Visualization - Enhancement #2750

[BREAKPOINTS] Distinguish between snapping based on breakpoints on the same connection vs other nodes in the scene

04/24/2018 01:44 PM - D. Wigand

Status:	New		**Start date:**	04/24/2018
Priority:	Normal		**Due date:**	
Assignee:			**% Done:**	0%
Category:			**Estimated time:**	0.00 hour
Target version:				

Description

Distinguish between snapping based on breakpoints on the same connection vs other nodes in the scene.
Currently snapping is allowed to every node in the scene. Perhaps we want to maintain this behavior, but we also want the user to know, when the snap is based on breakpoints on the same connection, to make sure that a line is orthogonal...