

QGIS Redmine (QGIS bug tracker) - Support #5089

Status bar and WMS-C

2012-02-25 01:49 AM - Andrea Borruso

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|--|--------|------------------------|------------|
| Status: | Closed | Start date: | 2012-02-25 |
| Priority: | Normal | Due date: | |
| Assignee: | | % Done: | 0% |
| Category: | | Estimated time: | 0.00 hour |
| Target version: | | Tag: | |
| Pull Request or Patch supplied: | | | |
| Description | | | |
| <p>Hi,</p> <p>I have set a tilecache server and I load layers in QGIS from it via a WMS connection.</p> <p>I have used tilecache seeding utility to generate all the tiles for a specific layer for all zoom levels. When I load this layer in QGIS, it loads it properly and I have in the status bar "0 tiles request in background, 0 cache hits, 13 cache misses, 0 errors". "13 cache misses" is only an example, but I have always some cache misses.</p> <p>It seems to me a wrong status bar message, because I have generated all the tiles and I just have all the tiles.</p> <p>Moreover if I look at MapServer log file (it's behind Tilecache), I see that it correctly does not generate any tiles.</p> <p>This is my environment:</p> <ul style="list-style-type: none">- Tilecache 2.11- Quantum GIS 1.7.4- Windows XP <p>Best regards,</p> <p>Andrea</p> <p>Thank you very much,</p> <p>a</p> | | | |

History

#1 - 2012-02-25 02:10 AM - Jürgen Fischer

- Status changed from Open to Closed

It's just reporting that is loaded 13 tiles from the WMS-C server (ie. tilecache) as they were missing in QGIS' cache.

Anyway, this is the wrong redmine project anyway - should have been files under "Quantum GIS Desktop"