

QGIS Application - Bug report #15779

2.17 weekly and 2.18.0 both seem to render 1-bit tif raster grids slower than 2.16

2016-10-28 09:13 PM - sand thorn

Status: Closed	
Priority: Normal	
Assignee:	
Category: Unknown	
Affected QGIS version: 2.18.0	Regression?: No
Operating System:	Easy fix?: No
Pull Request or Patch supplied:	Resolution:
Crashes QGIS or corrupts data:	Copied to github as #: 23700
Description	
<p>I can notice increased render time compared to 2.16.3, when moving my viewport around with 1-bit tif raster grid (with nodata transparency) layers enabled.</p> <p>I thought it could be some kind of "debug" mode effects when released as 2.17-dev, but unfortunately 2.18 has the same effect.</p> <p>I have only Skylake-U so it might be less noticeable in desktop CPU.</p> <p>I now move back to 2.16.3 for quicker digitizing task.</p> <p>Are there any changes in 2.17/2.18 that might cause this?</p>	

History

#1 - 2016-11-01 01:51 AM - sand thorn

- Status changed from Open to Closed

Duplicate of issue #15796

#2 - 2017-09-22 09:55 AM - Jürgen Fischer

- Category set to Unknown