

QGIS Application - Bug report #18293

New node tool is really slow to index for big project with many editable layers

2018-03-01 03:40 PM - Régis Haubourg

Status: Closed	
Priority: High	
Assignee:	
Category: Digitising	
Affected QGIS version: 3.0.0	Regression?: No
Operating System:	Easy fix?: No
Pull Request or Patch supplied: No	Resolution: fixed/implemented
Crashes QGIS or corrupts data: No	Copied to github as #: 26184
Description	
<p>Using a project with transaction groups option activated, it takes several minutes to be able to create the snapping index cache.</p> <p>I think that we need options to manage the snapping index coverage.</p> <p>It could be:</p> <ul style="list-style-type: none">- all editable layers- only active layer <p>and maybe also</p> <ul style="list-style-type: none">- only snappable layers <p>That option would suit well into the snapping option panel, together with a default setting in the general option (digitising tab)</p> <p>Régis</p>	

History

#1 - 2018-03-01 04:13 PM - Martin Dobias

What if the transaction groups are not enabled - is it still slow?

Might be useful to try changing the indexing strategy to see if there is a difference - in python console run this:

```
iface.mapCanvas().snappingUtils().setIndexingStrategy(QgsSnappingUtils.IndexExtent)
```

Also, right now the index preparation is always sequential - running it in parallel for multiple layers may also speed it up significantly.

#2 - 2018-03-03 10:55 AM - Giovanni Manghi

- Status changed from Open to Feedback

#3 - 2018-10-23 11:37 AM - Régis Haubourg

- Resolution set to fixed/implemented

- Status changed from Feedback to Closed

Tested in latest master 3.3, and it's fast fast! happy me.

