

## QGIS Application - Feature request #4384

**tools: expose an (geos) option in the qgis gui to do some snapping/renoding before running an union**

2011-10-15 07:11 AM - Giovanni Manghi

<b>Status:</b>	Closed	
<b>Priority:</b>	Normal	
<b>Assignee:</b>		
<b>Category:</b>	Processing/QGIS	
<b>Pull Request or Patch supplied:</b>		<b>Resolution:</b> fixed/implemented
<b>Easy fix?:</b>	No	<b>Copied to github as #:</b> 14316
<b>Description</b>  See #3126-15 and #3126-16  The case  #2806 #3126  merging polygons with "dirty" geometries (0 size areas, slivers) causes to get incorrect results.  Adding an option to set tolerance during geometry union operations (as Arc* does) will help the user to get their results without using tools like GRASS.		

### History

**#1 - 2011-12-16 02:10 PM - Giovanni Manghi**

- Target version set to Version 1.7.4

**#2 - 2012-04-15 10:09 AM - Giovanni Manghi**

- Target version changed from Version 1.7.4 to Version 2.0.0

**#3 - 2012-10-06 02:15 AM - Pirmin Kalberer**

- Target version changed from Version 2.0.0 to Future Release - Nice to have

**#4 - 2014-06-20 05:45 AM - Giovanni Manghi**

- Assignee deleted (cfarmer -)

**#5 - 2017-01-02 05:50 AM - Giovanni Manghi**

- Category changed from 44 to Processing/QGIS

**#6 - 2017-05-01 12:50 AM - Giovanni Manghi**

- Easy fix? set to No

**#7 - 2017-08-08 08:36 AM - Jürgen Fischer**

- Description updated

**#8 - 2018-05-16 02:11 PM - Alexander Bruy**

- Status changed from Open to Feedback

Should be fixed in master, please check

**#9 - 2018-06-05 04:06 AM - Nyal Dawson**

- *Resolution set to fixed/implemented*
- *Status changed from Feedback to Closed*