

## | gvSIG desktop 1 - gvSIG bugs #1615

### Buffer Tool

02/09/2013 05:05 AM - Julian Cua

<b>Status:</b> New	<b>% Done:</b> 0%
<b>Priority:</b> High	
<b>Assignee:</b>	
<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>	<b>Add-on resolve build:</b>
<b>Has patch:</b> No	
<b>Description</b>	
<p>Everytime I use the buffer tool, the units used seem to be wrong. It always seem to be calculated using "degree" leading to overly large buffer zones. I've used both GeoProcesses and Sextante's buffer tool. I've also changed the map unit and measurement unit to meters already to no avail</p> <p>Thanks</p>	

### History

#### #1 - 02/12/2013 10:57 AM - Antonio Falciano

Hi Julian,

have you checked the Coordinate Reference System (CRS) of the View? It seems that it is EPSG:4326 (WGS84), i.e. a geographical one. That's why the buffer distance is expressed in degrees. If you want to apply a buffer distance expressed in meters units, you should define the View in a projected CRS (e.g. EPSG:326xx, WGS 84 / UTM zone XXY, where XX is your zone and Y your hemisphere) and not in a geographical one.

Hope this helps.

Antonio

#### #2 - 01/15/2014 12:21 PM - Álvaro Anguix

- Project changed from Application: gvSIG desktop to | gvSIG desktop 1