

QGIS Application - Bug report #18541

Fixed Distance Buffer makes 0 (zero) distance invalid

2018-03-26 12:48 PM - Steve Lowman

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|---|-----------------|-------------------------------------|
| Status: | Closed | |
| Priority: | High | |
| Assignee: | Victor Olaya | |
| Category: | Processing/QGIS | |
| Affected QGIS version: | 2.18.17 | Regression?: Yes |
| Operating System: | W10 | Easy fix?: No |
| Pull Request or Patch supplied: | No | Resolution: up/downstream |
| Crashes QGIS or corrupts data: | No | Copied to github as #: 26429 |
| Description | | |
| <p>I do a fixed-distance buffer on a polygon layer with the distance parameter as 0.0 (zero). This fails because 0 (zero) is classed as an invalid distance.</p> <p>In older QGIS versions, and in the OGR 'Buffer Vectors' algorithm, this works well, and I have often used it as a method to remove most types of invalid geometry. Therefore, I think this is a regression.</p> | | |

History

- #1 - 2018-03-26 01:36 PM - Nyal Dawson
- Resolution set to up/downstream
 - Status changed from Open to Closed

This is not a qgis bug, it's a bug in SAGA.

You could try the other buffer algorithms such as the native QGIS "fixed distance buffer" algorithm instead.

#2 - 2018-03-26 06:53 PM - Steve Lowman

Thank you, yes, I was testing the tool in the wrong list. I was trying to test whether the native tool can work on features with invalid geometry. It cannot (see #17291), so I think it is best to use the OGR buffer tool for fixed distance, and perhaps the Saga one for variable distance buffers.

I wonder whether I should make a feature request to replace the native buffer tools in the Vector menu for QGIS 2, due to the outcome of #17291?

Files

| | | | |
|------------------------------------|---------|------------|--------------|
| zero_distance_fixed_buffer_log.txt | 2.15 KB | 2018-03-26 | Steve Lowman |
|------------------------------------|---------|------------|--------------|