

QGIS Application - Feature request #5175

Add render caching also for extent changes

2012-03-14 05:09 AM - Giovanni Manghi

Status:	Closed	
Priority:	Normal	
Assignee:		
Category:	Vectors	
Pull Request or Patch supplied:	No	Resolution: wontfix
Easy fix?:	No	Copied to github as #: 14922
Description		
<p>Not sure how hard it would be implementing such feature, but it would result in a huge improvement in vector rendering (especially zoom outs), that at the moment is quite slow especially with comples/bug vectors.</p>		

History

#1 - 2012-10-06 02:18 AM - Pirmin Kalberer

- Target version changed from Version 2.0.0 to Future Release - Nice to have

#2 - 2014-06-12 05:05 PM - Giovanni Manghi

- Resolution set to wontfix

- Status changed from Open to Closed

I guess does not make sense anymore with multi threading.