

# QGIS Application - Bug report #20913

## Linstring layer union processing bug

2019-01-04 03:10 AM - Hirofumi Hayashi

<b>Status:</b> Closed	
<b>Priority:</b> High	
<b>Assignee:</b>	
<b>Category:</b> Vectors	
<b>Affected QGIS version:</b> 3.4.3	<b>Regression?:</b> No
<b>Operating System:</b> Windows10 Pro	<b>Easy fix?:</b> No
<b>Pull Request or Patch supplied:</b> No	<b>Resolution:</b> no timely feedback
<b>Crashes QGIS or corrupts data:</b> No	<b>Copied to github as #:</b> 28732

### Description

Union processing of linestrings layer have a bug that the processing at the end of the overlapping linestring is incorrect.

- see attached capture/003.png

QGIS3.4.3 (2f64a3c4e7)

Reproduction:(use attached zip file)

- 1) load unionbug.qgz
- 2) Check overlapped linestrings layer \* see capture/001.png
- 3) Select Vector > Geoprocessing tools > Union ...
- 4) Select Input layer to miyakojimatest1
- 5) Run union processing
- 6) Check Union result \* see capture/002.png and 003.png

### History

#### #1 - 2019-01-07 09:32 AM - Giovanni Manghi

- Status changed from Open to Feedback
- File union.sqlite added

Is the attach result correct?

#### #2 - 2019-03-09 11:22 AM - Giovanni Manghi

- Resolution set to no timely feedback
- Status changed from Feedback to Closed

Closing for lack of feedback.

### Files

union\_bugreport20190104.zip  
union.sqlite

1010 KB  
628 KB

2019-01-04  
2019-01-07

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