QGIS Application - Bug report #8523

When ggis map drag when very flicker, can optimize the solution under?

2013-08-27 07:00 PM - huaijun zuo

Status: Closed Priority: High

Assignee: Category:

Affected QGIS version:masterRegression?:NoOperating System:Easy fix?:No

Pull Request or Patch shapplied:

Crashes QGIS or corrupts data:

Copied to github as #: 17279

Description

When $\ensuremath{\mathsf{qgis}}$ map $\ensuremath{\mathsf{drag}}$ when very flicker , can optimize the solution under ?

History

#1 - 2013-08-28 04:40 AM - Alexander Bruy

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

Seems duplicates #4011

2025-12-15 1/1