QGIS Application - Bug report #2876
bring back raster legend icons

2010-07-08 05:49 AM - Giovanni Manghi

Status:	Closed			
Priority:	Low			
Assignee:	Marco Hugentobler			
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 #:**	12936

Description

Icons have been disabled in r13899 because of performance problems while opening projects with many rasters.

Icons are nevertheless very useful.

History

#1 - 2010-07-08 06:55 AM - luca76 -

For me icons for raster image are not too useful.

Why should QGIS draw an icon that represent a, for example, 5000x5000 pixel raster in a space of 16x16?

QGIS should use a simple icons for all rasters...

#2 - 2010-07-08 06:58 AM - Giovanni Manghi

> *Why should QGIS draw an icon that represent a, for example, 5000x5000 pixel raster in a space of 16x16?*

because when you do raster analisys your rasters (not normal orthophotomaps or militar maps) normally have very different colormaps and with icons they are EASILY identified in the legend.

#3 - 2010-07-08 07:19 AM - William Kyngesburye

Here's my notes, for the record:

It seems to only affects rasters without overviews. I did a test with a single 1 GiB JP2 and it generates the legend icon nearly instantaneously. A 1.3 GiB tiff without overviews takes a long time, yet the same with overviews is fast. A 200MiB tiff without overviews has a noticable delay, but it's not horrible.

Though the original issue is a small 14MiB vrt with jp2 images, zooming and panning are not affected. Maybe there's something else with a vrt that slows down the legend generation?

#4 - 2010-07-11 03:13 AM - Marco Hugentobler
- Resolution set to fixed
- Status changed from Open to Closed

Ok, there is now an option to disable raster icons in case of performance problems (btw., those icons are 32x32)