

## QGIS Application - Bug report #20049

### Snap geometries -tool cannot handle polylines with length of zero

2018-10-08 03:14 PM - Petri Latva-Käyrä

<b>Status:</b>	Closed	
<b>Priority:</b>	Normal	
<b>Assignee:</b>		
<b>Category:</b>	Geometry	
<b>Affected QGIS version:</b>	2.18.22	<b>Regression?:</b> No
<b>Operating System:</b>	Windows 10	<b>Easy fix?:</b> No
<b>Pull Request or Patch supplied:</b>	No	<b>Resolution:</b> no timely feedback
<b>Crashes QGIS or corrupts data:</b>	Yes	<b>Copied to github as #:</b> 27871
<b>Description</b>		
<p>I encountered an issue with the Snap geometries -tool when trying to snap polylines to reference polylines. My dataset consisted of line segments for a transport network. The network had also lines which had same start and end node. From the datasets perspective, this is not an error. However, the snap geometries -tool crashes every time when encountering such a vector. I bypassed the problem by running the Check validity -tool and snapping the geometries only for the valid lines.</p> <p>I am not sure if this should be a features request or a bug report. From my perspective it is a bug. The tool should be able to handle such cases similarly as other polylines or at least bypass them in the processing without crashing.</p>		

#### History

##### #1 - 2018-10-08 04:57 PM - Alessandro Pasotti

Can you please provide an example project and data to reproduce the issue?

##### #2 - 2018-10-08 05:07 PM - Alessandro Pasotti

I just tested a similar scenario in QGIS 3 and it works just fine, can you try a recent build of QGIS 3?

##### #3 - 2018-10-09 11:17 AM - Giovanni Manghi

- *Crashes QGIS or corrupts data changed from Yes to No*
- *Status changed from Open to Feedback*

Are you speaking of the core C++ plugin?

##### #4 - 2018-10-09 03:26 PM - Petri Latva-Käyrä

I unfortunately cannot test with QGIS 3, as I do not have permissions in my office computer to update software myself. But it sounds great if the issue would be solved in newer version. We are migrating to QGIS 3 in some point anyways.

I am not sure if this is the core C++ plugin. It was automatically installed in the core QGIS, so I would guess so. It is shown as "Geometry Snapper" in the Plugins-window.

I will try to put together a suitable example data for the case, if and when I have time.

**#5 - 2018-10-09 08:25 PM - Giovanni Manghi**

Petri Latva-Käyrä wrote:

*I unfortunately cannot test with QGIS 3, as I do not have permissions in my office computer to update software myself. But it sounds great if the issue would be solved in newer version. We are migrating to QGIS 3 in some point anyways.*

*I am not sure if this is the core C++ plugin. It was automatically installed in the core QGIS, so I would guess so. It is shown as "Geometry Snapper" in the Plugins-window.*

*I will try to put together a suitable example data for the case, if and when I have time.*

is unlikely that the tool in 2.18 will get a fix... please test on qgis 3 and report back, when you can.

**#6 - 2019-01-21 12:35 AM - Jürgen Fischer**

Please test with QGIS 3.4 - QGIS 2.18 reached it's end of life.

**#7 - 2019-03-08 11:30 AM - Giovanni Manghi**

- Resolution set to no timely feedback

- Status changed from Feedback to Closed

Closing for lack of feedback.