Application: gvSIG desktop - gvSIG bugs #4676

rename bsh command doesn't work for vector layers

09/23/2017 07:32 PM - Antonio Falciano

| Status: | New | % Done: | 0% |
|--|------------|-------------------------|-----------|
| Priority: | Normal | Spent time: | 0.00 hour |
| Assignee: | | | |
| Category: | Geoprocess | | |
| Target version: | | | |
| Severity: | Minor | Add-on version: | |
| gvSIG version: | 2.4.0 | Add-on build: | |
| gvSIG build: | | Add-on resolve version: | |
| Operative System: | | Add-on resolve build: | |
| Keywords: | | Proyecto: | |
| Has patch: | | Hito: | |
| Add-on name: | Unknown | | |
| Description | | | |
| The rename bsh command doesn't work for vector layers. | | | |
| Steps to reproduce it: | | | |
| - add a vector layer (e.g. <i>foo.shp</i>) in a view; | | | |
| - open the Beanshell command line; | | | |
| - execute rename("foo", "new_name"); | | | |
| | | | |
| Result: the layer name remains unchanged in the ToC. | | | |
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| Note: the rename command work fine for raster layers and tables. | | | |
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