

# QGIS Application - Bug report #1856

## Improving Show/Hide all layers

2009-08-03 08:21 PM - gcarrillo -

<b>Status:</b> Closed	
<b>Priority:</b> Low	
<b>Assignee:</b> Magnus Homann	
<b>Category:</b> Map Legend	
<b>Affected QGIS version:</b>	<b>Regression?:</b> No
<b>Operating System:</b> All	<b>Easy fix?:</b> No
<b>Pull Request or Patch supplied:</b>	<b>Resolution:</b> fixed
<b>Crashes QGIS or corrupts data:</b>	<b>Copied to github as #:</b> 11916

### Description

I think Show/Hide all layers are really slow methods (prove it with 4 or 5 heavy layers). The users can see every layer changing its state and consuming some time.

It is caused by multiple calls (one for each layer) to updateMapCanvasLayerSet method (QgsLegend class, selectAll slot). So one solution for this issue is: Set the state for the QTreeWidgetItem, set the state for the layers and finally call the updateMapCanvasLayerSet method.

I did this on a python app and get evident results (even faster than QGIS :D), but my app is simple, I don't have layer groups or layer files. I don't understand how to manage them so, please try this in [[QgsLegend]].

If you want I can make a screencast to show the difference.

Here is my Python code:

```
self.blockSignals( True )
status = Qt.Checked if select else Qt.Unchecked
for i in range( self.topLevelItemCount() ):
self.topLevelItem( i ).setCheckState( 0, status )
self.topLevelItem( i ).canvasLayer.setVisible( select )
self.blockSignals( False )
self.updateLayerSet() # Finally, update the layer set
```

### Associated revisions

#### Revision d44fe793 - 2009-08-04 02:22 PM - Magnus Homann

Turn off rendering while looping through all layers hiding/showing. Fixes #1856

git-svn-id: <http://svn.osgeo.org/qgis/trunk/qgis@11263> c8812cc2-4d05-0410-92ff-de0c093fc19c

#### Revision 89818278 - 2009-08-04 02:22 PM - Magnus Homann

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### History

#### #1 - 2009-08-04 12:48 AM - Giovanni Manghi

Hi!

homann is working on changes in the legend gui (see #1815), so he may be interested in this ticket and should be able to help.

**#2 - 2009-08-04 05:23 AM - Magnus Homann**

- *Resolution set to fixed*

- *Status changed from Open to Closed*

Fixed in commit:89818278 (SVN r11264). Turned off rendering instead of blocking signals :-)

Thanks for the idea.