

QGIS Application - Bug report #21472

Too many canvas refreshes impacts feature editing

2019-03-04 08:31 PM - Alexey T

Status:	Closed	
Priority:	Normal	
Assignee:		
Category:	Map Tools	
Affected QGIS version:	3.6.0	Regression?: No
Operating System:	win7	Easy fix?: No
Pull Request or Patch supplied:	No	Resolution: invalid
Crashes QGIS or corrupts data:	No	Copied to github as #: 29289
Description		
I have a heavy project. Redrawing it takes near a second or a two. Canvas refresh happens every time when 1. selecting a feature 2. deselecting a feature 3. Toggling editing mode 4. moving feature, or feature vertex It is impossible to edit something in this case. QGIS 2.18 doesn't behave like this. The video, showing the difference in 2.18 and 3.6 is here https://yadi.sk/d/oGakaJc77ilkNQ		

History

#1 - 2019-03-04 11:05 PM - Nyall Dawson

- Status changed from Open to Feedback

Please check the label settings for the layer being edited in both versions - I suspect the difference is due to different label settings in the 3.x project causing a complete redraw.

#2 - 2019-03-05 06:37 AM - Alexey T

First, QGIS redraws all layers, not only the layer being edited.
Second, the projects and label settings are identical.

#3 - 2019-03-05 06:58 AM - Nyall Dawson

I cannot reproduce. There is a specific setting in your project which is causing this to happen, or possibly it's due to an installed plugin changing the behaviour.

#4 - 2019-03-05 07:20 AM - Alexey T

No and no. No plugins. Just a very large project. Once again a have to explain this as in #22189. Download sample dem data from that issue and test.

#5 - 2019-03-05 11:10 AM - Alexey T

Test this roject please.

<https://yadi.sk/d/YeIFsSxmVghSQg>

Select "line" layer. Then use vertex tool to edit a feature.

QGIS 3 will refresh canvas after each change. As this is slow, it is impossible to edit features comfortably.

QGIS 2.18 will refresh canvas only if really needed.

#6 - 2019-03-05 03:28 PM - Giovanni Manghi

Alexey T wrote:

Test this roject please.

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QGIS 3 will refresh canvas after each change. As this is slow, it is impossible to edit features comfortably.

QGIS 2.18 will refresh canvas only if really needed.

just tested your project on 3.6, select the "line" layer, toggled editing and made some node/segment changes and/or selection. No refreshes.

#7 - 2019-03-05 03:28 PM - Giovanni Manghi

- Category changed from GUI to Map Tools

#8 - 2019-03-05 04:15 PM - Alexey T

Strange. Cannot reproduce it too now. May be I've changed some QGIS settings. Will investigane

#9 - 2019-03-05 04:18 PM - Giovanni Manghi

- Status changed from Feedback to Closed

- Resolution set to invalid

Ask to reopen if you find a/the real problem.

#10 - 2019-03-05 04:38 PM - Alexey T

I think this should be reopened.

"Use render caching if possible to speed up redraws" should be enabled in QGIS render settings.

Check this video please.

<https://yadi.sk/d/NOzf9wBovWelHg>

Add a label to "line" layer. Add label to dem layer. Labels may be empty
Then, editing "line" layer causes full canvas redraw, which is slow.

#11 - 2019-03-05 06:00 PM - Giovanni Manghi

Alexey T wrote:

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*Add a label to "line" layer. Add label to dem layer. Labels may be empty
Then, editing "line" layer causes full canvas redraw, which is slow.*

with labels on (even empty) I see a redraw, also on 2.18 and regardless of the "Use render caching if possible to speed up redraws". This is also your observation? if yes I guess that this is how it works (not sure 100%) so this should be possible be filed as a feature request/improvement (but I have a vague idea that I filed a similar ticket many years ago and the answer was that it wasn't possible to improve much this area when labels are on... but again my memory could fail me).

#12 - 2019-03-05 06:07 PM - Alexey T

As labels are always drawn on top of all rasters and vectors, I think QGIS might redraw labels only, when editing features, leaving already rendered vectors and rasters intact.
May be label reposition somehow breaks caching?

#13 - 2019-03-05 06:08 PM - Giovanni Manghi

Alexey T wrote:

As labels are always drawn on top of all rasters and vectors, I think QGIS might redraw labels only, when editing features, leaving already rendered vectors and rasters intact.

May be label reposition somehow breaks caching?

I'll leave the answer to a core developer.

#14 - 2019-03-05 06:16 PM - Alexey T

Shouldn't this bug be reopened?

#15 - 2019-03-05 06:21 PM - Giovanni Manghi

Alexey T wrote:

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| Shouldn't this bug be reopened?

#10441