QGIS Application - Bug report #14172 QGIS freezes after canvas refresh when using graduated style with many classes

2016-01-26 06:44 AM - Sebastian Dietrich

Status:	Closed				
Priority:	Normal				
Assignee:					
Category:	Map Legend				
Affected QGIS version:master		Regression?:	No		
Operating System:		Easy fix?:	No	No	
Pull Request or Patch supplied:		Resolution:	not reprod	ucable	
Crashes QGIS or corru pts data:		Copied to github	to github as #: 22174		
Description		· · ·			
	g those layers started to misbehave nd one second) after the canvas ha		,	ading from 2.10 to 2.12.0 the reezes for a few seconds. The	
A short time (arou length of the freez even if the layer is I attach a sample - Open the sam - Select the par - Zoom using th	nd one second) after the canvas ha e is proportional to the number of c empty. project. To reproduce: nple project nning maptool ne mouse-wheel	2:	peration, QGIS fi lless of whether t	reezes for a few seconds. The	
A short time (arou length of the freez even if the layer is I attach a sample - Open the sam - Select the pan - Zoom using th - Immediately	nd one second) after the canvas ha e is proportional to the number of c empty. project. To reproduce: nple project nning maptool ne mouse-wheel start panning by pressing the left r	e: Is been updated by a pan or zoom op lasses in the <i>graduated style</i> , regard	peration, QGIS fi lless of whether t ng the mouse	reezes for a few seconds. The	
A short time (arou length of the freez even if the layer is I attach a sample - Open the sam - Select the pan - Zoom using th - Immediately	nd one second) after the canvas ha e is proportional to the number of c empty. project. To reproduce: nple project nning maptool ne mouse-wheel start panning by pressing the left r	e: Is been updated by a pan or zoom op lasses in the <i>graduated style</i> , regard nouse-button and continually movi	peration, QGIS fi lless of whether t ng the mouse	reezes for a few seconds. The	

History

#1 - 2016-02-11 03:46 PM - Sebastian Dietrich

- Priority changed from Normal to High

Bisected the bug to commit:8776449a148e8b5422a73de45e5a364d1a7e5d5d, part of PR 2245, addressing #13078.

#2 - 2017-01-05 10:23 AM - Giovanni Manghi

- Priority changed from High to Normal
- Status changed from Open to Feedback
- Category changed from Symbology to Map Legend

Hi,

while I can see some kind of lag (not very long to tell the truth, and no freeze) on 2.18.2 I really cannot appreciate the implications as the attached project does have any data (well it has, point?crs=EPSG:4326&memoryid={c97b4801-9e29-4621-998a-1f38d50a422f} but there are no features), so I cannot also say if previously behaved in a different way.

Can you add more data/details? How this impacts real life work?

#3 - 2017-02-27 02:52 PM - Giovanni Manghi

- Resolution set to not reproducable

- Status changed from Feedback to Closed

Closing for lack of feedback.

Files

FreezeGraduatedStyle.qgs

2.2 MB 2016-01-26

Sebastian Dietrich