

## QGIS Application - Feature request #14098

### ftools geoprocessing tools are slow with large dataset, port them to c++

2016-01-13 07:55 AM - Martin Landa

<b>Status:</b>	Closed	
<b>Priority:</b>	Normal	
<b>Assignee:</b>		
<b>Category:</b>	Processing/QGIS	
<b>Pull Request or Patch supplied:</b>		<b>Resolution:</b> fixed/implemented
<b>Easy fix?:</b>	No	<b>Copied to github as #:</b> 22104
<b>Description</b>		
Attempt to perform intersect on input SHP layers with higher number of features hangs around 60% and never finish.		
Input data:		
ogrinfo HPJ_KPP/hpj_kpp.shp hpj_kpp -so   grep Count		
Feature Count: 10735		
ogrinfo gis-zp-skoleni-data/LU/Land_Use.shp Land_Use -so   grep Count		
Feature Count: 40108		

#### History

##### #1 - 2016-01-13 08:31 AM - Giovanni Manghi

- Status changed from Open to Feedback

the vector geoprocessing tools of qgis (aka ftools) are known to be very weak with large/complex geometries. There are other tickets about this, and recently (after the las palmas dev meeting) also a lot of discussions about this matter. There is already a c++ implementation of such tools, in qgis enterprise, but it is not reverting to qgis soon, at least not in 2.14.

##### #2 - 2016-05-23 10:04 AM - Giovanni Manghi

- Operating System deleted (Linux)

- Target version deleted (Version 2.14)

- Status changed from Feedback to Open

- Category changed from Vectors to 44

- Subject changed from intersect doesn't work for larger input datasets to ftools geoprocessing tools are slow with large dataset, port them to c++

- Tracker changed from Bug report to Feature request

##### #3 - 2017-01-02 05:50 AM - Giovanni Manghi

- Category changed from 44 to Processing/QGIS

##### #4 - 2017-02-09 11:35 AM - Alexander Bruy

Actually almost all geoprocessing tools were ported into C++ many years ago, but they weren't used in fTools and/or Processing.

##### #5 - 2017-05-01 12:46 AM - Giovanni Manghi

- Easy fix? set to No

**#6 - 2018-02-02 09:06 AM - Alexander Bruy**

- *Description updated*
- *Status changed from Open to Feedback*

All major geoprocessing tools now implemented in C++. Can we close this?

**#7 - 2018-02-05 01:13 AM - Nyal Dawson**

- *Resolution set to fixed/implemented*
- *Status changed from Feedback to Closed*

Yes