QGIS Application - Bug report #6451
Wrong number of records in table of attributes of 1_polygon in imported vectors with overlapping parts

2012-10-04 06:48 AM - Giovanni Manghi

Status:	Closed		
Priority:	Normal		
Assignee:	Radim Blazek		
Category:	GRASS		
Affected QGIS version:	master	**Regression?:**	No
Operating System:		**Easy fix?:**	No
Pull Request or Patch supplied:	No	**Resolution:**	
Crashes QGIS or corrupts data:	No	**Copied to github as #:**	15691

Description

Import in GRASS the sample (very simple) attached vector.

It has two partially overlapping polygons, so in GRASS you will get a 1_polygon and a 2_polygon.

The reported number of features is right (4), but using QGIS the table of attributes shows just 3 records (should be 4, as per the non topological vector model).

Of course if reexporting the vector to shapefile, the result will have 4 features and 4 records.

Associated revisions

Revision b532151c - 2013-06-12 08:35 PM - Radim Blazek

GRASS feature id fix, tables selection id fix, fixes #6451

History

#1 - 2012-12-30 09:51 AM - Giovanni Manghi

- Priority changed from High to Normal

#2 - 2013-06-12 07:32 AM - Radim Blazek

- Assignee set to Radim Blazek

I remember that we talked about it in Essen and it was like you described. I tried again now and I have got 4 records in the table but 1xA and 3xB instead of 2xA and 2xB. It seems that it changed with new vector iterators but it is still buggy.

#3 - 2013-06-12 11:37 AM - Radim Blazek

- Status changed from Open to Closed

Fixed in changeset commit:"b532151c97121bf263e6055a36d99c646d391cae".

#4 - 2013-06-12 11:52 AM - Radim Blazek

The problem was that QgsGrassFeatureIterator was using GRASS geometry id as QGIS feature id, but GRASS geometry may be connected with multiple

database records through multiple categories. I have changed it to use

qgis_feature_id = grass_geometry_id * 1000000000 + grass_cat

There is potential problem with such ids however. It wont work if such features are used (exported to different format, processed by plugin) by an application which does not support longlong feature ids. I was considering to scan first all geometries to find maximum number of cats per feature to multiply only by necessary factor (and use cat index within geometry instead of cat), but that would slow down start up. That will be probably necessary if you find it to be a problem.

In theory, the geometries linked to the same attributes, i.e. with the same cat, could be represented as multi type (multipoint,multiline,multipolygon) but because there is no limit how may geometries may have the same cat, it could result in huge geometries which could not be effectively handled by QGIS. This could be also scanned at beginning however and used if possible (most cases).

Files

teste.tar.gz	1.02 KB	2012-10-04	Giovanni Manghi