

QGIS Application - Bug report #12170

Adding a print layout adds a lot of project loading time

2015-02-10 01:20 AM - Giovanni Manghi

Status:	Closed		
Priority:	Severe/Regression		
Assignee:			
Category:	Map Composer/Printing		
Affected QGIS version:	master		
Operating System:	Linux		
Pull Request or Patch applied:	No		
Crashes QGIS or corrupts data:	No	Regression?:	No
		Easy fix?:	No
		Resolution:	worksforme
		Copied to github as #:	20362
Description			
<p>In QGIS master when adding a print layout the project loading time increases a lot.</p> <p>Even creating new empty layouts, in an empty project it takes a lot.</p> <p>This happens only on Linux, not Windows.</p> <p>I install qgis master on Ubuntu 14.04 from the nightly builds repository.</p>			
Related issues:			
Related to QGIS Application - Bug report # 12125: Very poor performance with ...			Closed 2015-02-04

History

#1 - 2015-02-12 12:33 AM - Martin Dobias

Hi Giovanni

I have created a project with 10 empty composers - in debug version each composer add ~0.2s to the load time, so ~2s in total for the test project (will be less in a release build). As such, I would say it is an acceptable overhead - it could be less, but I would not say it's a bug (especially not a critical one) - unless the load time is significantly higher on your machine?

(tested on ubuntu 14.04, own build)

#2 - 2015-02-12 01:14 AM - Giovanni Manghi

Martin Dobias wrote:

Hi Giovanni

I have created a project with 10 empty composers - in debug version each composer add ~0.2s to the load time, so ~2s in total for the test project (will be less in a release build). As such, I would say it is an acceptable overhead - it could be less, but I would not say it's a bug (especially not a critical one) - unless the load time is significantly higher on your machine?

(tested on ubuntu 14.04, own build)

Hi Martin

just tested to the latest master in the nightly repo and I cannot see the issue anymore. Until the other day it was anyway very clear.

2025-04-27

1/3

Feel free to close this, it would be good anyway to understand what changed.

PS

also the large project I linked here #12125-8

now opens ok even with composers.

#3 - 2015-02-13 12:17 AM - Giovanni Manghi

Martin Dobias wrote:

Hi Giovanni

I have created a project with 10 empty composers - in debug version each composer add ~0.2s to the load time, so ~2s in total for the test project (will be less in a release build). As such, I would say it is an acceptable overhead - it could be less, but I would not say it's a bug (especially not a critical one) - unless the load time is significantly higher on your machine?

(tested on ubuntu 14.04, own build)

I'm hitting this issue again, in a very simple project (--noplugins).

#4 - 2015-02-17 02:28 AM - Martin Dobias

Giovanni, could you please attach the project to see if I can replicate the problem?

#5 - 2015-02-17 04:31 AM - Martin Dobias

- Status changed from Open to Feedback

#6 - 2015-02-17 05:03 AM - Giovanni Manghi

Martin Dobias wrote:

Giovanni, could you please attach the project to see if I can replicate the problem?

Hi Martin, we will back to you asap.

#7 - 2015-02-17 07:54 AM - Giovanni Manghi

Martin Dobias wrote:

Giovanni, could you please attach the project to see if I can replicate the problem?

Hi Martin,

I cannot replicate this issue (again), so I guess that we can close this one.

Anyway there are others that are affected #12125

#8 - 2015-02-19 04:30 AM - Martin Dobias

- *Resolution set to worksforme*
- *Status changed from Feedback to Closed*