

QGIS Application - Bug report #11549

Change in map rendering causing problems with batch image saves

2014-11-04 10:37 AM - Rich Burkmar

Status:	Closed	
Priority:	Normal	
Assignee:		
Category:	Map Canvas	
Affected QGIS version:	2.6.0	Regression?: No
Operating System:	Windows	Easy fix?: No
Pull Request or Patch supplied:	No	Resolution: invalid
Crashes QGIS or corrupts data:	No	Copied to github as #: 19819
Description		
<p>I have code for a python plugin that follows this pattern:</p> <ul style="list-style-type: none">- display vector layer A in map canvas- use the canvas saveAsImage method to save map image- hide vector layer A from map canvas- display vector layer B in map canvas- use the canvas saveAsImage method to save map image- hide vector layer A from map canvas <p>I've been using this to bulk generate images for hundreds of map layers and it worked like a dream in 2.0 Dufour. But I updated to 2.6 Brighton and it no longer works. All the map images are created without the vector layers being visible.</p> <p>It seems as though the map redraws are being cached differently. If I remove the step to hide the vector layers, the images without the vector layers are produced just the same, but all the vector layers are rendered in the map canvas when the routine ends.</p> <p>I tried using the canvas refresh method in the loop, but it made no difference.</p> <p>I also compared the behaviour of the MMQGIS plugin's animation tools, which work in a similar way, and they have the same problem - i.e. they don't work with QGIS 2.6.</p> <p>It seems like a bug to me, but if this behaviour is by design, are there any steps I can take to enable this kind of pattern again?</p>		

History

#1 - 2014-11-04 10:38 AM - Rich Burkmar

Sorry - last line in pseudocode should read 'hide vector layer B from map canvas'.

#2 - 2014-11-05 02:17 AM - Giovanni Manghi

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

a lot changed in rendering since qgis 2.0.1 so it is likely you will need to modify your code. Before saying it is a bug better ask in the developer mailing list, then eventually we can reopen this ticket. Cheers.

#3 - 2014-11-05 03:01 AM - Rich Burkmar

Thanks - I will pursue it with the developer mailing list.