

# QGIS Application - Bug report #2843

## Check geometry validity issue

2010-06-28 10:53 PM - dr -

<b>Status:</b> Closed	
<b>Priority:</b> Low	
<b>Assignee:</b> cfarmer -	
<b>Category:</b> Python plugins	
<b>Affected QGIS version:</b>	<b>Regression?:</b> No
<b>Operating System:</b> All	<b>Easy fix?:</b> No
<b>Pull Request or Patch supplied:</b>	<b>Resolution:</b> fixed
<b>Crashes QGIS or corrupts data:</b>	<b>Copied to github as #:</b> 12903
<b>Description</b>	
1. Create new polygonal layer;	
2. Draw one polygon (e.g. triangle);	
3. Vector -> Geometry Tools -> Check geometry validity;	
At result:	
Feature 0 is self intersecting	
Version 1.5.0 r13837	

### History

#### #1 - 2010-06-29 11:40 AM - Alexander Bruy

Seems, this bug related with changes introduced in , before this revision all works fine.

Check geometry validity report an error when running on shapefile attached in #2829, although this error should be corrected in

#### #2 - 2010-06-29 05:03 PM - Jürgen Fischer

- Resolution set to fixed

- Status changed from Open to Closed

Replying to [comment:2 alexbruy]:

Seems, this bug related with changes introduced in , before this revision all works fine.

Check geometry validity report an error when running on shapefile attached in #2829, although this error should be corrected in

should be fixed in commit:de1c4945 (SVN r13847).