

QGIS Application - Bug report #1856

Improving Show/Hide all layers

2009-08-03 08:21 PM - gcarrillo -

Status:	Closed	
Priority:	Low	
Assignee:	Magnus Homann	
Category:	Map Legend	
Affected QGIS version:		Regression?: No
Operating System:	All	Easy fix?: No
Pull Request or Patch supplied:		Resolution: fixed
Crashes QGIS or corrupts data:		Copied to github as #: 11916
Description		
<p>I think Show/Hide all layers are really slow methods (prove it with 4 or 5 heavy layers). The users can see every layer changing its state and consuming some time.</p> <p>It is caused by multiple calls (one for each layer) to updateMapCanvasLayerSet method (QgsLegend class, selectAll slot). So one solution for this issue is: Set the state for the QTreeWidgetItemItems, set the state for the layers and finally call the updateMapCanvasLayerSet method.</p> <p>I did this on a python app and get evident results (even faster than QGis :D), but my app is simple, I don't have layer groups or layer files. I don't understand how to manage them so, please try this in [[QgsLegend]].</p> <p>If you want I can make a screencast to show the difference.</p> <p>Here is my Python code:</p> <pre>self.blockSignals(True) status = Qt.Checked if select else Qt.Unchecked for i in range(self.topLevelItemCount()): self.topLevelItem(i).setCheckState(0, status) self.topLevelItem(i).canvasLayer.setVisible(select) self.blockSignals(False) self.updateLayerSet() # Finally, update the layer set</pre>		

Associated revisions

Revision d44fe793 - 2009-08-04 02:22 PM - Magnus Homann

Turn off rendering while looping through all layers hiding/showing. Fixes #1856

git-svn-id: <http://svn.osgeo.org/qgis/trunk/qgis@11263> c8812cc2-4d05-0410-92ff-de0c093fc19c

Revision 89818278 - 2009-08-04 02:22 PM - Magnus Homann

Turn off rendering while looping through all layers hiding/showing. Fixes #1856

git-svn-id: <http://svn.osgeo.org/qgis/trunk/qgis@11263> c8812cc2-4d05-0410-92ff-de0c093fc19c

History

#1 - 2009-08-04 12:48 AM - Giovanni Manghi

Hi!

homann is working on changes in the legend gui (see #1815), so he may be interested in this ticket and should be able to help.

#2 - 2009-08-04 05:23 AM - Magnus Homann

- *Resolution set to fixed*
- *Status changed from Open to Closed*

Fixed in commit:89818278 (SVN r11264). Turned off rendering instead of blocking signals :-)

Thanks for the idea.