Application: gvSIG desktop - gvSIG bugs #471
Editing polygon. Symmetry. Stange behaviour.

03/27/2012 11:28 AM - Victoria Agazzi

Status:	Closed		**% Done:**	0%
Priority:	Normal		**Spent time:**	0.00 hour
Assignee:	Juan Lucas Domínguez			
Category:	Vector editing			
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:	Linux		**Add-on resolve build:**	
Keywords:			**Proyecto:**	
Has patch:	No		**Hito:**	
Add-on name:	Tools: Geometry editing (org.gvsig.editing)			

Description

Hi,

applying summetry to one polygon it seems that (before saving the changes) the new polygon has only vertexs, and is not filled in. I attach image to see the strange behaviour. I tested the same use case, with the same layer on the version 1.11, and that strange thing do not happens. And also I check the fill in color in editing mode and it red and not white.

Another problem is that it doesn't matter if you choose Remove (Y) or not removing (N) the source polygon, gvSIG always keeps it. This bug happens also on the version 1.11.

After trying several times to do some symmetries, an error console appears, with the error "Error notifying the observer". I attach the log file with that errors.

Thanks!

Related issues:

Duplicated by Application: gvSIG desktop - gvSIG bugs # 992: Funciones trunca...	**Closed**	**08/21/2012**

History

#1 - 03/27/2012 11:29 AM - Victoria Agazzi

- File gvSIG.log added

#2 - 03/27/2012 11:30 AM - Victoria Agazzi

- File Pantallazo-4.png added

#3 - 03/27/2012 11:51 AM - Victoria Agazzi

The error console refering to "Error notifying the observer" also happens on a line layer, big line layer (trying to symmetry around 1500 lines). I tested the same use case, with the same layer, on the version 1.11, and the symmetry did well.

I tested ¡t in a layer with only 30 lines, and the symmetry goes perfect, no problems detected on that case.

#4 - 09/25/2012 11:05 AM - María Maluenda

- Target version set to 2.0.0-rc1

I tested this ticket. In the first bug, the resultant polygon is filled in. The second bug, continues, if you apply the remove option (Y), the source polygon isn't remove. In the third bug, I think that the problem is solved , no error.

#5 - 10/10/2012 11:07 AM - Juan Lucas Domínguez

- Assignee set to Juan Lucas Domínguez

#6 - 10/16/2012 09:21 AM - Juan Lucas Domínguez

- Status changed from New to Fixed

Adding i18n to expected user input (it was hard-coded as 'S' or 's').

gvsig-desktop:r39062

Test in 2057 or higher:

- Set language Spanish and restart gvsig
- use the symmetry tool (the user input must be 'S' to delete original geometry)
- Set language English and restart gvsig
- use the symmetry tool (the user input must be 'Y' to delete original geometry)

#7 - 11/08/2012 10:49 AM - Abenchara Socorro

- Status changed from Fixed to New

In both cases, english or spanish, works well (Yes/No) and (Sí/No) commands in console, but, if you use the right button of mouse to apply a symmetry there are 3 options:

1-Cancel/Cancelar : no problems
2-Cut/Cortar: no problems
3-Copy/Copiar: should work as commands [Y]/[S] in english/spanish, but it works as copy tool (Layer/Modify/Copy)

#8 - 12/05/2012 12:28 PM - Juan Lucas Domínguez

- Status changed from New to Fixed

Changed management of options so that pop-up menu options behave reasonably.

gvsig-desktop:r39399

Test:
Pop-up menu options should now behave as Abenchara suggested:

Cancel -> Do nothing (remove new geometry)
Cut -> Remove original geometry
Copy -> Keep original geometry

#9 - 12/17/2012 12:53 PM - Abenchara Socorro

- Status changed from Fixed to Closed

Closed in build 2061 RC2

Files

Pantallazo-1.png	202 KB	03/27/2012	Victoria Agazzi
gvSIG.log	123 KB	03/27/2012	Victoria Agazzi
Pantallazo-4.png	128 KB	03/27/2012	Victoria Agazzi