QGIS Application - Feature request #20102 Pre-render canvas outside of visible area

2018-10-13 01:36 PM - Alexey T

Status: Feedback
Priority: Normal
Assignee:

Category: GUI

Pull Request or Patch shapplied: Resolution:

Easy fix?: No Copied to github as #: 27924

Description

Moving and zooming a map with many features is slow.

I propose to make some improvements.

- 1. Prerender some buffer area outside of canvas to make scrolling smoother
- 2. When zooming show resampled image of current canvas and then change it to rendered image.

History

#1 - 2018-10-14 11:10 AM - Saber Razmjooei

- Category changed from GUI to Map Canvas

#2 - 2018-10-14 11:13 AM - Saber Razmjooei

- Subject changed from Prender canvas outside of visible area to Pre-render canvas outside of visible area

#3 - 2018-10-14 10:24 PM - Giovanni Manghi

- Status changed from Open to Feedback
- Subject changed from Pre-render canvas outside of visible area to Prender canvas outside of visible area
- Category changed from Map Canvas to GUI

Tried to enable multi-core rendering?

#4 - 2018-10-15 09:53 AM - Alexey T

Yes.

I have 8-core CPU. Tried to disable and to enable multi-core rendering with 2,4,8 cores. It doesn't help much

#5 - 2018-10-15 09:59 AM - Giovanni Manghi

- Subject changed from Prender canvas outside of visible area to Pre-render canvas outside of visible area
- Status changed from Feedback to Open

#6 - 2018-10-17 11:40 AM - Martin Dobias

- Status changed from Open to Feedback

"Prerender some buffer area outside of canvas to make scrolling smoother"

We already do it (turned on by default but you can check "qgis/main_canvas_preview_jobs" advanced setting in options dialog).

"When zooming show resampled image of current canvas and then change it to rendered image."

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We do that as well... when you zoom with mouse wheel, it zooms the most recently rendered map in/out - afterwards it starts real map rendering.

#7 - 2018-10-19 06:24 PM - Alexey T

This screenshot is taken while scrolling canvas in QGis 3.2.3

qgis/main_canvas_preview_jobs is set to true

"When zooming show resampled image of current canvas and then change it to rendered image."

Yes it is, but without buffer area

#8 - 2018-10-19 06:26 PM - Alexey T

- File test.jpg added

Files

test.jpg 253 KB 2018-10-19 Alexey T

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