

QGIS Application - Bug report #21319

Topology checker fix only 1 error

2019-02-20 10:38 AM - Vladimír Hans

Status:	Open	
Priority:	Normal	
Assignee:		
Category:	C++ plugins/Topology checker	
Affected QGIS version:	3.5(master)	Regression?: No
Operating System:		Easy fix?: No
Pull Request or Patch supplied:		Resolution:
Crashes QGIS or corrupts data:		Copied to github as #: 29137
Description		
For example I marked 3 gaps in table Geometry check result I click on button "Fix selected errors using default resolution" and checker showed that it fixed 1 gaps. Testing data are in attachment.		

History

#1 - 2019-02-20 11:20 AM - Giovanni Manghi

- Status changed from Open to Feedback

How this differs from #21318 ?

#2 - 2019-02-20 12:36 PM - Vladimír Hans

- File fixgaps.png added

I think, that are 2 different issues. Bug #21318 is about fix without changing shape and this bug is about run only 1 fix if I mark more errors in table Geometry check result. See on picture in attachment. I selected 27 gaps.

#3 - 2019-02-21 12:41 PM - Giovanni Manghi

Vladimír Hans wrote:

I think, that are 2 different issues. Bug #21318 is about fix without changing shape and this bug is about run only 1 fix if I mark more errors in table Geometry check result. See on picture in attachment. I selected 27 gaps.

I really think are two aspects of the same problem, but of course I can be wrong.

Can you fix the problems in your dataset using the geometry checker in 2.18?

#4 - 2019-02-21 01:32 PM - Vladimír Hans

I tried fix this dataset in version 2.18 too. I selectet all gaps and QGIS fixed 4 errors. But created invalid shape. I ran again check geometries and I set checking gaps and overlaps. Checker geometries showed this message:

Gap check: TopologyException: Input geom 1 is invalid: Too few points in geometry component at or near point -777866.76970050996

#5 - 2019-02-21 01:32 PM - Giovanni Manghi
- *Operating System deleted (Windows 7)*
- *Status changed from Feedback to Open*

Files			
fixgaps.png	213 KB	2019-02-20	Vladimir Hans