QGIS Application - Bug report #18541
Fixed Distance Buffer makes 0 (zero) distance invalid

2018-03-26 12:48 PM - Steve Lowman

Status:	Closed			
Priority:	High			
Assignee:	Victor Olaya			
Category:	Processing/QGIS			
Affected QGIS version:	2.18.17	**Regression?:**	Yes	
Operating System:	W10	**Easy fix?:**	No	
Pull Request or Patch supplied:		**Resolution:**	up/downstream	
Crashes QGIS or corrupts data:	No	**Copied to github as #:**	26429	

Description

I do a fixed-distance buffer on a polygon layer with the distance parameter as 0.0 (zero). This fails because 0 (zero) is classed as an invalid distance.

In older QGIS versions, and in the OGR 'Buffer Vectors' algorithm, this works well, and I have often used it as a method to remove most types of invalid geometry. Therefore, I think this is a regression.

History

#1 - 2018-03-26 01:36 PM - Nyall Dawson

- Resolution set to up/downstream

- Status changed from Open to Closed

This is not a qgis bug, it's a bug in SAGA.

You could try the other buffer algorithms such as the native QGIS "fixed distance buffer" algorithm instead.

#2 - 2018-03-26 06:53 PM - Steve Lowman

Thank you, yes, I was testing the tool in the wrong list. I was trying to test whether the native tool can work on features with invalid geometry. It cannot (see #17291), so I think it is best to use the OGR buffer tool for fixed distance, and perhaps the Saga one for variable distance buffers.

I wonder whether I should make a feature request to replace the native buffer tools in the Vector menu for QGIS 2, due to the outcome of #17291?

Files

zero_distance_fixed_buffer_log.txt	2.15 KB	2018-03-26	Steve Lowman