

QGIS Application - Bug report #19576

geometry checker duplicate nodes bad results

2018-08-09 01:34 PM - zimirrr leonid

Status: Open	
Priority: Normal	
Assignee:	
Category: C++ plugins/Geometry Checker	
Affected QGIS version: 3.2.1	Regression?: No
Operating System: win 7	Easy fix?: No
Pull Request or Patch Applied:	Resolution:
Crashes QGIS or corrupts data:	Copied to github as #: 27403
Description	
latest qgis 3.2.1, windows 7.	
I run geometry checker for duplicate nodes with tolerance 1e-6 and it finds a lot of duplicates but when I check them there is only one node, no duplicated ones.	
If I change tolerance the number of errors changes. With 1e-10 no errors was found.	
It shows duplicates for polygons and linestrings. Can somebody check it?	

History

#1 - 2018-08-09 02:36 PM - Giovanni Manghi

- Status changed from Open to Feedback

Possibly a problem with rounding when using very small tolerances. What is the problem in using a bigger tolerance?

#2 - 2018-08-09 04:23 PM - zimirrr leonid

the biggest allowable value 1e-3 still produces wrong errors.

I've changed project projection to epsg:3857 (previous was epsg:4326) nothing changes.

#3 - 2018-08-12 01:32 PM - Giovanni Manghi

Can you attach a sample of your data?

#4 - 2018-08-13 08:25 AM - zimirrr leonid

- File test_.gpkg added

#5 - 2018-08-13 10:36 AM - Giovanni Manghi

- Status changed from Feedback to Open

Files

test_.gpkg	136 KB	2018-08-13	zimirrr leonid
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