

**Application: gvSIG desktop - gvSIG bugs #4806**  
**Convex Hull (Poligono envolvente) no funciona**

01/31/2018 06:13 PM - Álvaro Anguix

<b>Status:</b> Invalid	<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>Severity:</b> Minor	<b>Add-on version:</b>
<b>gvSIG version:</b> 2.4.0	<b>Add-on build:</b>
<b>gvSIG build:</b> 2848	<b>Add-on resolve version:</b>
<b>Operative System:</b>	<b>Add-on resolve build:</b>
<b>Keywords:</b>	<b>Proyecto:</b>
<b>Has patch:</b>	<b>Hito:</b>
<b>Add-on name:</b> Unknown	

**Description**

No produce ningún resultado

**History**

#1 - 01/31/2018 06:14 PM - Álvaro Anguix

- Category set to Geoprocess

#2 - 02/01/2018 05:09 PM - Antonio Falciano

I've just tested it on same random vector layers in build 2848 (RC4) and it works fine. Can you add more info about the issue and eventually the gvSIG.log? Maybe the output layer has been loaded into another view.

#3 - 02/01/2018 05:36 PM - Álvaro Anguix

- Status changed from New to Invalid

Yes, you are right.

I change the status to invalid.

Sorry for noise.

:-)