## QGIS Application - Bug report #21619 Check geometries crashing QGIS 3.6

2019-03-19 07:56 PM - Pedro Henrique Caldeira Caliari

Status: Feedback
Priority: High

Assignee:

Category: C++ plugins/Geometry Checker

Affected QGIS version: 3.6.0 Regression: No Operating System: Easy fix: No

Pull Request or Patch shapplied: Resolution:

Crashes QGIS or corruptesdata: Copied to github as #: 29435

#### Description

After running Check Geometries on QGIS 3.6, even by selecting a single vector layer or some of it's features, QGIS is crashing. When it has a considerable amount of errors, a "QGIS has crashed" window appears, while with a "small" amount of errors (230 or so), the algorithm might run normally and then QGIS crashes in less than a minute. Could it be that I'm using layers and files from a QGIS 2.x material? (if I run on all the layers, about 30k errors are reported and 350k+ errors are given as fixed/processed)

If Check Geometries shouldn't be used for layers containing many errors, which tool should I use in it's place for fixing common geometry errors?

#### History

#### #1 - 2019-03-20 01:34 PM - Giovanni Manghi

- Category changed from Geometry to C++ plugins/Geometry Checker
- Status changed from Open to Feedback
- Priority changed from Normal to High

Please attach sample data and the exact specific configurations you are using in the geometry checker.

### #2 - 2019-03-20 06:45 PM - Pedro Henrique Caldeira Caliari

- File Roads.7z added

Giovanni Manghi wrote:

Please attach sample data and the exact specific configurations you are using in the geometry checker.

Input vector layers: only the attached layer.

Allowed geometries: line, multiline; Geometry validity: duplicate nodes;

Geometry properties: none; Geometry conditions: none;

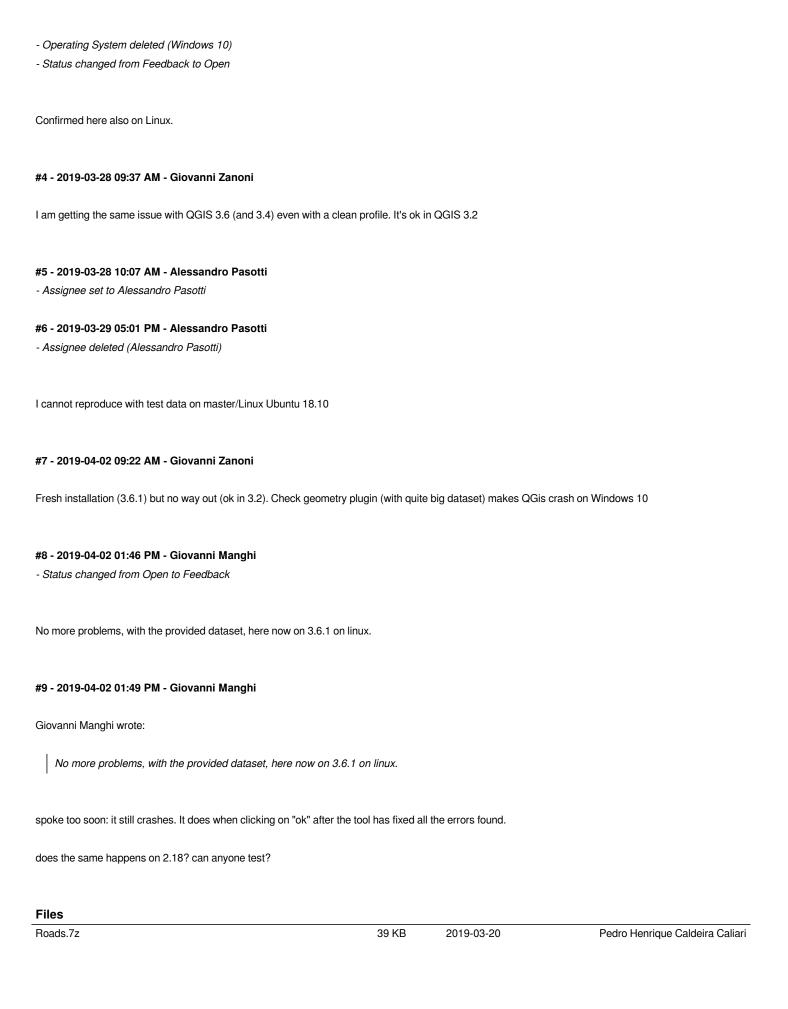
Topology checks: check for duplicates;

Tolerance: 1e-6

Output: ESRI shapefile on temp directory

# #3 - 2019-03-21 01:55 PM - Giovanni Manghi

2024-04-17 1/2



2024-04-17 2/2