

## QGIS Application - Bug report #10097

### Activating or deactivating a layer makes QGIS refresh WMS layers

2014-04-21 07:04 AM - Filipe Dias

|  |                          |                               |                   |
|--|--------------------------|-------------------------------|-------------------|
| <b>Status:</b>   | Closed                   |                               |                   |
| <b>Priority:</b>   | Severe/Regression        |                               |                   |
| <b>Assignee:</b>   |                          |                               |                   |
| <b>Category:</b>   | Web Services clients/WMS |                               |                   |
| <b>Affected QGIS version:</b>  | master                   | <b>Regression?:</b>           | No                |
| <b>Operating System:</b>   |                          | <b>Easy fix?:</b>             | No                |
| <b>Pull Request or Patch supplied:</b>   |                          | <b>Resolution:</b>            | duplicate         |
| <b>Crashes QGIS or corrupts data:</b>  |                          | <b>Copied to github as #:</b> | 18565             |
| <b>Description</b>   |                          |                               |                   |
| Activating or deactivating a layer (or changing it's symbology) makes QGIS refresh WMS layers. This affects QGIS Master didn't happen in QGIS 2.2. |                          |                               |                   |
| <b>Related issues:</b>   |                          |                               |                   |
| Related to QGIS Application - Bug report # 10239: Selecting polygons triggers...   |                          | <b>Closed</b>                 | <b>2014-05-12</b> |

#### History

##### #1 - 2014-05-13 03:53 AM - Tobias Schneider

This is a related issue: #10239

##### #2 - 2014-05-13 04:44 AM - Tobias Schneider

It also happens when turning editing of a layer on and off.

##### #3 - 2014-06-09 03:00 AM - Martin Dobias

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

This is expected behaviour if the render caching is disabled. You can enable it in menu Settings > Options > Rendering > Use render caching where possible to speed up redraws.