

## Application: gvSIG desktop - gvSIG bugs #525

### For each new view document two Drawer Worker threads are created and never stopped

04/12/2012 03:26 PM - Cesar Ordiñana

<b>Status:</b> Closed	<b>% Done:</b> 100%
<b>Priority:</b> Normal	<b>Spent time:</b> 0.00 hour
<b>Assignee:</b> Cesar Ordiñana	
<b>Category:</b> Document view	
<b>Target version:</b> 2.0.0-devel-2050	
<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>	<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> Application gvSIG (org.gvsig.app)	

**Description**

For each View document created in gvSIG, two instances of Drawer Worker threads are created, one to paint the main map view, and another for the Map Overview.

But once the view document is removed, the two threads remain created forever. This causes a memory and thread leak.

#### Associated revisions

##### Revision 38514 - 06/25/2012 08:39 AM - Cesar Ordiñana

Stop drawing worker threads when the view document is removed.

Fixes #525.

#### History

##### #1 - 04/12/2012 05:08 PM - Joaquín del Cerro Murciano

- Priority changed from Normal to Low

- Target version set to 2.0.0-rc1

##### #2 - 06/24/2012 09:45 PM - Joaquín del Cerro Murciano

- Assignee set to Cesar Ordiñana

- Priority changed from Low to Normal

- Target version changed from 2.0.0-rc1 to 2.0.0-devel-2050

##### #3 - 06/25/2012 01:29 PM - Cesar Ordiñana

- Status changed from New to In progress

##### #4 - 06/25/2012 02:39 PM - Cesar Ordiñana

- Status changed from In progress to Fixed

- % Done changed from 0 to 100

Applied in changeset r38514.

##### #5 - 08/23/2012 10:38 AM - María Maluenda

- Status changed from Fixed to Under review

Need instructions in order to check this bugfix

**#6 - 08/29/2012 02:08 PM - Joaquín del Cerro Murciano**

- Status changed from Under review to Closed