

QGIS Application - Bug report #9408

Layer disappears when zoomed in past 'layer extent'

2014-01-22 09:00 AM - Simon Dedman

Status: Closed	
Priority: Normal	
Assignee:	
Category: Browser	
Affected QGIS version: 2.0.1	Regression?: No
Operating System: Windows	Easy fix?: No
Pull Request or Patch supplied: No	Resolution: invalid
Crashes QGIS or corrupts data: No	Copied to github as #: 18004
Description	
<p>Hi all.</p> <p>I have a problem with a vector shapefile sent to me from the British Oceanography Data Centre (so I assume it shouldn't have too many faults? Not necessarily true). It looks fine when zoomed to layer full extent, but disappears completely when I zoom in. Issued added to existing problem raised here</p> <p>The file is 2.5mb; I've had to sign various waivers to get it for data security etc (it's just bathymetry data but still); given that this is probably required for debugging I can email to whoever's assigned to this, rather than just posting it as an attachment here.</p> <p>Cheers</p> <p>Simon</p>	

History

#1 - 2014-01-22 10:58 AM - Giovanni Manghi

- Status changed from Open to Feedback

I would be happy to test the data: giovanni DOT manghi AT faunalia DOT pt

#2 - 2014-01-22 12:43 PM - Simon Dedman

- Status changed from Feedback to Closed

Source of problem: my meddling with the shapefile had caused a ".qix" file to be created. Overwriting the spoiled files with clean ones from CDROM did nothing as they don't have the qix file. More in-depth info below from Giovanni; this posted here for searchability in case some other unlucky sucker runs into the same problem!

"the qix file is the spatila index. It safe to remove it (and eventually create a new one) and in fact it is the source of the issue. Once removed your edited shape is ok.

Apparently the index was corrupted or maybe it is qgis that corrupts it."

#3 - 2014-01-22 12:45 PM - Giovanni Manghi

- Resolution set to invalid

If you have evidence that qgis creates bad indexes or that corrupts them, then please file a new ticket.