

## QGIS Application - Bug report #3814

### Polygonize generates a custom projection instead of using the source projection

2011-05-10 03:55 AM - Paolo Cavallini

<b>Status:</b>	Rejected	
<b>Priority:</b>	Low	
<b>Assignee:</b>	Giuseppe Sucameli	
<b>Category:</b>	GDAL Tools	
<b>Affected QGIS version:</b>		<b>Regression?:</b> No
<b>Operating System:</b>	Debian	<b>Easy fix?:</b> No
<b>Pull Request or Patch supplied:</b>	No	<b>Resolution:</b> invalid
<b>Crashes QGIS or corrupts data:</b>		<b>Copied to github as #:</b> 13872
<b>Description</b>		
<p>When converting a raster in vector with [[GdalTools]], the resulting shp has a custom projection, identical to the source one, instead of just taking the original one with its code. Nothing terrible, but in this way more and more custom prj will be generated.</p> <p>Unclear whether it is a QGIS or a GDAL problem.</p>		

#### History

##### #1 - 2011-09-01 03:18 AM - Paolo Cavallini

- Pull Request or Patch supplied set to No
- Resolution set to invalid
- Status changed from Open to Rejected

The original raster had the same parameters, but without +towgs84 params. So the behaviour of GDALTools is correct.