QGIS Application - Bug report #13541
regression: editing complex polygon freezes QGIS (for as long as 1 minute) per node move
2015-10-08 12:40 AM - Mathieu Pellerin - nIRV

Status:	Closed		
Priority:	Severe/Regression		
Assignee:	Nyall Dawson		
Category:	Digitising		
Affected QGIS version:	master	**Regression?:**	No
Operating System:		**Easy fix?:**	No
Pull Request or Patch supplied:	No	**Resolution:**	
Crashes QGIS or corrupts data:	No	**Copied to github as #:**	21583

Description

I've just spotted a significant regression under QGIS 2.12, whereas QGIS will freeze for a significant amount of time when trying to edit complex polygons. The freeze occurs when you select a polygon with the node tool, and every time you succeed (after waiting for a long time) into moving a node.

Steps to reproduce:

1. Create a new project
2. Add the attached shapefile (ocean.shp)
3. Switch on the edit mode for that layer
4. Select the node tool
5. Click on the largest polygon in the layer, and see QGIS freeze for a long time
6. Try to move a node, QGIS freezes, and eventually the node gets moved

Needs fixing before 2.12 is shipped.

Associated revisions

Revision 534cb410 - 2015-10-09 01:35 PM - Nyall Dawson

Use a model for node editor table (fixes #13541)

This commit switches the node editor to use a model backend rather then
inserting and updating every node on every edit. Fixes the hang when
editing a large feature.

Also implements some extra functionality like scrolling to a selected
vertex in the table.

History

#1 - 2015-10-08 12:43 AM - Paolo Cavallini

- Subject changed from regression: editing complexe polygon freezes QGIS (for as long as 1 minute) per node move to regression: editing complex polygon freezes QGIS (for as long as 1 minute) per node move

#2 - 2015-10-08 09:14 PM - Mathieu Pellerin - nIRV

This is where QGIS freezes:

#0 0x00007ffff565d9ed in QHeaderView::isSectionHidden(int) const ()
   from /usr/lib/x86_64-linux-gnu/libQtGui.so.4

#1 0x00007ffff56608e8 in QHeaderView::sectionsInserted(QModelIndex const&, int, int) ()

   from /usr/lib/x86_64-linux-gnu/libQtGui.so.4

#2 0x00007ffff5de2f60 in QMetaObject::activate(QObject*, QMetaObject const*, int, void**) ()

   from /usr/lib/x86_64-linux-gnu/libQtCore.so.4

#3 0x00007ffff5e33484 in QAbstractItemModel::rowsInserted(QModelIndex const&, int, int) ()

   from /usr/lib/x86_64-linux-gnu/libQtCore.so.4

#4 0x00007ffff5dc84b2 in QAbstractItemModel::endInsertRows() ()

   from /usr/lib/x86_64-linux-gnu/libQtCore.so.4

#5 0x00007ffff56c0bee in ?? () from /usr/lib/x86_64-linux-gnu/libQtGui.so.4

#6 0x00007ffff56bf069 in QTableWidget::insertRow(int) () from /usr/lib/x86_64-linux-gnu/libQtGui.so.4

#7 0x00007ffff77cf395 in QgsNodeEditor::rebuildTable() ()

   from /home/webmaster/dev/cpp/QGIS/bm/output/lib/libqgis_app.so.2.11.0

#8 0x00007ffff77cf135 in QgsNodeEditor::QgsNodeEditor(QgsVectorLayer*, QgsSelectedFeature*, QgsMapCanvas*) () from
/home/webmaster/dev/cpp/QGIS/bm/output/lib/libqgis_app.so.2.11.0

That looks like it could be linked to the vertex editor panel.

#3 - 2015-10-08 09:17 PM - Mathieu Pellerin - nIRV

Disabling validation doesn't remove the freeze; it increasingly looks like the vertex editor panel is the cause of the freeze.

#4 - 2015-10-08 09:47 PM - Mathieu Pellerin - nIRV

Ok, the freeze is definitively caused by the rebuildTable() function. If I "disable" rebuildTable() by adding a return; at the beginning of that function, QGIS
doesn't freeze.

#5 - 2015-10-08 10:19 PM - Nyall Dawson

- Assignee set to Nyall Dawson

#6 - 2015-10-09 05:21 AM - Nyall Dawson

- Status changed from Open to Closed

Fixed in changeset commit:"534cb410eb53ab1ff964c34e10c8e034c7f08b62".

Files

ocean.shp.zip	963 KB	2015-10-07	Mathieu Pellerin - nIRV