

Application: gvSIG desktop - gvSIG bugs #198

Wrong storing for tiles

01/25/2012 03:32 PM - Ignacio Brodín

Status: Closed	% Done: 0%
Priority: Normal	Spent time: 0.00 hour
Assignee: Ignacio Brodín	
Category:	
Target version: 2.0.0-alpha4	
Severity:	Add-on version:
gvSIG version: 2.0.0	Add-on build: 2042
gvSIG build:	Add-on resolve version:
Operative System:	Add-on resolve build: 2043
Keywords:	Proyecto:
Has patch: No	Hito:
Add-on name: Unknown	

Description

The tile cache don't store tiles in correct position. The first level of directories should be the level of resolution, the second one the X coordinate and the third one the Y coordinate.

History

#1 - 01/30/2012 08:33 AM - Ignacio Brodín

- Status changed from New to Fixed
- Add-on resolve build set to 2043

[gvSIG-raster 963]

#2 - 02/01/2012 02:49 PM - Joaquín del Cerro Murciano

- Target version set to 2.0.0-alpha4

#3 - 02/26/2014 12:35 PM - Álvaro Anguix

- Status changed from Fixed to Closed