

Application: gvSIG desktop - gvSIG feature requests #547

Añadir a Geometry los metodos scale, rotate y move.

04/19/2012 12:24 AM - Joaquín del Cerro Murciano

Status:	Closed	% Done:	0%
Priority:	Normal	Spent time:	0.00 hour
Assignee:	Juan Lucas Domínguez		
Category:	Vector editing		
Target version:	2.0.0-rc1		
gvSIG version:	2.0.0	Add-on resolve version:	
Keywords:		Add-on resolve build:	
Has patch:	No	Proyecto:	
Add-on name:	Application gvSIG (org.gvsig.app)	Hito:	
Add-on version:			

Description

En la clase UtilFunctions del proyecto de geometrias hay tres metdos estaticos:

```
public static void rotateGeom(Geometry geometry, double radAngle, double basex, double basey) {
    AffineTransform at = new AffineTransform();
    at.rotate(radAngle,basex,basey);
    geometry.transform(at);
}

public static void moveGeom(Geometry geometry, double dx, double dy) {
    AffineTransform at = new AffineTransform();
    at.translate(dx, dy);
    geometry.transform(at);
}

public static void scaleGeom(Geometry geometry, Point2D basePoint, double sx, double sy) {
    AffineTransform at = new AffineTransform();
    at.setToTranslation(basePoint.getX(),basePoint.getY());
    at.scale(sx,sy);
    at.translate(-basePoint.getX(),-basePoint.getY());
    geometry.transform(at);
}
```

Habria que crear en el interface Geometry los metodos :

```
public void rotate(double radAngle, double basex, double basey);
public void move(double dx, double dy);
public void scale(Point basePoint, double sx, double sy);
```

Dando una implementacion similar a la que hay ahora en el UtilFunctions en las clases:

- AbstractPrimitive

- BaseMultiPrimitive

Eliminando estos metodos de UtilFunctions y sustituyendo en el codigo base de gvSIG (exEditing principalmente) las llamadas a unos por la de los otros.

History

#1 - 04/25/2012 11:24 AM - Joaquín del Cerro Murciano

- Assignee set to *Victor Acevedo*

#2 - 05/10/2012 02:47 PM - Manuel Madrid

- Target version set to *2.0.0-rc1*

#3 - 08/22/2012 11:25 AM - Joaquín del Cerro Murciano

- Assignee changed from *Victor Acevedo* to *Juan Lucas Domínguez*

#4 - 10/08/2012 12:32 PM - Juan Lucas Domínguez

- Status changed from *New* to *In progress*

#5 - 10/08/2012 01:21 PM - Juan Lucas Domínguez

Those methods simply create an AffineTransform object and call the method transform(AffineTransform at) which is implemented by BaseMultiPrimitive (which extends AbstractPrimitive), so the new methods must only be implemented in AbstractPrimitive.

#6 - 10/08/2012 03:21 PM - Juan Lucas Domínguez

gvSIG-desktop:r39047

Added rotate, move and rotate to Geometry API. Also some simple unit tests.

#7 - 10/08/2012 03:53 PM - Juan Lucas Domínguez

- Status changed from *In progress* to *Fixed*

Removed use of methods of deprecated UtilFunctions

gvSIG-desktop:r39048

Finally removed unwanted, unused methods in deprecated UtilFunctions.

gvSIG-desktop:r39049

#8 - 10/08/2012 03:56 PM - Juan Lucas Domínguez

Test in BN 2057 or higher:

- Create a view, add any SHP file

- Start editing mode

- Test the MOVE, ROTATE and SCALE tools

- If everything is ok, then you can close this ticket because the code of those tools has changed.

#9 - 10/10/2012 02:25 PM - Vicent Domenech

- Status changed from Fixed to Closed

Closed with gvSIG vuild 2056