

Application: gvSIG desktop - gvSIG bugs #2036

Bad implementation of FLyrDefault.cloneLayer()

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

Status:	Outdated	% Done:	0%
Priority:	Normal	Spent time:	0.00 hour
Assignee:			
Category:	Application		
Target version:			
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:	Layer FLayer clone	Proyecto:	
Has patch:	No	Hito:	
Add-on name:	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- Status changed from New to Outdated

