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 corru pits data:		Copied to github as #: 18408		
Description				
I think the vertices	s of the polygons do not have have the	exact same coordinates. I perform	ed the following test:	
1. Create the hex	grid,			

2. Run extract nodes

3. Try to remove duplicate geometries

almost no points were removed because they differed somewhere on the 8th decimal position.

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