

Application: gvSIG desktop - gvSIG bugs #906
Snapping doesn't work / El snapping no funciona

07/20/2012 01:10 PM - Abenchara Socorro

Status:	Closed	% Done:	0%
Priority:	High	Spent time:	0.00 hour
Assignee:	Juan Lucas Domínguez		
Category:	Vector editing		
Target version:	2.0.0-devel-2052		
Severity:		Add-on version:	
gvSIG version:	2.0.0	Add-on build:	
gvSIG build:	2049	Add-on resolve version:	
Operative System:		Add-on resolve build:	
Keywords:	snapping	Proyecto:	
Has patch:	No	Hito:	
Add-on name:	Tools: Geometry editing (org.gvsig.editing)		

Description

ESP - No funciona el snapping:

Pasos

- 1.- Abrir gvSIG
- 2.- Crear una nueva vista
- 3.- Añadir una capa
- 4.- Botón derecho sobre la capa en la TOC y Empezar edición
- 6.- Botón derecho sobre la capa en la TOC y Pinchar en propiedades de edición
- 7.- Activar elementos de snapping y aceptar
- 8.- Pincho en cualquier herramienta para dibujar un elemento
- 9.- El snapping no funciona al acercarme a algún elemento dibujado

ENG - Snapping doesn't work:

Steps

- 1.- Open gvSIG
- 2.- Create view
- 3.- Add layer
- 4.- In ToC select right button menu on layer selected and Start edition
- 6.- In ToC select right button menu on layer selected and Editing properties
- 7.- Activate Snap options and accept
- 8.- Click a drawing tool
- 9.- Snapping doesn't work when getting closer to any feature already drawn

History

#1 - 08/10/2012 11:19 AM - Manuel Madrid

- Target version set to 2.0.0-rc1

#2 - 08/13/2012 10:49 AM - Joaquín del Cerro Murciano

- Assignee set to Juan Lucas Domínguez

#3 - 08/20/2012 11:09 AM - Juan Lucas Domínguez

- Status changed from New to In progress

#4 - 08/20/2012 03:21 PM - Juan Lucas Domínguez

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

Hello, there is a misunderstanding.

The options available in the "editing properties" dialog (toc - right click on layer) let the user decide the type of snapping, but the snapping itself is enabled with in the main menu: Edit > Enable-disable snapping.

You can do this test (follow the steps exactly):

- close gvSIG if it is running
- delete the folder /home/<user>/gvSIG to make sure that snapping settings are the ones by default (just to simplify the test)
- start gvSIG
- create view and add shapefile
- start editing
- do a "zoom-in" somewhere in the layer (this is important)
- now the snapping works

If you click on " Edit > Enable-disable snapping" then the snapping is disabled/enabled.

IMPORTANT COMMENT:

The spatial index used by the snapping mechanism only works if the view is moved AFTER starting the editing mode. This is because geometries are added when they are painted (and only if the layer is in editing mode). That's why the user needs to move the view before using the snapping (after starting editing). I don't know if this is the desired behavior. Perhaps when editing starts we can force a repaint or we can ask the user if the geometries in the current view must be cached.

#5 - 08/22/2012 04:30 PM - Manuel Madrid

Hi.

I think it is important that the snapping is available just after start editing (no need to do a zoom) because is quite common that the user prepares the zoom level to work before start editing. I mean:

1. Load the layer.
2. Do zoom over the geometries I want to edit.
3. Start editing
4. Use an edit tool.

Unless it is complicated for some technical reason I propose to fix this undesirable behavior.

Manuel.

#6 - 08/24/2012 11:58 AM - Juan Lucas Domínguez

- Status changed from *Fixed* to *New*

Snapping does not work until there is a first redraw in editing mode

#7 - 08/24/2012 12:01 PM - Juan Lucas Domínguez

- *Status changed from New to Fixed*

gvSIG-desktop:r38790

Fixed by forcing repaint of map when editing starts (geometries are therefore cached and used in snapping)

#8 - 08/30/2012 02:15 PM - Joaquín del Cerro Murciano

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

#9 - 09/06/2012 02:31 PM - María Maluenda

- *Status changed from Fixed to Closed*

Closed in the gvSIG build 2052