

Application: gvSIG desktop - gvSIG bugs #750

"Undo" tool (editing) does not work always

06/06/2012 04:39 PM - Juan Lucas Domínguez

Status: Closed	% Done: 0%
Priority: Normal	Spent time: 0.00 hour
Assignee: Juan Lucas Domínguez	
Category: Vector editing	
Target version: 2.0.0-devel-2050	
Severity:	Add-on version:
gvSIG version: 2.0.0	Add-on build:
gvSIG build:	Add-on resolve version:
Operative System:	Add-on resolve build:
Keywords:	Proyecto:
Has patch: No	Hito:
Add-on name: Unknown	

Description

For selection operations it works (you can undo a selection change)

But when you move a vertex in a geometry and undo, it does not work.

After setting a new geometry, the source code behaves as if:

feature --> the new feature

feature.getSource() --> the old feature (?) This is not true, I think,

so the "old geometry" is the same as the new geometry, and when you undo, the geometry is the same.

This bug is different from: <https://devel.gvsig.org/redmine/issues/468> which has been fixed.

Related issues:

Related to Application: gvSIG desktop - gvSIG bugs # 468: Undo editing tool. ...

Closed

03/26/2012

History

#1 - 06/06/2012 04:42 PM - Juan Lucas Domínguez

This is the suspicious line in DefaultFeatureStore.java:

```
commands.update(feature, feature.getSource());
```

feature.getSource() has the old geometry?

#2 - 07/02/2012 08:13 PM - Manuel Madrid

- Category set to Vector editing

- Target version set to 2.0.0-rc1

#3 - 07/10/2012 03:26 PM - Juan Lucas Domínguez

- Status changed from New to Fixed

- Assignee changed from Joaquín del Cerro Murciano to Juan Lucas Domínguez

Does not work after bugfix for:

<https://devel.gvsig.org/redmine/issues/468>

#4 - 07/10/2012 04:27 PM - Juan Lucas Domínguez

I meant: Does not *happen* after bugfix for:

<https://devel.gvsig.org/redmine/issues/468>

#5 - 07/11/2012 10:35 AM - Juan Lucas Domínguez

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

#6 - 08/23/2012 01:56 PM - María Maluenda

- *Status changed from Fixed to Closed*

Closed in the gvSIG build 2051