

Application: gvSIG desktop - gvSIG bugs #1506

Buffer+dissolve with big layers fails

12/21/2012 12:16 PM - Vicent Domenech

Status:	Closed	% Done:	0%
Priority:	Normal	Spent time:	0.00 hour
Assignee:	Ignacio Brodín		
Category:	Geoprocess		
Target version:			
Severity:		Add-on version:	
gvSIG version:	2.0.0	Add-on build:	
gvSIG build:	2061	Add-on resolve version	2053
Operative System:	Linux	Add-on resolve build:	
Keywords:		Proyecto:	
Has patch:	No	Hito:	
Add-on name:	Geoprocess: basic gvSIG vectorial geoprocesses (org.gvsig.geoprocess.app.algorithm)		
Description			
Open gvSIG New View Load a shapefile with 21443 registers (rio_de_janeiro_highway_32723_clip.shp) Apply a buffer geoprocess: distance: 10 dissolve entities After some minutes an error message appears The log is attached			

History

#1 - 01/10/2013 04:51 PM - Ignacio Brodín

- Status changed from New to Fixed
- Add-on name changed from Unknown to Geoprocess: basic gvSIG vectorial geoprocesses (org.gvsig.geoprocess.app.algorithm)
- Add-on resolve version set to 2053

gvsig-geoprocess:r347

I works now but the FuseSpatiallyAlgorithm is too slow for this layer.

#2 - 01/16/2013 05:02 PM - Ignacio Brodín

- Status changed from Fixed to New

New problems generating the spatial fusion.

#3 - 01/16/2013 05:14 PM - Ignacio Brodín

- Status changed from New to Fixed

gvsig-geoprocess:r350

#4 - 02/26/2014 12:41 PM - Álvaro Anguix

- Status changed from Fixed to Closed

Files

gvSIG_buffer20.log	212 KB	12/21/2012	Vicent Domenech
rio_de_janeiro.shapefiles.rar	1.52 MB	12/21/2012	Vicent Domenech