

Application: gvSIG desktop - gvSIG bugs #5609

Se quedan recursos sin liberar tras estar usando un tiempo VCSGIS

03/30/2021 05:04 PM - Joaquín del Cerro Murciano

Status: Outdated	% Done: 0%
Priority: High	Spent time: 0.00 hour
Assignee:	
Category:	
Target version: 2.6.0-3328	
Severity: Major	Add-on version:
gvSIG version: 2.6.0	Add-on build:
gvSIG build: 3218	Add-on resolve version:
Operative System:	Add-on resolve build:
Keywords:	Proyecto: AYTOA 1
Has patch:	Hito: Fase 01
Add-on name: Unknown	

Description

Hemos obserbado que tras un tiempo usando el sistema de control de versiones con gvSIG desktop hay recursos de base de datos que quedan sin liberar.

Associated revisions

Revision 3630 - 04/14/2021 10:48 AM - Francisco Díaz Carsí

Se han realizado modificaciones relacionadas con:

- refs #5605, para soportar cargar vistas de BBDD como capas.
- refs #5609, liberacion de recursos.
- LLevado al API el componente de seleccion de entidades y implantado en los dialogos en que se seleccionan entidades.

Revision 2501 - 04/27/2021 01:47 PM - Francisco Díaz Carsí

refs #5609

Revision 3692 - 04/27/2021 01:51 PM - Francisco Díaz Carsí

refs #5609 Revert to previous revision

History

#1 - 04/12/2021 12:53 PM - Joaquín del Cerro Murciano

- Target version changed from 2.6.0-3219 to 2.6.0-3221

#2 - 05/13/2021 07:45 PM - Joaquín del Cerro Murciano

- Target version changed from 2.6.0-3221 to 2.6.0-3223

#3 - 05/14/2021 07:33 AM - Joaquín del Cerro Murciano

- Priority changed from Normal to High

#4 - 05/27/2021 08:31 AM - Joaquín del Cerro Murciano

- Target version changed from 2.6.0-3223 to 261

#5 - 07/27/2021 08:16 AM - Joaquín del Cerro Murciano

- *Target version changed from 261 to 2.6.0-3232*

#6 - 08/23/2021 12:55 PM - Joaquín del Cerro Murciano

- *Target version changed from 2.6.0-3232 to 2.6.1-final*

#7 - 07/26/2023 10:56 AM - Francisco Díaz Carsí

- *Status changed from New to Outdated*

#8 - 07/31/2023 01:24 PM - Joaquín del Cerro Murciano

- *Target version changed from 2.6.1-final to 2.6.0-3328*