a feature request or bugfix.</p> <p>I have a raster layer loaded. I then disable "render". The problem is, any time I use the snap tool on the map in this state, it drags the raster layer, and as soon as I let go, it snaps back. This is mis-leading as it implies something is happening until you notice it's just snapping back and something new isn't being rendered. Then when you re-enable rendering you're in the new location. I don't know if it shouldn't drag at all, or if those tools shouldn't function while "rendering" is disabled, but the current setup is highly confusing.</p>		

History

#1 - 2014-06-21 05:51 AM - Jürgen Fischer

- *Category set to GUI*

#2 - 2017-05-01 01:09 AM - Giovanni Manghi

- *Easy fix? set to No*

- *Regression? set to No*

#3 - 2018-03-01 12:28 PM - Giovanni Manghi

- *Status changed from Open to Feedback*

Please test with a recent QGIS release (2.18 or 3), if the issue/request is still valid change the affected version accordingly, if is fixed/implemented then close the ticket. Thanks!

#4 - 2018-08-16 11:05 AM - Giovanni Manghi

- *Resolution set to not reproducible*

- *Description updated*

- *Status changed from Feedback to Closed*

Closing for lack of feedback.