Application: gvSIG desktop - gvSIG bugs #750 "Undo" tool (editing) does not work always

06/06/2012 04:39 PM - Juan Lucas Domínguez

Status: Closed

Priority: Normal

Assignee: Juan Lucas Domínguez

Category: Vector editing

Target version: 2.0.0-devel-2050

Severity:

gvSIG version: 2.0.0 Add-on build:

gvSIG build:

Operative System:

Add-on resolve version:

Add-on resolve build:

Keywords:
Has patch: No

Add-on name: Unknown

Proyecto: Hito:

% Done:

Spent time:

Add-on version:

0%

0.00 hour

Description

For selection operations it works (you can undo a selection change)

But when you move a vertex in a geometry and undo, it does not work.

After setting a new geometry, the source code behaves as if:

feature --> the new feature

feature.getSource() --> the old feature (?) This is not true, I think,

so the "old geometry" is the same as the new geometry, and when you undo, the geometry is the same.

This bug is different from: https://devel.gvsig.org/redmine/issues/468 which has been fixed.

Related issues:

Related to Application: gvSIG desktop - gvSIG bugs # 468: Undo editing tool. ... Closed 03/26/2012

History

#1 - 06/06/2012 04:42 PM - Juan Lucas Domínguez

This is the suspicious line in DefaultFeatureStore.java:

 $commands.update(feature,\,feature.getSource());\\$

feature.getSource() has the old geometry?

#2 - 07/02/2012 08:13 PM - Manuel Madrid

- Category set to Vector editing
- Target version set to 2.0.0-rc1

#3 - 07/10/2012 03:26 PM - Juan Lucas Domínguez

- Status changed from New to Fixed
- Assignee changed from Joaquín del Cerro Murciano to Juan Lucas Domínguez

Does not work after bugfix for:

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#4 - 07/10/2012 04:27 PM - Juan Lucas Domínguez

I meant: Does not *happen* after bugfix for: https://devel.gvsig.org/redmine/issues/468

#5 - 07/11/2012 10:35 AM - Juan Lucas Domínguez

- Target version changed from 2.0.0-rc1 to 2.0.0-devel-2050

#6 - 08/23/2012 01:56 PM - María Maluenda

- Status changed from Fixed to Closed

Closed in the gvSIG build 2051

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