QGIS Application - Bug report #15810
Geometry generator creates too many geometries for multipart input

2016-11-03 12:48 PM - Anita Graser

Status:	Open		
Priority:	Normal		
Assignee:	Nyall Dawson		
Category:	Symbology		
Affected QGIS version:	3.4.5	**Regression?:**	No
Operating System:		**Easy fix?:**	No
Pull Request or Patch supplied:	No	**Resolution:**	
Crashes QGIS or corrupts data:	No	**Copied to github as #:**	23730

Description

I'm using geometry generator to buffer island polygons and style them with a dashed outline. The style looks wrong if applied to multipart features. It seems like the geometry generator computes the buffer around all features for every part of the multipart feature. So if there are three parts, all buffers are drawn three times on top of each other.

I can work around it with a more elaborate expression, but I think that's not how it is supposed to be:

```
if (
  @geometry_part_count > 1,
  buffer( geometry_n( $geometry, @geometry_part_num), 0.5 ),
  buffer( $geometry, 0.5 )
)
```

History

#1 - 2017-05-01 01:02 AM - Giovanni Manghi

- Easy fix? set to No

- Regression? set to No

#2 - 2019-03-09 04:28 PM - Giovanni Manghi

- Status changed from Open to Feedback

Please check if this issue is still valid on QGIS 3.4.5 or 3.6.

#3 - 2019-03-09 04:38 PM - Anita Graser

- Status changed from Feedback to Open

- Description updated

Still happens in 3.4.5 and master. The easiest way to reproduce is

1. create a multipolygon memory layer
2. draw one polygon
3. style the polygon using buffer($geometry) and use a semi-transparent fill
4. split the polygon into two parts and observe how the fill goes less transparent because the buffers are drawn twice

#4 - 2019-03-09 04:40 PM - Giovanni Manghi

- Affected QGIS version changed from master to 3.4.5