QGIS Application - Bug report #15213
During rendering WMS-images is removed too early?

2016-07-04 05:08 AM - Richard Duivenvoorde

Status:	Closed		
Priority:	Normal		
Assignee:			
Category:	Map Canvas		
Affected QGIS version:	master	**Regression?:**	No
Operating System:		**Easy fix?:**	No
Pull Request or Patch supplied:	No	**Resolution:**	end of life
Crashes QGIS or corrupts data:	No	**Copied to github as #:**	23151

Description

If you have a (not so fast) WMS layer, for example one of the layers from:

http://geoservices.knmi.nl/cgi-bin/RADNL_OPER_R___25PCPRR_L3.cgi?

when you pan or zoom in, the total images is removed before the new (to retrieve) wms image is retrieved.

this results in flickering. Especially when you start using such layers in for example TimeManager.

It would be nice if the 'old image' is at least shown untill the new one is fully(?) received. Even if that means for example if you panned half a mapcanvas that you will not see anything on that half untill the new image comes in.

I had a look into the qgsmaprendererjob.cpp, but could not fully understand where the old image is cleaned up, and how to make this specific for wms.

And as a bonus,... (working with WMS-T (time dimension) layers in combi with TimeManagerplugin): it would be cool if the wms-images could be cached based on the full url. In case of 'moving over time', the extent stays perfectly the same, and only the &TIME= component changes. Making it perfectly suitable to be cached, so playing back or replaying a time-laps could go without resending the GetMap requests?

History

#1 - 2017-05-01 01:05 AM - Giovanni Manghi

- Easy fix? set to No

- Regression? set to No

#2 - 2018-12-30 06:59 PM - kajo kaji

The map renderer for XYZ tiles doesn't have this inconvenient issue. I guess it can be a good source of inspiration.

EDIT:
Using a WMTS service instead of a simple WMS service resolved the issue for my case.

#3 - 2019-03-09 04:23 PM - Giovanni Manghi

- Resolution set to end of life

- Status changed from Open to Closed

End of life notice: QGIS 2.18 LTR

Source:

http://blog.qgis.org/2019/03/09/end-of-life-notice-qgis-2-18-ltr/