

Application: gvSIG desktop - gvSIG bugs #870

Eliminar uso de Converter de la clase MapControl

07/11/2012 11:13 AM - Joaquín del Cerro Murciano

Status: Closed	% Done: 0%
Priority: Normal	Spent time: 0.00 hour
Assignee: Juan Lucas Domínguez	
Category:	
Target version: 2.0.0-beta1	
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

En la clase MapControl se esta usando la clase Converter de geometrias que no forma parte del API, habria que eliminar esa dependencia y ver si lo que se hace se puede hacer con el API de geometrias actual o hay que introducir algun cambio en el.

History

#1 - 08/29/2012 01:48 PM - Juan Lucas Domínguez

- Assignee changed from Cesar Ordiñana to Juan Lucas Domínguez

Salvo (al menos) usos en Equidistance y Split (son más complejos, habrá operation para ellos)

Usar API de Geometry (métodos y operations)

#2 - 08/30/2012 11:21 AM - Juan Lucas Domínguez

- Status changed from New to Fixed

gvSIG-desktop:r38802

Removed unnecessary references to deprecated class Converter (must not be used as part of Geometry API).

#3 - 08/30/2012 02:15 PM - Joaquín del Cerro Murciano

- Target version changed from 2.0.0-rc1 to 2.0.0-devel-2052

#4 - 10/10/2012 02:15 PM - María Maluenda

- Status changed from Fixed to Under review

Need instructions in order to check the bugfix

#5 - 10/10/2012 02:15 PM - María Maluenda

Need instructions in order to check the bugfix

#6 - 10/10/2012 02:45 PM - Juan Lucas Domínguez

- Status changed from *Under review* to *New*
- Target version changed from *2.0.0-devel-2052* to *2.0.0-rc1*

#7 - 10/10/2012 02:46 PM - Juan Lucas Domínguez

- Status changed from *New* to *Fixed*

Sorry, I forgot the instructions.

You can test it with 2056:

- add a SHP layer, start editing mode
- Enable the snapping (if it is not active)
- If the snapping works (the cursor "falls" to a near vertex or line) then you can close this bug because the code associated with snapping has changed

#8 - 10/10/2012 02:50 PM - Juan Lucas Domínguez

- Target version changed from *2.0.0-rc1* to *2.0.0-beta1*

#9 - 12/18/2012 02:05 PM - Abenchara Socorro

- Status changed from *Fixed* to *Closed*

Closed in build 2061 RC2