

## Application: gvSIG desktop - gvSIG bugs #812

### WMTS too slow without TileMatrix limits

06/27/2012 01:50 PM - Ignacio Brodín

<b>Status:</b> Closed	<b>% Done:</b> 100%
<b>Priority:</b> Normal	<b>Spent time:</b> 0.00 hour
<b>Assignee:</b> Ignacio Brodín	
<b>Category:</b>	
<b>Target version:</b>	
<b>Severity:</b>	<b>Add-on version:</b>
<b>gvSIG version:</b> 2.0.0	<b>Add-on build:</b>
<b>gvSIG build:</b>	<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> No	<b>Hito:</b>
<b>Add-on name:</b> Unknown	

**Description**

The zoom to layers without "TileMatrix" defined are too slow accessing to big resolution levels.  
To test it you have to load the layer ejes\_link\_5k from the server

<http://inspire.cop.gva.es/geoserver2/gwc/service/wmts>

#### Associated revisions

Revision 38528 - 06/27/2012 07:54 AM - Ignacio Brodín

fixes #812 WMTS too slow without TileMatrix limits

#### History

#1 - 06/27/2012 01:54 PM - Ignacio Brodín

- Assignee set to Ignacio Brodín

gvSIG-raster:r1128

#2 - 06/27/2012 01:59 PM - Ignacio Brodín

- Status changed from New to Fixed

- % Done changed from 0 to 100

Applied in changeset r38528.

#3 - 02/26/2014 12:40 PM - Álvaro Anguix

- Status changed from Fixed to Closed