

QGIS Application - Bug report #12212

Multiparts to singleparts fails with one-vertex lines

2015-02-16 07:02 AM - Daan Goedkoop

Status:	Closed	
Priority:	Normal	
Assignee:	Victor Olaya	
Category:	Processing/QGIS	
Affected QGIS version:	2.6.0	Regression?: No
Operating System:		Easy fix?: No
Pull Request or Patch supplied:		Resolution: fixed/implemented
Crashes QGIS or corrupts data:		Copied to github as #: 20401
Description		
<p>It is possible to construct lines containing just one vertex, by removing all vertices from a line except one.</p> <p>However, QgsGeometry.fromPolyline() returns "None" if such a geometry is used as an argument.</p> <p>Therefore, if a multipart geometry contains a feature of which one of the parts is such an (invisible) one-vertex line, the "Multipart to Singleparts" algorithm fails - both the ftools(?) -version and the processing toolbox version.</p> <p>As far as I can see, fromPolyline() is just redirected to Geom, so perhaps the "Multipart to Singleparts" processing script should work around this issue.</p> <p>(In a singlepart layer one could just remove all such one-vertex lines by finding all layer features with length 0, but for multipart geometries this of course doesn't work.)</p>		

History

#1 - 2015-02-17 03:08 AM - Daan Goedkoop

Geom does not allow such shapes; the vector -> check geometry validity tool does indeed report such single-vertex "lines" as an error. So I guess that it is not a bug at all, that the "Multipart to Singleparts" function/script fails in this case.

However, in node-editing mode, still "Check finished (0 errors found)" is displayed in the lower-right corner. Maybe that is not correct, then?

(My QGis interface is in German, I hope the translations back to English make sense)

#2 - 2016-01-12 10:23 AM - Alexander Bruy

- Resolution set to fixed/implemented
- Status changed from Open to Closed

Works in master. Please reopen if necessary