

QGIS Application - Feature request #18738

Very slow geometry/topology fix

2018-04-17 01:59 PM - Antoine Lafranchis

<b>Status:</b>	Open	<b>Resolution:</b> <b>Copied to github as #:</b> 26625
<b>Priority:</b>	Normal	
<b>Assignee:</b>		
<b>Category:</b>	C++ plugins/Geometry Checker	
<b>Pull Request or Patch supplied:</b>		
<b>Easy fix?:</b>	No	
<b>Description</b>		
<p>The "fix with default action" function of the Geometry checker is very slow for large shapefiles (6500 polygons). Apparently it checks for new errors after every fix which takes a very long time (more than 12 hours in total). For comparison, the initial check of the whole shapefile only takes 3-4 minutes. Maybe the automatic re-check could be optional?</p>		