QGIS Application - Bug report #17772 Very slow editing

2018-01-02 07:30 AM - Michal Jurewicz

Status: Closed Priority: Normal

Assignee:

Category: Editing

Affected QGIS version:masterRegression?:YesOperating System:MacOSEasy fix?:No

Pull Request or Patch supplied: Resolution: fixed/implemented

Crashes QGIS or corruptes data: Copied to github as #: 25668

Description

I used master 2.99 version for some time and first build which I use for 1 month was very stable and responsive. However, recently I just update to current build (626781a) and features editing like moving points/vertex, adding new objects and etc. is very very slow and unresponsive.

Please see this screen record: http://pomba.pl/pliki/super_slow_editing_qgis.mov

History

#1 - 2018-01-02 07:36 AM - Michal Jurewicz

- File Zrzut ekranu 2018-01-02 o 06.45.39.png added

#2 - 2018-01-02 07:39 AM - Michal Jurewicz

It's the same problem with measures tool.

#3 - 2018-01-05 12:10 AM - Jan Lippmann

hi Michal,

i have no problems with editing performance.

i would turn off snapping for all layers an then test the performance, then turn on snapping for every layer step by step and check the performance after everey step...in order to find the "problemlayer(s)"

missing spatial index can be a problem...

3rd party plugins could also impact editing...

#4 - 2018-01-05 02:22 AM - Nyall Dawson

- Status changed from Open to Closed

Should be fixed in latest master - was caused by missing transform context for snapping/tracing operations, which results in lots of debug output on debug enabled builds.

#5 - 2018-01-06 09:25 AM - Michal Jurewicz

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I can confirm that slow editing is fixed. However, there is even more annoying slow down during different actions but I will open new ticket about it.

#6 - 2018-02-22 10:59 AM - Giovanni Manghi

- Resolution set to fixed/implemented

Files

Zrzut ekranu 2018-01-02 o 06.45.39.png 199 KB 2018-01-02 Michal Jurewicz

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