

**Application: gvSIG desktop - gvSIG bugs #449**  
**auxiliar circle at add polygon / círculo auxiliar al crear polígono**

03/20/2012 10:30 PM - Mario Fevre

<b>Status:</b> Closed	<b>% Done:</b> 0%
<b>Priority:</b> Normal	<b>Spent time:</b> 0.00 hour
<b>Assignee:</b>	
<b>Category:</b>	
<b>Target version:</b> 2.0.0-devel-2048	
<b>Severity:</b>	<b>Add-on version:</b>
<b>gvSIG version:</b> 2.0.0	<b>Add-on build:</b>
<b>gvSIG build:</b> 2045	<b>Add-on resolve version:</b>
<b>Operative System:</b> Windows	<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> Unknown	

**Description**

En:

When addin polygon, auxliar circle used to be and should be transparent and gray. Instead its the same than the default layer symbol.  
This issue could be related with issue #443

Es:

Cuando se inserta un nuevo polígono, el círculo auxiliar solia ser, y debería ser transparente y gris. En cambio ahora es del mismo color que el símbolo de capa por defecto.

Este error podría estar relacionado con el issue #443

**Related issues:**

Related to Application: gvSIG desktop - gvSIG bugs # 443: split geometry opac... **Closed** **03/15/2012**

**History**

**#1 - 05/10/2012 08:09 PM - Manuel Madrid**

- Target version set to 2.0.0-rc1

**#2 - 06/11/2012 08:21 AM - Juan Lucas Domínguez**

- Status changed from New to Fixed

gvSIG-desktop:r38393

Saw this bug and fixed it quickly with small changes

**#3 - 06/11/2012 01:26 PM - Joaquín del Cerro Murciano**

- Target version changed from 2.0.0-rc1 to 2.0.0-devel-2048

**#4 - 07/12/2012 12:08 PM - María Maluenda**

- Status changed from Fixed to Closed

Closed in the gvSIG build 2049.