

QGIS Application - Bug report #8539

geometry collapsing due to intersection avoidance when filling polygons

2013-09-01 10:01 AM - Gavin Fleming

Status:	Closed	
Priority:	Normal	
Assignee:		
Category:	Digitising	
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 #: 17290
Description		
<p>Edit a polygon layer with island rings. Set snapping such that digitising a new polygon around the ring fills the ring and snaps to it exactly. This works a few times and then gives the error 'geometry collapsing due to intersection avoidance'. After saving and restarting QGIS, doing the same operation on the same ring with the same settings is successful. So QGIS is incorrectly raising that error. Occurs on Windows and Linux.</p>		

History

#1 - 2013-09-01 10:04 AM - Giovanni Manghi

- Status changed from Open to Feedback
- Category set to Digitising

are you on master? it is a regression since 1.8?

#2 - 2014-09-26 01:06 AM - Denis Rouzaud

- Status changed from Feedback to Closed