

QGIS Application - Bug report #14912
'Check Geometries' plugin fails to fix duplicated nodes

2016-05-27 01:33 PM - R. R.

Status:	Closed	
Priority:	Normal	
Assignee:	Sandro Mani	
Category:	C++ plugins/Geometry Checker	
Affected QGIS version:	master	Regression?: No
Operating System:		Easy fix?: No
Pull Request or Patch supplied:	No	Resolution:
Crashes QGIS or corrupts data:	No	Copied to github as #: 22865
Description		
Please try to fix the attached polygon. The geometry check ignores the duplicated nodes and doesn't return any results.		
See also #14890		

History

#1 - 2016-05-27 01:52 PM - R. R.

- File 14912.mp4 added

#2 - 2016-05-28 02:13 AM - Sandro Mani

- Status changed from Open to Closed

The plugin currently only searches for **consecutive** duplicate nodes, which is not the case in the attached geometry. I believe such spikes as in your geometry are better detected with the minimal angle test. Checking all nodes against all other nodes in the geometry can quickly become prohibitive in terms of performance, plus such non-consecutive duplicate nodes are not per-se invalid, and may also be desirable in some circumstances.

Feel free to reopen if you disagree or if I missed something.

#3 - 2016-05-29 12:01 AM - R. R.

Sandro, thanks for your reply. The minimum angle check works just fine.

Files

14912.zip	6.58 KB	2016-05-27	R. R.
14912.mp4	2.58 MB	2016-05-27	R. R.