

## Application: gvSIG desktop - gvSIG bugs #3551

### Can't perform action 'spherical-view-3d' when using vector layers in elevation mode

05/29/2015 05:44 PM - Antonio Falciano

<b>Status:</b>	Closed	<b>% Done:</b>	0%
<b>Priority:</b>	Normal	<b>Spent time:</b>	0.00 hour
<b>Assignee:</b>	Lluís Marqués		
<b>Category:</b>	3D		
<b>Target version:</b>	2.3.0-2412 (rev. org.gvsig.desktop-2.0.118)		
<b>Severity:</b>	Minor	<b>Add-on version:</b>	
<b>gvSIG version:</b>	2.2.0	<b>Add-on build:</b>	
<b>gvSIG build:</b>	2312	<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>		<b>Hito:</b>	
<b>Add-on name:</b>	Unknown		

**Description**

Can't perform action 'spherical-view-3d' when using vector layers in elevation mode.  
Reported in the Italian gvSIG mailing list by Stefano Cavalli (Fayo):  
<http://osgeo-org.1560.x6.nabble.com/Informazione-non-mi-si-apre-il-file-gvsproj-td5206408i40.html#a5208159>  
Here's the log:  
<http://osgeo-org.1560.x6.nabble.com/file/n5208159/gvSIG.1>

#### Associated revisions

##### Revision 561 - 12/04/2015 02:24 PM - Lluís Marqués

Removed elevation option in vectorial layer until there is support for vectorial elevation layers refs #3551

#### History

##### #1 - 12/04/2015 02:24 PM - Lluís Marqués

- Status changed from New to In progress

##### #2 - 12/04/2015 02:25 PM - Lluís Marqués

- Target version set to 2.3.0-2409 (rev. org.gvsig.desktop-2.0.115)

- Status changed from In progress to Fixed

No hay soporte para cargar capas vectorial como elevación. He quitado la opción hasta que haya soporte para cargar capas vectoriales en modo elevación.

##### #3 - 12/15/2015 04:45 PM - Joaquín del Cerro Murciano

- Target version changed from 2.3.0-2409 (rev. org.gvsig.desktop-2.0.115) to 98

##### #4 - 12/15/2015 08:10 PM - Joaquín del Cerro Murciano

- Target version changed from 98 to 2.3.0-2412 (rev. org.gvsig.desktop-2.0.118)

##### #5 - 12/21/2015 12:57 PM - Álvaro Anguix

- Status changed from Fixed to Closed