

# QGIS Application - Bug report #15247

## 'Snap geometries' plugin creates duplicate nodes

2016-07-09 03:57 AM - R. R.

<b>Status:</b> Closed	
<b>Priority:</b> Normal	
<b>Assignee:</b> Sandro Mani	
<b>Category:</b> Unknown	
<b>Affected QGIS version:</b> 2.14.3	<b>Regression?:</b> No
<b>Operating System:</b>	<b>Easy fix?:</b> No
<b>Pull Request or Patch supplied:</b>	<b>Resolution:</b> fixed/implemented
<b>Crashes QGIS or corrupts data:</b>	<b>Copied to github as #:</b> 23183
<b>Description</b>	
When snapping two or more nodes of the input layer to a single node of the reference layer, duplicate nodes are created (see screencast).	

### Associated revisions

Revision 113c21e8 - 2017-12-03 06:10 AM - Nyal Dawson

[geometry snapper] Don't create invalid geometries with duplicate nodes

Fixes #15247

### History

#1 - 2017-05-01 01:05 AM - Giovanni Manghi

- Easy fix? set to No
- Regression? set to No

#2 - 2017-09-22 09:55 AM - Jürgen Fischer

- Category set to Unknown

#3 - 2017-12-04 11:47 PM - Nyal Dawson

- % Done changed from 0 to 100
- Status changed from Open to Closed

Applied in changeset commit:qgis|113c21e8bfd3a58086bf6455d41669c0281d9aa.

#4 - 2018-02-22 11:50 AM - Giovanni Manghi

- Resolution set to fixed/implemented

### Files

snap_geometries_duplicate_nodes.mp4	1.76 MB	2016-07-09	R. R.
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