

QGIS Application - Bug report #21446

QGIS 3.6 plugin slow?

2019-03-02 05:49 AM - Willem Buitendyk

Status:	Feedback	
Priority:	Normal	
Assignee:		
Category:	Unknown	
Affected QGIS version:	3.6.0	Regression?: No
Operating System:	Mac OS Mojave	Easy fix?: No
Pull Request or Patch supplied:	No	Resolution:
Crashes QGIS or corrupts data:	No	Copied to github as #: 29263
Description I have an in-house plugin that when a button is clicked launches a python3 subprocess.call. After the initial 3.6 install clicking via the application icon would not allow the subprocess.call to open the helper application. I then unchecked and checked qgis 3.6 in full disk access in security and privacy. Now the subprocess.call works but it is painfully slow to launch. The interesting part ... If I launch QGIS 3.6 by launching from the terminal (inside the QGIS application package) then everything works fine and is normally snappy. The subprocess.call launches the helper application immediately. So, much like the maligned slow browser folder plaguing 3.4 we seem to have some MacOS security sandbox BS still happening. Has this been pegged to a bug in Qt?		

History

#1 - 2019-03-02 08:52 AM - Giovanni Manghi

- Status changed from Open to Feedback
- Category changed from Python plugins to Unknown

Hi,

what is the bug here (if the problem is in your 3rd party plugin then this is not the right place)? If is just a question then please ask it on the QGIS developers mailing list, thanks!

#2 - 2019-03-02 05:39 PM - Willem Buitendyk

The bug is macos related specifically. There are no issues with windows or linux. This is similar to the previous issue where browsing windows were slow or would freeze and the best solution was to open qgis through a terminal. I posted it because there maybe public plugins that may suffer the same problem.

Lastly, if poor performance is noticeably observed and there is good evidence as to what maybe the cause is, shouldn't it be reported as a bug?

#3 - 2019-03-02 10:55 PM - Giovanni Manghi

| Lastly, if poor performance is noticeably observed and there is good evidence as to what maybe the cause is, shouldn't it be reported as a bug?

it depends, if 3rd party code is the culprit (as the subject of this ticket suggest?) then is not the right place.

