

## QGIS Application - Bug report #18635

### long rendering (i.e. 12sec) zoomed into a simple line layer when drop shadow effect enabled

2018-04-05 05:49 AM - Mathieu Pellerin - nIRV

<b>Status:</b> Closed	
<b>Priority:</b> Low	
<b>Assignee:</b> Nyall Dawson	
<b>Category:</b> Symbology	
<b>Affected QGIS version:</b> master	<b>Regression?:</b> No
<b>Operating System:</b>	<b>Easy fix?:</b> No
<b>Pull Request or Patch supplied:</b>	<b>Resolution:</b> invalid
<b>Crashes QGIS or corrupts data:</b>	<b>Copied to github as #:</b> 26523

#### Description

I've just noticed that, when well zoomed into the simplest of line datasets, the rendering will take forever to finish when the layer has a drop shadow effect enabled.

A simple test project is attached to this ticket to see the slow rendering.

GDB's where output when pausing the execution while the rendering takes place:

```
#0 0x00007ffff5ea18d1 in QgsImageOperation::StackBlurLineOperation::operator()(unsigned int*, int, int) (this=0x7fff3cbf7920,
startRef=0x7ffdce4a624c, lineLength=10333, bytesPerLine=82728) at
/home/webmaster/dev/cpp/QGIS/src/core/effects/qgsimageoperation.cpp:622
#1 0x00007ffff5ea8572 in
QgsImageOperation::ProcessBlockUsingLineOperation<QgsImageOperation::StackBlurLineOperation>::operator()(QgsImageOperation::ImageBlock&) (this=0x7fff24006e98, block=...) at
/home/webmaster/dev/cpp/QGIS/src/core/effects/qgsimageoperation.h:279
#2 0x00007ffff5ea75f9 in QtConcurrent::MapKernel<QList<QgsImageOperation::ImageBlock>::iterator,
QgsImageOperation::ProcessBlockUsingLineOperation<QgsImageOperation::StackBlurLineOperation>
>::runIteration(QList<QgsImageOperation::ImageBlock>::iterator, int, void*) (this=0x7fff24006e60, it=...)
at /usr/include/x86_64-linux-gnu/qt5/QtConcurrent/qtconcurrentmapkernel.h:69
#3 0x00007ffff5ea7698 in QtConcurrent::MapKernel<QList<QgsImageOperation::ImageBlock>::iterator,
QgsImageOperation::ProcessBlockUsingLineOperation<QgsImageOperation::StackBlurLineOperation>
>::runIterations(QList<QgsImageOperation::ImageBlock>::iterator, int, int, void*) (this=0x7fff24006e60,
sequenceBeginIterator=..., beginIndex=6, endIndex=7) at
/usr/include/x86_64-linux-gnu/qt5/QtConcurrent/qtconcurrentmapkernel.h:78
#4 0x00007ffff5ea8114 in QtConcurrent::IterateKernel<QList<QgsImageOperation::ImageBlock>::iterator,
void>::forThreadFunction() (this=0x7fff24006e60)
at /usr/include/x86_64-linux-gnu/qt5/QtConcurrent/qtconcurrentiteratekernel.h:256
#5 0x00007ffff5ea7462 in QtConcurrent::IterateKernel<QList<QgsImageOperation::ImageBlock>::iterator,
void>::threadFunction() (this=0x7fff24006e60)
at /usr/include/x86_64-linux-gnu/qt5/QtConcurrent/qtconcurrentiteratekernel.h:218
#6 0x00007ffff5ea5eadd in QtConcurrent::ThreadEngineBase::startBlocking() () at /usr/lib/x86_64-linux-gnu/libQt5Concurrent.so.5
#7 0x00007ffff5ea3230 in QtConcurrent::ThreadEngine<void>::startBlocking() (this=0x7fff24006e60)
at /usr/include/x86_64-linux-gnu/qt5/QtConcurrent/qtconcurrentthreadengine.h:154
#8 0x00007ffff5ea2d55 in QtConcurrent::ThreadEngineStarter<void>::startBlocking() (this=0x7fff3cbf7780)
at /usr/include/x86_64-linux-gnu/qt5/QtConcurrent/qtconcurrentthreadengine.h:257
#9 0x00007ffff5ea4f65 in QtConcurrent::blockingMap<QList<QgsImageOperation::ImageBlock>,
QgsImageOperation::ProcessBlockUsingLineOperation<QgsImageOperation::StackBlurLineOperation>
>(QList<QgsImageOperation::ImageBlock>&,
QgsImageOperation::ProcessBlockUsingLineOperation<QgsImageOperation::StackBlurLineOperation>) (sequence=..., map=...)
at /usr/include/x86_64-linux-gnu/qt5/QtConcurrent/qtconcurrentmap.h:193
```

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#10 0x00007ffff5ea4639 in
QgsImageOperation::runBlockOperationInThreads<QgsImageOperation::ProcessBlockUsingLineOperation<QgsImageOperation::StackBlurLineOperation>> >---Type <return> to continue, or q <return> to quit---
(QImage&, QgsImageOperation::ProcessBlockUsingLineOperation<QgsImageOperation::StackBlurLineOperation>&,
QgsImageOperation::LineOperationDirection) (image=..., operation=..., direction=QgsImageOperation::ByColumn) at
/home/webmaster/dev/cpp/QGIS/src/core/effects/qgsimageoperation.cpp:173
#11 0x00007ffff5ea36f6 in QgsImageOperation::runLineOperation<QgsImageOperation::StackBlurLineOperation>(QImage&,
QgsImageOperation::StackBlurLineOperation&) (image=..., operation=...) at
/home/webmaster/dev/cpp/QGIS/src/core/effects/qgsimageoperation.cpp:113
#12 0x00007ffff5ea1687 in QgsImageOperation::stackBlur(QImage&, int, bool) (image=..., radius=13, alphaOnly=false)
at /home/webmaster/dev/cpp/QGIS/src/core/effects/qgsimageoperation.cpp:589
#13 0x00007ffff5ead222 in QgsShadowEffect::draw(QgsRenderContext&) (this=0x555558cb24f0, context=...)
at /home/webmaster/dev/cpp/QGIS/src/core/effects/qgsshadoweffect.cpp:48
#14 0x00007ffff5ea9742 in QgsPaintEffect::render(QPicture&, QgsRenderContext&) (this=0x555558cb24f0, picture=...,
context=...)
at /home/webmaster/dev/cpp/QGIS/src/core/effects/qgspainteffect.cpp:114
#15 0x00007ffff5ea9a905 in QgsEffectStack::draw(QgsRenderContext&) (this=0x555558e3a2c0, context=...)
at /home/webmaster/dev/cpp/QGIS/src/core/effects/qgseffectstack.cpp:100
#16 0x00007ffff5ea9742 in QgsPaintEffect::render(QPicture&, QgsRenderContext&) (this=0x555558e3a2c0, picture=...,
context=...)
at /home/webmaster/dev/cpp/QGIS/src/core/effects/qgspainteffect.cpp:114
#17 0x00007ffff5ea9935 in QgsPaintEffect::end(QgsRenderContext&) (this=0x555558e3a2c0, context=...)
at /home/webmaster/dev/cpp/QGIS/src/core/effects/qgspainteffect.cpp:151
#18 0x00007ffff63e83fd in QgsVectorLayerRenderer::render() (this=0x5555589b7e40) at
/home/webmaster/dev/cpp/QGIS/src/core/qgsvectorlayerrenderer.cpp:251
#19 0x00007ffff61d9257 in QgsMapRendererParallelJob::renderLayerStatic(LayerRenderJob&) (job=...)
at /home/webmaster/dev/cpp/QGIS/src/core/qgsmaprenderparalleljob.cpp:256
#20 0x00007ffff61dac0a in QtConcurrent::FunctionWrapper1<void, LayerRenderJob&>::operator()(LayerRenderJob&)
(this=0x5555597ab268, u=...)
at /usr/include/x86_64-linux-gnu/qt5/QtConcurrent/qtconcurrentfunctionwrappers.h:83
#21 0x00007ffff61da943 in QtConcurrent::MapKernel<QList<LayerRenderJob>::iterator, QtConcurrent::FunctionWrapper1<void,
LayerRenderJob&> >::runIteration(QList<LayerRenderJob>::iterator, int, void*) (this=0x5555597ab230, it=...) at
/usr/include/x86_64-linux-gnu/qt5/QtConcurrent/qtconcurrentmapkernel.h:69

```

## History

### #1 - 2018-04-05 05:54 AM - Mathieu Pellerin - nIRV

Few additional details:

- when the line layer all fits within the canvas, rendering is fast;
- when you zoom in into one or two lines, the rendering gets slower, and slower, and slower;
- if you ~~disable~~ enable the "clip feature to canvas" option, the rendering becomes super fast again.

### #2 - 2018-04-05 06:42 AM - Mathieu Pellerin - nIRV

- Resolution set to invalid
- Priority changed from Normal to Low

Blah, so turns out the problem was that the clip feature to canvas option was disabled, creating very large image areas to apply a blur onto.

Closing.

**#3 - 2018-04-05 08:25 AM - Nyal Dawson**

*- Status changed from Open to Closed*

**Files**

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long.zip

18.2 KB

2018-04-05

Mathieu Pellerin - nIRV