

QGIS Application - Bug report #2088

Buffer produces incorrect results

2009-11-13 07:47 AM - jaanvajakas -

Status:	Closed	
Priority:	Low	
Assignee:	Borys Jurgiel	
Category:	Python plugins	
Affected QGIS version:		Regression?: No
Operating System:	Windows	Easy fix?: No
Pull Request or Patch supplied:		Resolution: duplicate
Crashes QGIS or corrupts data:		Copied to github as #: 12148
Description		
To reproduce: 1. Create a new project in QGIS. 2. Add layer kirdem2.epg4326.shp using Layers -> Add vector layer... 3. Tools -> Geoprocessing tools -> Buffer(s), set buffer distance to -0.00003, choose output file, click OK. Expected result: an inner buffer of the polygons in platte carree distance (not real distance, as interpreting degrees as meters would be ambiguous) Actual result: certainly not a buffer neither in platte carree distance nor in real geodetic distance nor any other projection. In some places, the buffer exceeds the original polygon border (see qgis_buffer_bug1.png); in some places, the buffer has "pixel artifacts" (qgis_buffer_bug1.png); some islands are missing altogether (qgis_buffer_bug2.png). The input data kirdem2.epg4326.shp is part of the publicly available dataset '01.09.2009a. asustusüksus SHP' (zip - 13,65 MB, 6.11.2009) on http://www.maaamet.ee/index.php?lang_id=1&#38;page_id=272&#38;menu_id=0 (I cut a small part out and converted to EPSG:4326 using QGIS).		

History

#1 - 2009-11-13 07:53 AM - jaanvajakas -

- Resolution set to duplicate

- Status changed from Open to Closed

#2 - 2009-11-13 07:55 AM - jaanvajakas -

Sorry, I somehow managed to create two tickets. The right one is

<https://trac.osgeo.org/qgis/ticket/2089>