

Gisaf - Bug #8756

Map: handle errors when layers (eg, in base maps) don't actually exist

02/08/2019 16:35 - Philippe May

Status:	Resolved	Start date:	02/08/2019
Priority:	Normal	Due date:	
Assignee:	Philippe May	% Done:	100%
Category:		Estimated time:	0.00 hour
Target version:		Spent time:	0.00 hour
Description			
Gisaf map starts behaving badly when there are errors when adding or removing layers.			
Example: Giulio added the layer VEGE/Beach Almond Tree in the base map called "Vegetation". The proper name of the layer is VEGE/Beach Almond.			

Associated revisions

Revision 0afb2914 - 02/08/2019 16:35 - Philippe May

Handle errors when adding and removing layers on the map (fixes #8756)

History

#1 - 02/08/2019 16:38 - Philippe May

- % Done changed from 0 to 100
- Status changed from New to Resolved

Applied in changeset [gisaf|0afb2914083547272395fe75abe44bccb3e608a1](#).

#2 - 02/08/2019 16:40 - Philippe May

Giulio, one can now see in the browser's console messages for the layers which aren't spelled correctly.