

Application: gvSIG desktop - gvSIG bugs #1227

Problema al añadir un vértice/

10/04/2012 10:40 AM - Abenchara Socorro

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:	2055	Add-on resolve version:	
Operative System:	Linux	Add-on resolve build:	
Keywords:	add vertex, añadir vértice	Proyecto:	
Has patch:	No	Hito:	
Add-on name:	Unknown		

Description

ESP - Problema al añadir un vértice

Pasos

- 1.- Abrir gvSIG
- 2.- Abrir VISTA NUEVA
- 3.- Abrir capa snap_polygon.shp (<http://downloads.gvsig.org/download/geodata/vector/SHP2D/>)
- 4.- Seleccionar la capa en la ToC, luego menú Capa/Comenzar Edición
- 5.- Pinchar/Seleccionar el pentágono
- 6.- Menú Capa/Modificar/Editar Vértice
- 7.- Teclear [A] para añadir un vértice
- 8.- Pinchar en la línea del polígono entre los vértices 0 y 4
- 9.- Menú Selección/Selección Simple y pinchamos en el vértice creado
- 10.- Arrastramos para mover el vértice y vemos que no está bien creado

Ver adjunto penta.png

ENG - Problem adding a vertex

Steps

- 1.- Open gvSIG
- 2.- Open NEW VIEW
- 3.- Open layer snap_polygon.shp (<http://downloads.gvsig.org/download/geodata/vector/SHP2D/>)
- 4.- Select layer in Toc, then menu Layer/Start Edition
- 5.- Click/Select the pentagon
- 6.- Go to Menu Layer/Modify/Edit Vertex
- 7.- Type [A] to add a vertex
- 8.- Click on the line between vertices 0 and 4
- 9.- Go to Menu Selection/Simple selection and select the vertex created
- 10.- Drag the vertex and see that it isn't well created

See attached penta.png

History

#1 - 10/27/2012 03:42 PM - Juan Lucas Domínguez

- Status changed from New to Awaiting response

- Assignee set to Juan Lucas Domínguez

This bug cannot be reproduced. Perhaps the problem was that the snapping was active and the vertex was automatically sent to the closes node in the snapping grid? Please test this again making sure the snapping is not active or changing the snapping distance.

#2 - 10/30/2012 12:31 PM - Juan Lucas Domínguez

- *Status changed from Awaiting response to Fixed*

Fixed issues when adding/removing vertex.

gvsig-desktop:r39119

Tests:

- 1) The steps described by Abenchara should now work.
- 2) If you start editing, add a new geometry and (without finishing editing) try the same steps, that should also work (this didn't work before)
- 3) If you start editing, add a new geometry and try to remove a vertex (with the same tool used before and the option "Remove vertex") it should also work (it did not work before)

#3 - 11/09/2012 01:47 PM - Abenchara Socorro

- *Status changed from Fixed to Closed*

Files

penta.png	9.26 KB	10/04/2012	Abenchara Socorro
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