QGIS Application - Feature request #14646
Incremental rendering of WMT-S tiles onto map canvas

2016-04-08 01:29 PM - Jeremy Palmer

Status:	Closed		
Priority:	Normal		
Assignee:			
Category:	Map Canvas		
Pull Request or Patch supplied:	No	**Resolution:**	
Easy fix?:	No	**Copied to github as #:**	22610

Description

Before multi-threaded rendering (< QGIS 2.4) was implemented in QGIS WMTS layers used to be drawn incrementally onto to the map canvas as each map tile was returned from the service. This provided a good user experience, especially in the case of slow services, and is consistent with how web mapping clients work. It would be good to implement this feature again under the current version of QGIS.

History

#1 - 2016-04-29 02:42 AM - Jeremy Palmer

- Status changed from Open to Closed

duplicate of #10453