

## QGIS Application - Feature request #7462

### Add PostGIS Layers dialog stops processing as soon as a user confirms a selection

2013-03-27 07:20 PM - Aren Cambre

<b>Status:</b>	Open	<b>Resolution:</b> <b>Copied to github as #:</b> 16417
<b>Priority:</b>	Normal	
<b>Assignee:</b>		
<b>Category:</b>	Data Provider/PostGIS	
<b>Pull Request or Patch supplied:</b>	No	
<b>Easy fix?:</b>	No	
<b>Description</b>		
<p>Currently, the <b>PostGIS Layers</b> dialog can take a long time to be ready to use if it has to process a lot of tables or views without clearly defined geometry types. The <b>Add</b> button is disabled until all such tables/views are processed.</p> <p>Really, there's no reason to force users to wait for this dialog to process every last table/view. If the tables/views the user needs already have detected geometry types, then the user should be able to select them and click <b>Add</b> even if other tables/views are being processed. And if the user happened to <b>Add</b> a table/view that still doesn't have the geometry type discovered, the dialog should abort detection on all other tables/views and just process the selected ones that still need discovery.</p> <p>Proposal: <b>Add</b> is enabled/clickable as soon as at least one table/view has a detected type, and if I double-click on a table/view or select <b>Add</b> after selecting 1 or more tables/views, then the detecting stops (except for selected tables/views with undetected geometry types), and the selected tables are added as layers.</p> <p>Please note: <b>This is not a support request.</b> I am aware of the stop button. This issue is pointing out unnecessary delays that could be eliminated by improving the UI. It should not be necessary to hit the stop button for a user to select PostGIS layers whose geometry types are already known.</p>		

#### History

#1 - 2014-06-29 06:51 AM - Jürgen Fischer

- Category changed from GUI to Data Provider/PostGIS

#2 - 2017-05-01 12:48 AM - Giovanni Manghi

- Easy fix? set to No