

**Application: gvSIG desktop - gvSIG bugs #4933**  
**Tiles of vector layers in 3D View are not loaded correctly**

08/01/2018 02:58 PM - Mario Carrera

<b>Status:</b> Outdated	<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>	
<b>Severity:</b> Minor	<b>Add-on version:</b>
<b>gvSIG version:</b> 2.4.0	<b>Add-on build:</b>
<b>gvSIG build:</b>	<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**

When we create a 3D View, the tiles of rasterized vector layers in are not loaded correctly, lines are not continuous.

I attach a screenshot.

Cuando creamos una vista 3D las teselas de lads capas vectoriales rasterizadas no se cargan correctamente, hay saltos en las geometrías de una tesela a otra.

Adjunto captura de pantalla.

**History**

#1 - 08/04/2023 09:31 AM - Álvaro Anguix

- Status changed from New to Outdated

**Files**

image2.png	205 KB	08/01/2018	Mario Carrera
image.png	306 KB	08/01/2018	Mario Carrera