

QGIS Application - Bug report #14202

Modeler: join attributes by location (QGIS tool): intersection does not work

2016-01-30 08:47 AM - Jean-Paul Donnay

Status:	Closed	
Priority:	Normal	
Assignee:	Victor Olaya	
Category:	Processing/Modeller	
Affected QGIS version:	2.12.2	Regression?: No
Operating System:		Easy fix?: No
Pull Request or Patch supplied:	No	Resolution: fixed/implemented
Crashes QGIS or corrupts data:	No	Copied to github as #: 22204
Description		
<p>The "join attributes by location" works perfectly in the toolbox.</p> <p>However the same algorithm, once introduced in the graphical modeler, does not return the correct result.</p> <p>The spatial predicate (intersect, equal, touch...) retains no intersected entity.</p> <p>Hence the attributes added to the target table (all tuples kept) have all NULL value; or, if only the corresponding tuples are kept, the joined table is empty.</p> <p>Version QGIS 2.12.3 Lyon</p> <p>Windows 10</p> <p>Thank for monitoring the issue.</p>		

History

#1 - 2016-02-05 03:41 AM - Giovanni Manghi

- Assignee set to Victor Olaya
- Category set to Processing/Modeller

#2 - 2016-09-16 02:24 AM - Alexander Bruy

- Resolution set to fixed/implemented
- Status changed from Open to Closed

Fixed in master and backported.