

## QGIS Application - Bug report #6437

### dissolve converting 2d -> 3d

2012-09-30 07:17 AM - andy wilson

<b>Status:</b>	Closed	
<b>Priority:</b>	Normal	
<b>Assignee:</b>		
<b>Category:</b>	Processing/QGIS	
<b>Affected QGIS version:</b>	1.8.0	<b>Regression?:</b>
<b>Operating System:</b>	OSX, Linux	<b>Easy fix?:</b>
<b>Pull Request or Patch supplied:</b>		<b>Resolution:</b> worksforme
<b>Crashes QGIS or corrupts data:</b>		<b>Copied to github as #:</b> 15678
<b>Description</b>		
<p>It seems that when I dissolve a shapefile with 2d polygons, the output is a 3d PolygonZ shapefile (with Z=0 for all vertices).</p> <p>A work around is to convert it back into 2d with ogr2ogr, but it took me a while to figure out what was going on.</p>		

#### History

**#1 - 2014-06-21 03:49 AM - Jürgen Fischer**

- Category set to 44

**#2 - 2014-06-22 12:01 PM - Giovanni Manghi**

- Status changed from Open to Feedback

cannot confirm (tested with ogrinfo the results), please attach sample data.

**#3 - 2014-10-11 04:08 AM - Giovanni Manghi**

- Resolution set to worksforme

- Status changed from Feedback to Closed

closing for lack of feedback, please reopen if necessary.

**#4 - 2017-05-01 01:22 AM - Giovanni Manghi**

The "ftools" category is being removed from the tracker, changing the category of this ticket to "Processing/QGIS" to not leave the category orphaned.