QGIS Application - Bug report #14908

Processing plugin intersection module doesn't work properly

2016-05-26 11:02 AM - AZeta Gis

Status: Closed
Priority: Normal
Assignee: Victor Olaya
Category: Processing/QGIS

Affected QGIS version:2.14.3 Regression?: No Operating System: Easy fix?: No

Pull Request or Patch supplied: Resolution:

Crashes QGIS or corrupts data: Copied to github as #: 22861

Description

The "intersection "module of processing plugin doesn't work properly.

In attached example intersecting the layer "B" with the layer "A" doesn't return any feature while intersecting the layer "A" with the layer "B" is properly returned a feature.

The cause of this bug is the "break" statement at line 106 of the "processing\\algs\\qgis\\Intersection.py" file that prevents the evaluation of the successive intersections. Removing that line the algorithm works correctly.

The implemented algorithm in ftool plugin has a different structure and functioning properly (see lines 961 to 988 in fTools\\doGeoprocessing.py).

Associated revisions

Revision f4ca8476 - 2016-05-27 11:27 AM - Victor Olaya

[processing] do not exit loop in intersect if there are errors

fixes #14908

History

#1 - 2016-05-27 01:15 AM - Alexander Bruy

- Tag deleted (processing, intersection)
- Status changed from Open to Feedback

It is not a bug, if intersection result has invalid geometry it skipped.

#2 - 2016-05-27 02:16 AM - AZeta Gis

Invalid geometry is skipped but the break line interrupts entire cicle and other geometries that overlap first geometry and produce valid intersections don't be evaluated.

In the attached example intersection result changes if input layers are inverted.

#3 - 2016-05-27 02:28 AM - Victor Olaya

- Status changed from Feedback to Closed

Fixed in changeset commit: "f4ca847660aa066f47af518bcbce00bd52788c9c".

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Files

IntersectionTest.zip 9.59 KB 2016-05-26 AZeta Gis

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