

# Application: gvSIG desktop - gvSIG bugs #2036

## Bad implementation of FLyrDefault.cloneLayer()

10/16/2013 09:44 AM - Jose Manuel Vivó Arnal

<b>Status:</b>	Outdated	<b>% Done:</b>	0%
<b>Priority:</b>	Normal	<b>Spent time:</b>	0.00 hour
<b>Assignee:</b>			
<b>Category:</b>	Application		
<b>Target version:</b>			
<b>Severity:</b>		<b>Add-on version:</b>	
<b>gvSIG version:</b>	2.0.0	<b>Add-on build:</b>	
<b>gvSIG build:</b>	2066	<b>Add-on resolve version:</b>	
<b>Operative System:</b>		<b>Add-on resolve build:</b>	
<b>Keywords:</b>	Layer FLayer clone	<b>Proyecto:</b>	
<b>Has patch:</b>	No	<b>Hito:</b>	
<b>Add-on name:</b>	Unknown		

### Description

The FLayer.cloneLayer() JavaDoc says it's a *fast implementation of clone* which return a *new instance* of the layer. But, in fact, *it's the fastest implementation* because in the FLyrDefault implementation of this method looks like that:

```
public FLayer cloneLayer() throws Exception {
    return this;
}
```

While developer thinks that this generates a new instance, he gets the very same instance. So, it can produce a very strange behaviour in application (changes on one layer than affects to other in TOC, etc..).

I suggest to *deprecate* this method and make Flayer implements the org.gvsig.tools.lang.Cloneable interface.

### History

#1 - 01/13/2014 09:53 AM - Álvaro Anguix

- Assignee set to Joaquín del Cerro Murciano

#2 - 01/16/2014 12:00 PM - Álvaro Anguix

- Target version set to 2.1.0-2218-testing

#3 - 01/16/2014 04:52 PM - Joaquín del Cerro Murciano

- Target version changed from 2.1.0-2218-testing to 2.2.0-2311-rc2

#4 - 04/04/2014 10:28 AM - Álvaro Anguix

- Priority changed from High to Normal

#5 - 04/04/2014 10:36 AM - Álvaro Anguix

- Assignee deleted (Joaquín del Cerro Murciano)

#6 - 01/28/2015 12:05 PM - Álvaro Anguix

- Target version deleted (2.2.0-2311-rc2)

#7 - 08/03/2023 02:03 PM - Álvaro Anguix

- Status changed from New to Outdated

