

## Application: gvSIG desktop - gvSIG bugs #171

### Every drawing of a raster layer changes drawVersion property

01/11/2012 05:42 PM - Jose Manuel Vivó Arnal

<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>	Raster		
<b>Target version:</b>	2.0.0-devel-2050		
<b>Severity:</b>		<b>Add-on version:</b>	2.0.0-SNAPSHOT
<b>gvSIG version:</b>	2.0.0	<b>Add-on build:</b>	18
<b>gvSIG build:</b>	2043	<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>	Formats: WMS support (org.gvsig.raster.wms.app.wmsclient)		

#### Description

I try to use a `LayerListener.drawValueChanged()` to detect when a redraw in a `MapControl` is needed:

```
mapContext.getLayers().addLayerListener(new LayerListener() {  
  
    public void visibilityChanged(LayerEvent e) {  
        mapControl.repaintDirtyLayers();  
    }  
  
    public void nameChanged(LayerEvent e) {  
        // Nothing to do  
    }  
  
    public void editionChanged(LayerEvent e) {  
        // Nothing to do  
    }  
  
    public void drawValueChanged(LayerEvent e) {  
        mapControl.repaintDirtyLayers();  
    }  
  
    public void activationChanged(LayerEvent e) {  
        // Nothing to do  
    }  
});
```

But I found that every time a raster layer is draw this property is updated. This makes drawing process never end.

#### History

#1 - 01/18/2012 11:00 PM - Joaquín del Cerro Murciano

- Category set to Application

#2 - 02/01/2012 12:49 PM - Joaquín del Cerro Murciano

- Assignee set to Ignacio Brodín

- Add-on name deleted (unknown)

**#3 - 04/23/2012 08:07 PM - Cesar Ordiñana**

- *Category changed from Application to Raster*

**#4 - 05/16/2012 01:03 PM - Ignacio Brodín**

I don't understand what you're saying. Raster layers don't implement the methods of the LayerListener interface. How can the layer update that property? Give me a clue, please.

**#5 - 05/22/2012 05:02 PM - Ignacio Brodín**

- *Status changed from New to Awaiting response*

**#6 - 05/22/2012 05:15 PM - Jose Manuel Vivó Arnal**

The problem is that every time a raster layer is drawn call to updateDrawVersion (not in a direct way).

This makes LayerListener.drawValueChanged useless.

The *drawVersion* property must be updated **just in case** any draw related property has been changed. This allows layer draw cache to work properly (otherwise raster layers never will be cached).

**#7 - 05/23/2012 01:21 PM - Ignacio Brodín**

updateDrawVersion in a raster layer is called only when:

- the layer is added
- the layer is removed
- some property is changed (from properties dialog, visibility, affine transform and so on)

I have set a break point at the method updateDrawVersion in FLyrDefault and redrawing the layer or doing pan or zoom is not called. Any other clue?

**#8 - 05/30/2012 12:18 PM - Ignacio Brodín**

- *Status changed from Awaiting response to Won't fix*

**#9 - 06/11/2012 05:54 PM - Cesar Ordiñana**

- *Status changed from Won't fix to New*
- *Add-on name set to Formats: WMS support (org.gvsig.raster.wms.app.wmsclient)*
- *Add-on version set to 2.0.0-SNAPSHOT*
- *Add-on build set to 18*

I reopen the ticket as I have found the same problem while trying to create a kind of "animation" with the graphics layer, by creating a random number of points with a refresh rate over a given gvSIG view.

The animation performs well if there are only vectorial layers loaded in the view, as after the first draw all the layers are cached and only the graphicslayer is drawn.

But if I add a WMS layer, each time the view is drawn (after calling invalidate on the MapContext), the updateDrawVersion method is called. This way the WMS layer is never cached and is redrawn each time.

I haven't tried with other types of raster layers, so I don't know if it only happens in WMS layers. The version of the WMS addon installed is the last one

currently available in the addon repository (2.0.0-SNAPSHOT-18).

**#10 - 07/10/2012 08:29 AM - Ignacio Brodín**

- *Status changed from New to Fixed*
- *Target version set to 2.0.0-devel-2050*

Ok, now

Every time that a tiled raster layer was painted, the transparency change because a set of pixels was read from the alpha band. It produced that the method callPropertyChange in DataStoreTransparency was called and the updateDrawVersion call after that. I think that is not necessary execute callPropertyChange and I have removed this called.

gvsig-raster:r1140

**#11 - 08/29/2012 02:20 PM - Joaquín del Cerro Murciano**

- *Status changed from Fixed to Closed*