Application: gvSIG desktop - gvSIG bugs #198
Wrong storing for tiles

01/25/2012 03:32 PM - Ignacio Brodín

Status:	Closed	**% Done:**	0%
Priority:	Normal	**Spent time:**	0.00 hour
Assignee:	Ignacio Brodín		
Category:			
Target version:	2.0.0-alpha4		
Severity:		**Add-on version:**	
gvSIG version:	2.0.0	**Add-on build:**	2042
gvSIG build:		**Add-on resolve version:**	
Operative System:		**Add-on resolve build:**	2043
Keywords:		**Proyecto:**	
Has patch:	No	**Hito:**	
Add-on name:	Unknown		

Description

The tile cache don't store tiles in correct position. The first level of directories should be the level of resolution, the second one the X coordinate and the third one the Y coordinate.

History

#1 - 01/30/2012 08:33 AM - Ignacio Brodín

- Status changed from New to Fixed

- Add-on resolve build set to 2043

[gvsig-raster 963]

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

- Target version set to 2.0.0-alpha4

#3 - 02/26/2014 12:35 PM - Álvaro Anguix

- Status changed from Fixed to Closed