

Application: gvSIG desktop - gvSIG bugs #1052

Actualizar menús al comenzar edición/Refresh menus when edition starts

08/29/2012 02:10 PM - Abenchara Socorro

Status:	Closed	% Done:	0%
Priority:	Normal	Spent time:	0.00 hour
Assignee:	Juan Lucas Domínguez		
Category:	Vector editing		
Target version:	2.0.0-devel-2053		
Severity:		Add-on version:	
gvSIG version:	2.0.0	Add-on build:	
gvSIG build:	2051	Add-on resolve version:	
Operative System:	Linux	Add-on resolve build:	
Keywords:	menus	Proyecto:	
Has patch:	No	Hito:	
Add-on name:	Unknown		

Description

ESP - Actualizar menús al comenzar edición:

Pasos

- 1.- Abrir gvSIG
- 2.- Abrir Vista Nueva
- 3.- Añadir capa snap_polygon.shp (<http://downloads.gvsig.org/download/geodata/vector/SHP2D/>)
- 4.- Menú Capa/Comenzar edición y no aparecen los menús de modificar o insertar geometrías
- 5.- Si pinchas cualquier herramienta o en la propia vista aparecerán los menús
- 6.- Si se comienza a editar pinchando con el botón derecho del ratón sobre la capa + comenzar edición, sí aparecen los menús

ENG - Refresh menus when edition starts:

Steps

- 1.- Open gvSIG
- 2.- Open NEW View
- 3.- Open layer capa snap_polygon.shp (<http://downloads.gvsig.org/download/geodata/vector/SHP2D/>)
- 4.- Menu Layer/Start edition and menus for insert or modify geometries don't appear
- 5.- If you click on any tool or in the view, the menus will appear
- 6.- If you start editing clicking right button of mouse in layer in TOC, menus appear

History

#1 - 09/05/2012 11:59 AM - Juan Lucas Domínguez

- Status changed from New to Fixed

- Target version set to 2.0.0-rc1

gvsig-desktop:r38867

Added call to refresh inside execute of extension and removed it in unnecessary places.

#2 - 09/06/2012 12:31 PM - Joaquín del Cerro Murciano

- Target version changed from 2.0.0-rc1 to 2.0.0-devel-2053

#3 - 09/24/2012 10:06 AM - Abenchara Socorro

- Status changed from Fixed to Closed

Cerrado en el build 2053.

Closed in build 2053.