

## QGIS Application - Feature request #21708

### Fix Geometries be topologically aware/compliant

2019-03-29 07:57 PM - Brett Carlock

<b>Status:</b>	Feedback	
<b>Priority:</b>	Normal	
<b>Assignee:</b>		
<b>Category:</b>	Processing/Core	
<b>Pull Request or Patch supplied:</b>	No	<b>Resolution:</b>
<b>Easy fix?:</b>	No	<b>Copied to github as #:</b> 29524
<b>Description</b>		
<p>I'd love to see the Fix Geometries tool be made a bit more robust to help repair topological issues, such as psuedo-nodes as identified by the Topology Checker tool.</p> <p>I had to turn to ArcMap to remove these topological issues as I was not able to in QGIS.</p>		

#### History

**#1 - 2019-03-29 07:59 PM - Giovanni Manghi**

- Status changed from Open to Feedback

have you tried the v.clean tools in the processing toolbox, also by enabling the parameter for snapping? GRASS makes miracles...

**#2 - 2019-04-02 05:19 PM - Brett Carlock**

Giovanni Manghi wrote:

| have you tried the v.clean tools in the processing toolbox, also by enabling the parameter for snapping? GRASS makes miracles...

Yeah, I've been playing with that as well, but really, this is a Feature Request to make the QGIS native Processing algorithm Fix Geometries more robust, perhaps by subsuming v.clean and automating it to some extent.