

## Application: gvSIG desktop - gvSIG feature requests #2716

### Edit the script from the Scripting launcher

07/24/2014 06:28 AM - Antonio Falciano

<b>Status:</b>	New	<b>% Done:</b>	0%
<b>Priority:</b>	Normal	<b>Spent time:</b>	0.00 hour
<b>Assignee:</b>			
<b>Category:</b>	Scripting		
<b>Target version:</b>			
<b>gvSIG version:</b>	2.1.0	<b>Add-on resolve version:</b>	
<b>Keywords:</b>		<b>Add-on resolve build:</b>	
<b>Has patch:</b>		<b>Proyecto:</b>	
<b>Add-on name:</b>	Scripting framework (org.gvsig.scripting.applet)	<b>Platform:</b>	
<b>Add-on version:</b>			

#### Description

Just like it actually happens with models in the SEXTANTE toolbox, it would be a great enhancement to add the possibility to edit the scripts directly from the Scripting launcher.