

# Application: gvSIG desktop - gvSIG bugs #1506

## Buffer+dissolve with big layers fails

12/21/2012 12:16 PM - Vicent Domenech

<b>Status:</b>	Closed	<b>% Done:</b>	0%
<b>Priority:</b>	Normal	<b>Spent time:</b>	0.00 hour
<b>Assignee:</b>	Ignacio Brodín		
<b>Category:</b>	Geoprocess		
<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>	2061	<b>Add-on resolve version</b>	2053
<b>Operative System:</b>	Linux	<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>	Geoprocess: basic gvSIG vectorial geoprocesses (org.gvsig.geoprocess.app.algorithm)		
<b>Description</b>			
Open gvSIG New View Load a shapefile with 21443 registers (rio_de_janeiro_highway_32723_clip.shp) Apply a buffer geoprocess: distance: 10 dissolve entities After some minutes an error message appears  The log is attached			

### History

#### #1 - 01/10/2013 04:51 PM - Ignacio Brodín

- Status changed from New to Fixed
- Add-on name changed from Unknown to Geoprocess: basic gvSIG vectorial geoprocesses (org.gvsig.geoprocess.app.algorithm)
- Add-on resolve version set to 2053

gvsig-geoprocess:r347

I works now but the FuseSpatiallyAlgorithm is too slow for this layer.

#### #2 - 01/16/2013 05:02 PM - Ignacio Brodín

- Status changed from Fixed to New

New problems generating the spatial fusion.

#### #3 - 01/16/2013 05:14 PM - Ignacio Brodín

- Status changed from New to Fixed

gvsig-geoprocess:r350

**#4 - 02/26/2014 12:41 PM - Álvaro Anguix**

- Status changed from Fixed to Closed

**Files**

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gvSIG_buffer20.log	212 KB	12/21/2012	Vicent Domenech
rio_de_janeiro.shapefiles.rar	1.52 MB	12/21/2012	Vicent Domenech