

Application: gvSIG desktop - gvSIG feature requests #2811

Geoprocessing output layer names are always the same

09/12/2014 04:27 AM - Manuel Madrid

|   |            |                                |           |
|---|------------|--------------------------------|-----------|
| <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>  | Geoprocess |                                |           |
| <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>   | Unknown    | <b>Hito:</b>                   |           |
| <b>Add-on version:</b>  |            |                                |           |
| <b>Description</b>  |            |                                |           |
| <p>Regardless the name that you give to the output file in a geoprocess, the program sets an automatic layer name (e.g. "Clip_polygon" in the case of the clip geoprocess). The problem is that the layer name is always the same so if you use the same geoprocess more than once, the layers have duplicated names. This is particularly confusing when choosing the input layers in geoprocesses as you are not able to know which is the layer that you really need.</p> <p>I suggest to take the name of the file or, at least, add a consecutive ID to the name of the layer.</p> |            |                                |           |

History

#1 - 09/12/2014 08:00 AM - Álvaro Anguix

- Category set to Geoprocess

#2 - 04/29/2015 01:39 PM - Álvaro Anguix

- Tracker changed from gvSIG bugs to gvSIG feature requests