QGIS Application - Feature request #20843
add user feeback concerning snapping strategies and workload

2018-12-19 09:31 AM - Regis Haubourg

Status:	Open		
Priority:	Normal		
Assignee:			
Category:	Digitising		
Pull Request or Patch supplied:	No	**Resolution:**	
Easy fix?:	Yes	**Copied to github as #:**	28662

Description

I encounter from time to time users complaining of a very very slow QGIS when editing.

It appears that they often use a snapping strategy that indexes all layers, and they have a lot a vertices indexed in the end.

I think we could show in the status bar, or in the advanced snapping window a message informing of how much vertices were collected on each snapping cache refresh. I would turn it to red as long as it takes more than 2 or 3 seconds, and add a tooltip message informing that it is possible to speed it up by avoiding snapping to all layers

History

#1 - 2019-02-04 09:29 AM - Lukas Künzel

I absolutely agree. There are some scenarios in which QGIS 3x tries to load all vertices from all layers in the map for snapping which will result in freezing QGIS and user is not able to work anymore. How can we proceed here, for us this is very critical? I would appreciate discussion in this case.