

## **Dissolve Adjacent Polygons Manual Ver 0\_1**

**QGIS 3.16 LTR**

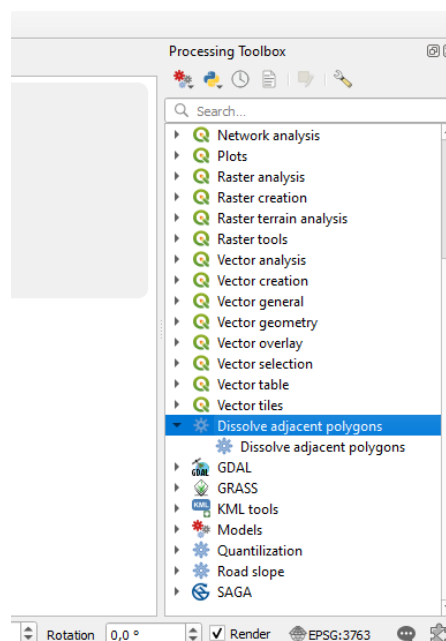
### **1. Introduction**

Some GIS users will still remember, for sure, an extension used in ArcView 3.x, which was precisely called *Dissolve Adjacent Polygons*, by Jeff Jenness, which has proved to be very useful over many years.

This plugin aims to bring the principles of that extension back to QGIS users.

### **2. Using the plugin**

Run the plugin by double clicking Processing Toolbox -> Dissolve Adjacent Polygons like the following image:

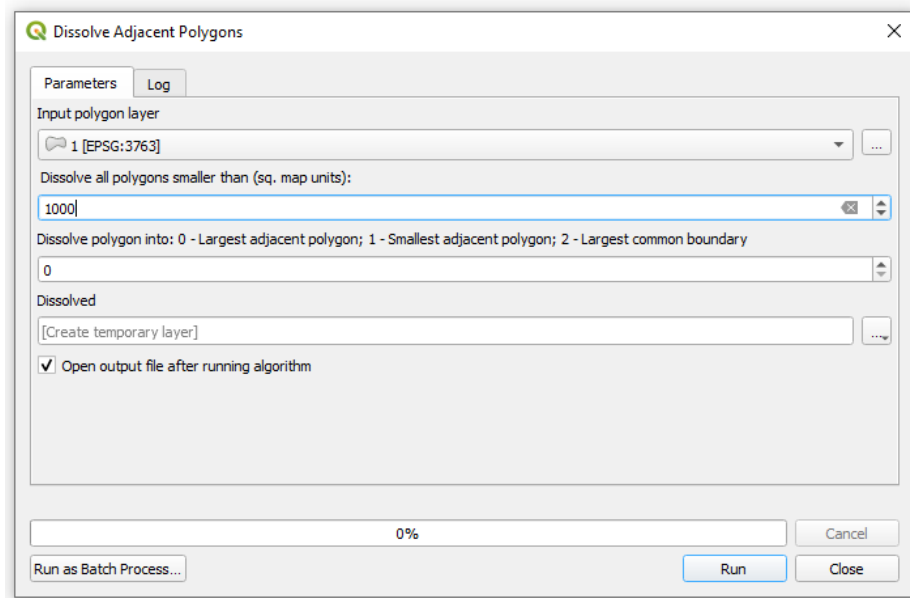


This action opens the plugin parameters window, where:

2.1 – *Input polygon layer*: user must choose a vector polygon layer (with more than one feature), to dissolve some features into others, according to options chosen below;

2.2 *Dissolve polygons smaller than*: user must decide which polygons will be dissolved, by defining an upper limit area value, below which polygons will be dissolved into adjacent ones;

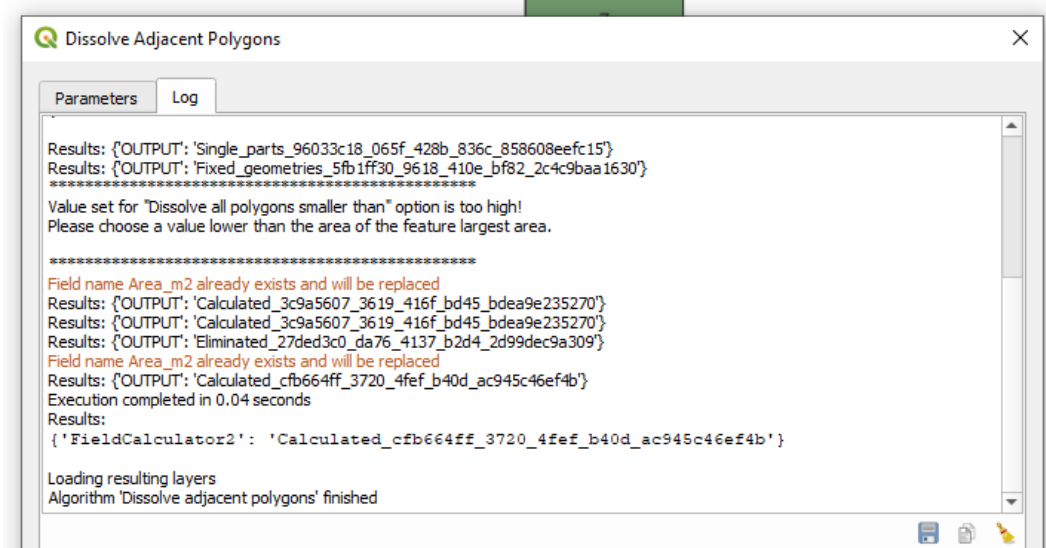
2.3 *Dissolve polygons into*: user must choose one of three available options: dissolve polygons that have an area smaller than the value defined in step 2.2 into the larger adjacent polygon (option 0), or into the smaller adjacent polygon (option 1), or into the one that have in common the largest boundary (option 2).

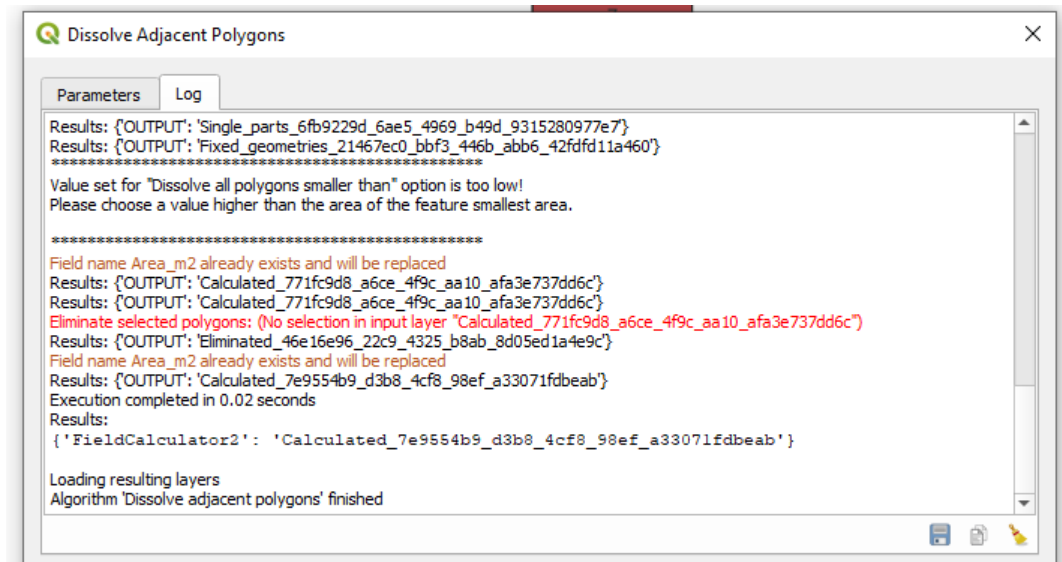


### 3. Logs and results

The user must define an upper limit area value in between the area values (in square map units) of the smallest and the largest polygon feature, of the polygon layer chosen as the “Input polygon layer”.

If that limit area value is outside this range, the user will receive a log message advising her or him for that:





**In these cases, the “Dissolved” result will be exactly as the Input polygon layer, i.e., no dissolving is performed.**

Note that the result layer, named “Dissolved”, has a field named “Area\_m2”, with the updated area of each feature, in square map units.

Also note that any **previous selection** on the Input polygon layer, **will not** be considered by this plugin. If you need to use this plugin on a selected part of the input layer, extract this selected part as a new layer and apply the plugin.