

QGIS Application - Bug report #9887

Example script "Hex grid from layer bound" creates topologically incorrect grid

2014-03-26 06:19 AM - Anita Graser

Status:	Closed	
Priority:	Normal	
Assignee:	Victor Olaya	
Category:	Processing/QGIS	
Affected QGIS version:	2.4.0	Regression?: No
Operating System:		Easy fix?: No
Pull Request or Patch supplied:		Resolution: fixed/implemented
Crashes QGIS or corrupts data:		Copied to github as #: 18408
Description		
<p>I think the vertices of the polygons do not have have the exact same coordinates. I performed the following test:</p> <ol style="list-style-type: none">1. Create the hex grid,2. Run extract nodes3. Try to remove duplicate geometries <p>almost no points were removed because they differed somewhere on the 8th decimal position.</p>		

History

#1 - 2014-03-26 06:35 AM - Alexander Bruy

Just tested: extract nodes creates layer with 7980 features, after Delete duplicate geometries I have 2416 features

#2 - 2014-03-26 06:39 AM - Anita Graser

Should probably mention that the layer CRS was WGS84.

#3 - 2014-03-26 06:41 AM - Anita Graser

- Category set to 65

#4 - 2014-09-15 06:02 AM - Alexander Bruy

- Status changed from Open to In Progress

- Category changed from 65 to 67

Bug is not in script itself, but in underlying mmqgisx algorithm

#5 - 2014-10-03 02:40 AM - Alexander Bruy

- Status changed from In Progress to Feedback

Should be fixed in commit:558765addf. Please check

#6 - 2014-10-04 12:20 PM - Giovanni Manghi

- *Category deleted (67)*
- *Crashes QGIS or corrupts data set to No*
- *Affected QGIS version set to 2.4.0*
- *Project changed from 78 to QGIS Application*

#7 - 2014-10-04 12:20 PM - Giovanni Manghi

- *Category set to Field calculator*

#8 - 2014-10-04 12:20 PM - Giovanni Manghi

- *Assignee set to Victor Olaya*

#9 - 2014-10-09 12:43 AM - Alexander Bruy

- *Category changed from Field calculator to Processing/QGIS*

#10 - 2014-10-11 04:17 AM - Giovanni Manghi

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