

## | gvSIG desktop 1 - gvSIG bugs #1291

### Raster: Loading a project with many raster layers is very slow

10/19/2012 09:49 AM - Francisco José Peñarrubia

<b>Status:</b> Fixed	<b>% Done:</b> 100%
<b>Priority:</b> Normal	
<b>Assignee:</b> Francisco José Peñarrubia	
<b>Category:</b>	
<b>Target version:</b>	
<b>Severity:</b>	<b>Add-on name:</b> Unknown
<b>gvSIG version:</b> 1.12.0	<b>Add-on version:</b>
<b>gvSIG build:</b>	<b>Add-on build:</b>
<b>Operative System:</b>	<b>Add-on resolve version:</b>
<b>Keywords:</b> raster	<b>Add-on resolve build:</b>
<b>Has patch:</b> Yes	
<b>Description</b>	
gvSIG 1.12 is refreshing all layers whenever a new raster layer is added.	

#### History

##### #1 - 10/19/2012 10:01 AM - Francisco José Peñarrubia

- Status changed from New to Fixed
- % Done changed from 0 to 100

Applied in changeset r39078.

##### #2 - 11/12/2012 03:03 PM - Francisco Puga

Nice patch.

But regarding r39078, i think that for readability reasons is better remove the code than comment it. As the svn tracks the changes, i think that no information is lost.

##### #3 - 02/21/2014 09:36 AM - Álvaro Anguix

- Project changed from Application: gvSIG desktop to | gvSIG desktop 1
- Category deleted (Raster)