

Application: gvSIG desktop - gvSIG bugs #257

problems around size intheworld / roblemas con tamaños en el mundo

02/06/2012 07:08 PM - Mario Fevre

Status:	Closed	% Done:	0%
Priority:	Normal	Spent time:	0.00 hour
Assignee:	Juan Lucas Domínguez		
Category:	Symbology		
Target version:	2.1.0-2217-devel		
Severity:		Add-on version:	
gvSIG version:	2.0.0	Add-on build:	
gvSIG build:	2043	Add-on resolve version:	
Operative System:	Windows	Add-on resolve build:	
Keywords:		Proyecto:	
Has patch:	No	Hito:	
Add-on name:	Unknown		

Description

en:

When symbol size (like meters) refers to a size in the world, works great in the view. But the symbol in the TOC and de leyend displays a unaproprate size, wich does not refers to the view size. I guess TOC and legends always shows size in "pixels y the screen".

Addig things like character symbols, displacing, and line decoration; it becomes even worse as long as each feature seems to respond to diferent size references.

print screen attached

es:

cuando el tamaño de un símbolo se fija en relación al mundo (por ejemplo metros en el mundo) funciona perfecto en la vista, pero a la hora de insertar una leyenda en el mapa el tamaño del símbolo de referencia no responde a la representación el a vista. Creo que tanto en la TOC como en la leyenda el símbolo se muestra en pixels en la pantalla, lo cuan muchas veces da pésimos resultados visuales.

Si incorporamos desplazamientos y decoraciones de líneas la cosa se complica aún más en tato cada recurso parece tomar un criterio distinto, escalándose el símbolo de manera no uniforme.

adjunto pantallazo de referencia.

History

#1 - 04/07/2012 08:28 PM - Manuel Madrid

- Priority changed from Normal to Low

#2 - 05/13/2013 06:02 PM - Manuel Madrid

- Category set to Symbology

#3 - 01/13/2014 08:09 PM - Álvaro Anguix

- Assignee set to Juan Lucas Domínguez

- Priority changed from Low to Normal

#4 - 01/16/2014 12:29 PM - Álvaro Anguix

- Target version set to 2.1.0-2218-testing

#5 - 01/20/2014 05:26 PM - Juan Lucas Domínguez

- Status changed from New to Fixed

Changing symbol size when drawing inside a rectangle. This is not thread-safe (we already have a case like this when using the 'setCartographicSize' method). In order to prevent problems, the symbol is cloned when drawing it in the TOC. Also, there is a small change to improve how the decorator is drawn, to prevent a half-hidden image at the corner of the rectangle.

gvsig-desktop:r41054

#6 - 01/21/2014 09:27 PM - Joaquín del Cerro Murciano

- Target version changed from 2.1.0-2218-testing to 2.1.0-2217-devel

#7 - 01/27/2014 12:51 PM - Álvaro Anguix

- Status changed from Fixed to Closed

Files

legend_size.jpg	215 KB	02/06/2012	Mario Fevre
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