

Application: gvSIG desktop - gvSIG bugs #1923

Snapping with other layers doesn't work

06/21/2013 12:33 PM - Manuel Madrid

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|--------------------------|----------------------|--------------------------------|-----------|
| Status: | Closed | % Done: | 0% |
| Priority: | High | Spent time: | 0.00 hour |
| Assignee: | Juan Lucas Domínguez | | |
| Category: | Vector editing | | |
| Target version: | 2.1.0-2217-devel | | |
| Severity: | | Add-on version: | |
| gvSIG version: | 2.0.0 | Add-on build: | |
| gvSIG build: | 2066 | Add-on resolve version: | |
| Operative System: | | Add-on resolve build: | |
| Keywords: | | Proyecto: | |
| Has patch: | No | Hito: | |
| Add-on name: | Unknown | | |

Description

1. Load two vector layers
2. Start editing in layer #1.
3. Right click > Editing properties
4. Check the layer #2 (by default is only checked the layer which is in edition mode) and press Ok.
5. Pass the mouse pointer over some elements of the layer #2. Check that nothing happens (mouse pointer should change indicating that snapping is active).

As additional info, if we start editing the layer #2 and just stop editing without saving changes, the snapping starts working.

History

#1 - 08/20/2013 11:52 AM - Juan Lucas Domínguez

- Assignee set to Juan Lucas Domínguez

#2 - 08/20/2013 02:02 PM - Juan Lucas Domínguez

- Status changed from New to Fixed

Improved management of list "layersToSnap".

Now, when editing ends, snapping becomes inactive.

gvSIG-desktop:r40614

#3 - 01/13/2014 09:45 AM - Joaquín del Cerro Murciano

- Target version changed from 2.1.0-2223-rc1 to 2.1.0-2217-devel

#4 - 01/27/2014 04:36 PM - Álvaro Anguix

- Status changed from Fixed to Closed