

QGIS Application - Bug report #12522

Raster layers sometimes not painted when zooming (≥ 2.4)

2015-04-06 11:10 PM - Sitansu Pattnaik

Status:	Closed	
Priority:	High	
Assignee:		
Category:	Rasters	
Affected QGIS version:	2.8.1	Regression?: No
Operating System:	Windows	Easy fix?: No
Pull Request or Patch supplied:	No	Resolution: duplicate
Crashes QGIS or corrupts data:	No	Copied to github as #: 20666
Description		
<p>While using the latest QGIS 2.8 (64 bit) in Windows XP/7/8/8.1 in 6 laptops, I found that large (300+ mb Landsat with 6 band image) raster images failed to redraw while I zoomed in/out or while panning. This behaviour was so random that I was forced to recommend 2.2 to all the users who are supported by my team.</p> <p>It is not possible to use raster images for interpretation as the images do not appear when we zooming or panning. I have placed a video where I have compared the behaviour in 2.8 vs 2.2. A raster and a vector are shown. You will be able to see that the raster disappears randomly and does not redraw even if we pan or zoom. It reappears randomly.</p> <p>The same behaviour was seen even if the pyramids were present or absent.</p> <p>Video Link : https://www.youtube.com/watch?v=Wjly6C445uE&#38;feature=youtu.be</p> <p>I tested this in Macbook Pro with Qgis2.6 and I did not see this problem so it might be only seen in windows systems.</p>		
Related issues:		
Related to QGIS Application - Bug report # 13155: A Multiband image(e.g. land...		Closed 2015-07-25

History

#1 - 2015-04-06 11:44 PM - Matthias Kuhn

- Subject changed from Bug in rendering rasters in QGIS versions 2.4,2.6,2.8 to Raster layers not painted when zooming (≥ 2.4)

#2 - 2015-04-06 11:44 PM - Matthias Kuhn

- Subject changed from Raster layers not painted when zooming (≥ 2.4) to Raster layers sometimes not painted when zooming (≥ 2.4)

#3 - 2015-04-07 12:42 PM - Giovanni Manghi

if this didn't happened in previous qgis releases then the ticket should be tagged as blocker.

#4 - 2015-04-13 11:42 PM - Sitansu Pattnaik

This behaviour started after version 2.2. Many options were added under "rendering" and that broke the basic redrawing of rasters.

#5 - 2015-04-14 03:10 AM - Giovanni Manghi

- Category set to Rasters

- Status changed from Open to Feedback

Of course this seems a local issue or an issue with certain kind of rasters, because if it would be a general one it would have resulted in much more people

(me included) reporting it.

Have your rasters have pyramids? If yes, have you tried rebuild them? Can you attach a sample of a problematic raster?

#6 - 2015-05-07 01:45 PM - Luke Roth

- Target version set to Version 2.8.1

Just a note that I have this problem as well. I've tried installing all of the released versions from 2.2 through 2.8.1 and only 2.2 is rendering correctly. This only occurs on one of my 2 PCs, the other can use 2.8.1 just fine. Was there a change to the rendering system after 2.2 that would make it more sensitive to different graphics cards / drivers?

Update:

Here are what I hope is relevant info about the machine where it is not working properly:

Windows 8.1 Pro (64 bit)

NVIDIA GeForce GTX 750, driver version 9.18.13.4788

#7 - 2015-05-07 07:56 PM - Sitansu Pattnaik

Well I conducted a training for close to 60 people last week. In that group about 20 people had this problem. I have started providing 2.2 with the latest QGIS to ensure the participants can continue working with raster images.

#8 - 2015-05-07 09:49 PM - Sitansu Pattnaik

A sample image which caused the problem:

https://drive.google.com/file/d/0B_ZSxE5g2YppVV9DcTRnM2VCeVk/view?usp=sharing

I had created pyramids for some and then deleted them. That did not seem to change anything

#9 - 2015-05-10 12:46 AM - Giovanni Manghi

Sitansu Pattnaik wrote:

Well I conducted a training for close to 60 people last week. In that group about 20 people had this problem. I have started providing 2.2 with the latest QGIS to ensure the participants can continue working with raster images.

what could have had in common that 20 computers/installations?

#10 - 2015-05-10 01:03 AM - Giovanni Manghi

- Target version changed from Version 2.8.1 to Version 2.8.2

#11 - 2015-05-10 01:15 AM - Jürgen Fischer

- Target version changed from Version 2.8.2 to Future Release - High Priority

#12 - 2015-05-11 09:31 AM - Luke Roth

Another update with some more observations:

I completely uninstalled the Nvidia graphics drivers and the problem still occurred, so it does not seem to be related to a particular graphics driver. Resizing the overview window will also make the raster in the overview disappear and reappear frequently. I have tested both with and without pyramid layers, with / without render caching enabled, and with / without parallel rendering with no apparent change in behaviour. The raster drawing seems to draw the rescaled original view (i.e. when zooming out, the scaled-down version of the original view is shown in the middle of the window) and then it disappears. Is there any additional testing that I could do to help narrow down this issue?

#13 - 2015-05-12 02:44 AM - Sitansu Pattnaik

Giovanni Manghi wrote:

Sitansu Pattnaik wrote:

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what could have had in common that 20 computers/installations?

I tried to find out. The only common factor was that they had RAM of 3 or 4 GB and not more. But this is the common configuration Laptops which are purchased by students in India. Most had Windows 7 but a few had XP and 8.1.

Sorry but I could not find anything definitive.

#14 - 2015-06-22 09:44 AM - Luke Roth

I think I've found something that might help in narrowing down the issue. Based on some googling on the QT graphics system, I set the environment variable QT_GRAPHICSSYSTEM=raster and it seems to have fixed the problem. Could it be possible that there is an issue with the QT native painter and some graphics cards / drivers? In the meantime, setting this variable in the batch script that starts QGIS might be a workaround.

#15 - 2015-10-11 05:08 PM - Raul Nanclares

I'm having the same issue with my laptop, in W7 and W10 64 bits, with an ATI graphics card. This issue doesn't affect 4 bands images it only seems to happen with 7-8 bands images (landsat 8, WV2 8 bands). The QT_GRAPHICSSYSTEM variable doesn't fix anything in my case. I've seen people with different OS (including MAC) with the same issue, all laptops. RAM in my case is 8 GB so I would discard something related with RAM. This doesn't happen in my desktop PC so I would think it's something related with laptops. What do all these laptops have in common? Maybe the Intel graphics card (4000 or higher) included in i7 and i5 processors.

#16 - 2015-12-20 03:54 AM - Giovanni Manghi

- Resolution set to duplicate

- Status changed from Feedback to Closed

duplicate of #13155

#17 - 2016-01-20 12:37 AM - Nyall Dawson

Please test with tomorrow's nightly builds and confirm whether the possible fix has worked