

QGIS Application - Feature request #21708

Fix Geometries be topologically aware/compliant

2019-03-29 07:57 PM - Brett Carlock

Status:	Feedback	
Priority:	Normal	
Assignee:		
Category:	Processing/Core	
Pull Request or Patch supplied:	No	Resolution:
Easy fix?:	No	Copied to github as #: 29524
Description		
<p>I'd love to see the Fix Geometries tool be made a bit more robust to help repair topological issues, such as psuedo-nodes as identified by the Topology Checker tool.</p> <p>I had to turn to ArcMap to remove these topological issues as I was not able to in QGIS.</p>		

History

#1 - 2019-03-29 07:59 PM - Giovanni Manghi

- Status changed from Open to Feedback

have you tried the v.clean tools in the processing toolbox, also by enabling the parameter for snapping? GRASS makes miracles...

#2 - 2019-04-02 05:19 PM - Brett Carlock

Giovanni Manghi wrote:

| have you tried the v.clean tools in the processing toolbox, also by enabling the parameter for snapping? GRASS makes miracles...

Yeah, I've been playing with that as well, but really, this is a Feature Request to make the QGIS native Processing algorithm Fix Geometries more robust, perhaps by subsuming v.clean and automating it to some extent.