

QGIS Application - Bug report #20065

QgsInterface::adddockwidget slows down when large layers open

2018-10-10 09:26 AM - Johannes Elstner

Status:	Closed	
Priority:	Normal	
Assignee:		
Category:	Python plugins	
Affected QGIS version:	3.2.3	Regression?: No
Operating System:	Windows 10	Easy fix?: No
Pull Request or Patch supplied:	No	Resolution:
Crashes QGIS or corrupts data:	No	Copied to github as #: 27887
Description		
<p>Having opened a larger vector layer, reloading a plugin using PluginReloader is slower in QGIS 3.2.x than in QGIS 2.18.x (tested with 3.2.3 and 2.18.23, but presumably consistent over other versions).</p> <p>Using cProfile, I found out it's not the plugin itself but its call of QgsInterface::addDockWidget that causes the delay. Closing and re-opening the plugin dockwidget shows the same delay behaviour.</p> <p>On QGIS 3, addDockWidget takes 5s - 20s, depending on the size of the vector layer and the location of storage (it's slower with a layer from a remote network drive). Without any layer opened, it's just as fast as normal. My plugin, obviously, contains some QgsMapLayerComboBoxes. Somewhere in the call of addDockWidget there must be a time-expensive call onto the layers that are to be shown in the comboboxes.</p>		

History

#1 - 2019-04-16 12:25 PM - Johannes Elstner

- Status changed from Open to Closed

Not reproducible in QGIS 3.6.1.