

QGIS Application - Bug report #21282

[Expression] point_n function should be coherent with other vertex based functions and algorithms

2019-02-15 01:54 PM - Harrissou Santanna

Status:	Open	
Priority:	Normal	
Assignee:		
Category:	Expressions	
Affected QGIS version:	3.7(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 #: 29100
Description		
<p>I don't know if I should report it as a bug or a feature request...</p> <p>The point_n function returns a specific node on a geometry, based on the provided index. The first vertex index is 1. But when using Processing to extract vertices from a feature, the vertex_index is 0-based. Some other expression that manipulates vertices (angle_at_vertex, distance_to_vertex) are also 0-based. It could be nice to align the point_n function with the others.</p>		
Related issues:		
Related to QGIS Application - Feature request # 21284: [Expression] Allow neg...		Closed 2019-02-15

History

#1 - 2019-02-15 02:16 PM - Harrissou Santanna

- Related to Feature request #21284: [Expression] Allow negative value for vertex index in angle_at_vertex/distance_at_vertex/point_n... functions added

#2 - 2019-03-13 05:22 AM - Mathieu Pellerin - nIRV

- Regression? set to No
- Crashes QGIS or corrupts data set to No
- Affected QGIS version set to 3.7(master)
- Tracker changed from Feature request to Bug report

IMHO, it's an inconsistency which should be considered as a bug. Fixing this will have to wait until we cross the QGIS 4.0 bridge.