

## QGIS Application - Bug report #11197

### Poor (or non) performance when moving features

2014-09-12 12:19 PM - Gary Sherman

<b>Status:</b>	Closed	
<b>Priority:</b>	Severe/Regression	
<b>Assignee:</b>		
<b>Category:</b>	Digitising	
<b>Affected QGIS version:</b>	2.4.0	<b>Regression?:</b> No
<b>Operating System:</b>	ALL	<b>Easy fix?:</b> No
<b>Pull Request or Patch supplied:</b>	No	<b>Resolution:</b>
<b>Crashes QGIS or corrupts data:</b>	No	<b>Copied to github as #:</b> 19508
<b>Description</b>		
<p>QGIS 2.4 and master exhibit extremely poor performance (or total failure) when moving a moderate number of features in edit mode. I have tested with 5,000 random points:</p> <ol style="list-style-type: none"><li>1. load the layer (both shapefile and memory layer were tested)</li><li>2. enter edit mode</li><li>3. select a lot of features (~5,000)</li><li>4. zoom out</li><li>5. move the selected block to a new location</li></ol> <p>In my testing on Windows, Mac, and Linux, this process takes longer than I am willing to wait and in fact may never finish. Currently I have a move attempt that is 15 minute and counting with QGIS locked up and the CPU usage at 99% (Linux, QGIS master).</p> <p>To duplicate you can use the Vector-&gt;Random Points feature to create a test layer.</p>		

#### Associated revisions

**Revision 68c49fe0 - 2014-09-22 12:30 PM - Matthias Kuhn**

Fix performance issues with moving selection on canvas (Funded by good will)

Fix #11197

#### History

**#1 - 2014-09-15 10:47 AM - Gary Sherman**

Any thoughts on this issue?

**#2 - 2014-09-22 03:31 AM - Matthias Kuhn**

- Status changed from Open to Closed

Fixed in changeset commit:"68c49fe09a4ee634d7edc3f2019e1740971ce3ca".

**#3 - 2014-09-22 06:44 AM - Gary Sherman**

Thank you good will ;)

