QGIS Application - Bug report \#2561
splitGeometry returns one part of the splitted line, instead of two
2010-03-17 08:12 AM - Maxim Dubinin

| Status: | Closed |  |  |
| :--- | :--- | :--- | :--- |
| Priority: | Low |  |  |
| Assignee: | nobody - |  |  |
| Category: | Vectors | Regression?: | No |
| Affected QGIS version: | Windows | Easy fix?: | No |
| Operating System: | Resolution: | wontfix |  |
| Pull Request or Patch supplied: |  |  |  |
| Crashes QGIS or corrupts data: |  |  |  |

## Description

Easy to try on two intersecting lines (two nodes each)

Sample code for python console (two lines are selected):
cl = qgis.utils.face.mapCanvas().currentLayer()
selfeats = cl.selectedFeatures()
geom0 $=[[$ QgsGeometry $]]$ (selfeatsr0.geometry())
geom1 $=[[$ QgsGeometry]](selfeatsr1.geometry())
(res, newlist, topolist) $=$ geom1 .splitGeometry(pnts, False)

Resulting newlist contains only 1 object, one part of the line, should have 2.

## History

\#1-2010-03-17 08:13 AM - Maxim Dubinin

Overedited the code, sorry
$\mathrm{cl}=$ qgis.utils.face.mapCanvas().currentLayer()
selfeats = cl.selectedFeatures()
geom0 $=[[$ QgsGeometry $]$ (selfeatsr0.geometry())
geom1 $=[[$ QgsGeometry $]$ (selfeatsr1.geometry())
pnt0=geom0.vertexAt(0)
pnt1=geom0.vertexAt(1)
pnts=[]
pnts.append(pnt0)
pnts.append(pnt1)
(res, newlist, topolist) $=$ geom1. splitGeometry(pnts, False)

## \#2 - 2010-03-24 01:56 PM - Marco Hugentobler

## - Resolution set to wontfix

- Status changed from Open to Closed
still geom1 (but changed). The second (new) geometry is in newlist.

