QGIS Application - Bug report #9580
wrong geometry error detection with QGIS method

2014-02-17 06:11 AM - Otto Dassau

Status:	Closed			
Priority:	Normal			
Assignee:				
Category:	Digitising			
Affected QGIS version:	2.0.1	**Regression?:**	No	
Operating System:		**Easy fix?:**	No	
Pull Request or Patch supplied:		**Resolution:**		
Crashes QGIS or corrupts data:		**Copied to github as #:**	18163	

Description

Hi,

attached you find a small project with a polygon shape file. Using the "check geometry validity" tool from the fTools plugin and selecting the "QGIS" method to validate geometries under Settings -> Options -> Digitizing there is following error: "segments of line intersect at ...:

You can see the place with the red cross in the attached figure, where the error occurs in the qgis project. The problem is, that the boundary of the polygon touches at that point but does not intersect. In my opinion this happens quite often and should not be an error. Furthermore it causes problems, because other geometry tools cannot be used, if you e.g. try to split that polygon. Can someone explain, why this is handled as an error by the validate geometries option "QGIS", but not if I use "GEOS" as method? And can this be changed?

Thanks a lot
Otto

Associated revisions

Revision b9b9bc31 - 2014-02-17 09:40 PM - Jürgen Fischer

geometry validation: don't consider touching lines as intersection (fixes #3851, fixes #7501, fixes #9580)

History

#1 - 2014-02-17 12:42 PM - Jürgen Fischer

- Status changed from Open to Closed

Fixed in changeset commit:"b9b9bc31b3ba63b06def835dbb01772134661856".

Files

geometry_error.png	86.1 KB	2014-02-17	Otto Dassau
test_bereich1.zip	7.44 KB	2014-02-17	Otto Dassau