QGIS Application - Bug report #14800 Problem rendering joined field from csv

2016-05-10 02:26 AM - Willy Bueno

Status:	Closed			
Priority:	Normal			
Assignee:	Matthias Kuhn			
Category:	Unknown			
Affected QGIS version:2.14.2		Regression?:	No	
Operating System:		Easy fix?:	No	
Pull Request or Patch supplied:		Resolution:		
Crashes QGIS or corru pits data:		Copied to github as #: 22757		
Description				

QGIS 2.14 hangs when applying gradient symbology on a joined field. Doing the same symbology on an attribute field has no problem. This problem does not exist in 2.12. Please find attached sample project.

Associated revisions

Revision 22acf3b1 - 2016-05-11 01:34 AM - Nyall Dawson

Avoid refreshing canvas for every joined feature

Instead of setting the provider's subsetString to fetch joined features, use a feature request with FilterExpression instead. (Setting the subsetString results in a canvas refresh.)

Performance should be similar (if expression compilation is enabled) and this also has the advantage of avoiding providerspecific behaviour (eg case insensitive matching).

(fix #14800)

Revision 804ac7e5 - 2016-05-16 07:56 AM - Nyall Dawson

Avoid refreshing canvas for every joined feature

Instead of setting the provider's subsetString to fetch joined features, use a feature request with FilterExpression instead. (Setting the subsetString results in a canvas refresh.)

Performance should be similar (if expression compilation is enabled) and this also has the advantage of avoiding providerspecific behaviour (eg case insensitive matching).

(fix #14800)

(cherry-picked from 22acf3b1a3e7a6afe094ec6dec83776256d2655a)

History

#1 - 2016-05-10 05:18 AM - Nyall Dawson

- Assignee set to Matthias Kuhn

Matthias - (assigning you just to draw your attention to this). I've tracked it down and it looks like it was caused by 0f2dfdb19bd1ace179a6b19cc1dbc4e4918d3f10 - "Reload data when subsetString changes.". The issue is that QgsVectorLayerFeatureIterator::FetchJoinInfo::addJoinedAttributesDirect repeatedly calls setSubsetString, and for every feature this results in the dataChanged() signal being emitted. This signal gets caught by map canvas and forces a redraw. So for every feature a redraw is occurring... ouch! Any ideas on a fix for this?

#2 - 2016-05-10 04:35 PM - Nyall Dawson

- Status changed from Open to Closed

Fixed in changeset commit:"22acf3b1a3e7a6afe094ec6dec83776256d2655a".

#3 - 2017-09-22 10:05 AM - Jürgen Fischer

- Category set to Unknown

Files

RenderCSV.zip

237 KB

2016-05-10

Willy Bueno