# EDIT - bug #8021

## d&d in feature tree editor should not require saving

01/27/2019 11:45 AM - Andreas Müller

| | | | | |
|---|---|---|---|---|
| **Status:** | Duplicate | | **Start date:** | |
| **Priority:** | New | | **Due date:** | |
| **Assignee:** | Patrick Plitzner | | **% Done:** | 0% |
| **Category:** | taxeditor | | **Estimated time:** | 0:00 hour |
| **Target version:** | | | | |
| **Severity:** | normal | | **Found in Version:** | |

**Description**

... and moving a feature should not be automatically saved.

This requires to run the move operation only in UI, only when pressing save button all changes should be persisted. This is a bit similar to delete handling in e.g. bulk editors.

Copied from [#7873#note-3](#7873#note-3)

**Related issues:**

| | |
|---|---|
| Is duplicate of EDIT - bug #7990: Moving a feature via d&d does not make the ... | **Closed** |

## History

**#1 - 01/27/2019 11:46 AM - Andreas Müller**

*- Status changed from New to Duplicate*

*- Target version deleted (Release 5.6)*

upps, this is a duplicate

**#2 - 01/27/2019 11:46 AM - Andreas Müller**

*- Is duplicate of bug #7990: Moving a feature via d&d does not make the Feature Tree Editor dirty added*