QGIS Application - Feature request #18738
Very slow geometry/topology fix

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

Status:	Open		
Priority:	Normal		
Assignee:			
Category:	C++ plugins/Geometry Checker		
Pull Request or Patch supplied:	No	**Resolution:**	
Easy fix?:	No	**Copied to github as #:**	26625

Description

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?