

## QGIS Application - Feature request #2086

### Topology level simplify tool

2009-11-13 12:57 AM - Sandro Santilli

<b>Status:</b>	Open	<b>Resolution:</b> <b>Copied to github as #:</b> 12146
<b>Priority:</b>	Low	
<b>Assignee:</b>		
<b>Category:</b>	Vectors	
<b>Pull Request or Patch supplied:</b>	No	
<b>Easy fix?:</b>	No	
<b>Description</b>		
<p>It would be very useful to have a topology-aware simplify tool.</p> <p>A topology aware tool would simplify only EDGES of the topology rather than full geometries. This would prevent those funny effects on crossborder lines being simplified in a different way.</p> <p>I saw the topology support is already in somehow, as the node tool is able to edit multiple edges at once when moving a node.</p> <p>Another alternative would be allowing for simplify tool to specify first and last point manually (more work for the user but still less than clean up after feature-level simplification)</p>		

#### History

##### #1 - 2011-12-16 01:58 PM - Giovanni Manghi

- Target version changed from Version 1.7.0 to Version 1.7.4

##### #2 - 2012-04-15 10:12 AM - Giovanni Manghi

- Target version changed from Version 1.7.4 to Version 2.0.0

##### #3 - 2012-10-06 02:29 AM - Pirmin Kalberer

- Target version changed from Version 2.0.0 to Future Release - Nice to have

##### #4 - 2013-09-12 04:07 AM - Sandro Santilli

- Assignee deleted (nobody -)

- Pull Request or Patch supplied set to No

didn't someone do this in a plugin ? What was the name ? The feature request may be considered closed by such plugin...

##### #5 - 2017-05-01 12:50 AM - Giovanni Manghi

- Easy fix? set to No

##### #6 - 2018-01-25 08:33 PM - Paolo Cavallini

- Description updated

This can be done with v.generalize GRASS Processing module