

Application: gvSIG desktop - gvSIG bugs #451
error picking spline handler / error al tomar vertices de un spline

03/20/2012 10:52 PM - Mario Fevre

Status: Closed	% Done: 0%
Priority: Urgent	Spent time: 0.00 hour
Assignee: Juan Lucas Domínguez	
Category:	
Target version: 2.0.0-rc1	
Severity:	Add-on version:
gvSIG version: 2.0.0	Add-on build:
gvSIG build: 2045	Add-on resolve version:
Operative System: Windows	Add-on resolve build:
Keywords:	Proyecto:
Has patch: No	Hito:
Add-on name: Unknown	

Description

en:
add polygon layer
create a spline
pick a handler
ERROR
log attached

es:
añadir capa de poligonos
editar
insertar spline
intentar tomar un vértice para moverlo
error
adjunto log

Related issues:

Related to Application: gvSIG desktop - gvSIG bugs # 446: error creating addi... **Closed** **03/16/2012**

History

#1 - 04/06/2012 07:54 PM - Manuel Madrid

- Priority changed from Normal to Urgent

#2 - 09/25/2012 12:29 PM - María Maluenda

- File gvSIG.log added

- Target version set to 2.0.0-rc1

I tested this ticket in the gvSIG build 2053, Linux.

Attached .log

#3 - 10/10/2012 11:05 AM - Juan Lucas Domínguez

- Assignee set to Juan Lucas Domínguez

#4 - 10/10/2012 02:36 PM - Juan Lucas Domínguez

- Status changed from New to Fixed

gvSIG-desktop:r39054

Fixed bad casting (Point2D, not geometry Point).

Test on BN 2057 or higher:

- add polygon or line layer
- create a spline
- pick a handler

There should be no error, you can move any vertex and the spline should be transformed accordingly.

#5 - 11/13/2012 09:51 AM - Abenchara Socorro

- Status changed from Fixed to Closed

Files

splinehandler.log	186 KB	03/20/2012	Mario Fevre
gvSIG.log	256 KB	09/25/2012	María Maluenda