

QGIS Application - Bug report #2300

Rendering of GRASS RGB composites takes ages

2009-12-19 11:37 AM - juanelz -

Status:	Closed	
Priority:	Low	
Assignee:	Lorenzo Masini	
Category:	GRASS	
Affected QGIS version:		Regression?: No
Operating System: Windows		Easy fix?: No
Pull Request or Patch supplied:		Resolution: fixed
Crashes QGIS or corrupts data:		Copied to github as #: 12360
Description		
<p>Using qgis Trunk 1.4.0-80 on Windows XP and Grass tools plugin 1.0.2-2 rendering of GRASS rgb composites (created with r.composite) in the map canvas takes very long. After every zoom or pan the extremely slow rendering starts again. This bug seems to be related to https://trac.osgeo.org/qgis/ticket/1816).</p> <p>In qgis version "Metis" 0.11 the performance of rendering GRASS rasters and composites was very fast.</p>		

History

#1 - 2010-02-04 02:26 PM - Redmine Admin

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

This should be fixed by new GRASS raster provider in commit:728ecc69 (SVN r12881) , the color table is applied in GRASS module and only colored picture is sent to QGIS. It should not be slower then GRASS.

When GDAL was used to render GRASS rasters, the color table was passed as metadata, if there were too many colors it could have become slow.

Please test.