

QGIS Application - Bug report #14292

'Merge Selected Features' does not remove unnecessary nodes

2016-02-13 08:35 AM - Paul Kanelli

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|--|-------------------------------------|
| Status: Closed | |
| Priority: Normal | |
| Assignee: | |
| Category: Digitising | |
| Affected QGIS version: master | Regression?: No |
| Operating System: | Easy fix?: No |
| Pull Request or Patch supplied: No | Resolution: wontfix |
| Crashes QGIS or corrupts data: No | Copied to github as #: 22283 |
| Description | |
| <p>1.) add a new polygon feature 2.) use 'Split Features' tool to split the feature 3.) use 'Merge Selected Features' tool to merge the features</p> <p>Now there are new nodes where the features were merged. This may cause trouble processing geometries:</p> <p>http://gis.stackexchange.com/questions/180593/unexpected-behaviour-using-st-equals-with-ggis</p> | |

History

#1 - 2016-02-13 01:38 PM - Nyal Dawson

- Resolution set to wontfix
- Status changed from Open to Closed

I don't think this is a bug... It's not safe to auto remove these, as floating point inaccuracies will slightly alter the geometry when the split operation is performed. Use the hausdorff distance instead as a "fuzzy" comparison (http://postgis.net/docs/ST_HausdorffDistance.html), or run a simplify on the resultant geometry with a very small tolerance to try and remove these extra vertices.

#2 - 2016-02-14 11:48 AM - Paul Kanelli

Thanks for your detailed explanation!