

QGIS Application - Feature request #21391

QgsProject Notify/Listen

2019-02-26 10:59 AM - Raul Sangonzalo

<b>Status:</b>	Open	
<b>Priority:</b>	Normal	
<b>Assignee:</b>		
<b>Category:</b>	Data Provider/PostGIS	
<b>Pull Request or Patch supplied:</b>	No	<b>Resolution:</b>
<b>Easy fix?:</b>	No	<b>Copied to github as #:</b> 29208
<b>Description</b>		
<p>At the moment, the only way to "LISTEN" to postgres database is through QgsProvider or QgsMapLayer. This inevitably needs to target a layer. It would be nice if the project itself (QgsProject) could be set up to listen to postgres and its respective signals.</p> <p>The reason behind is that I have several plugins with different tables (task allocation, chat, notifications) with loaded layers (with set notify, refresh and repaintRequested) and signals, that leaves me with 3 permanent established connections to postgres.</p> <p>- Using Python to "LISTEN" crashes as stated here: <a href="https://gis.stackexchange.com/questions/305219/qgis-3-python-plugin-psycpg2-postgres-notify-listen-live-connection">https://gis.stackexchange.com/questions/305219/qgis-3-python-plugin-psycpg2-postgres-notify-listen-live-connection</a></p> <p>The only solution I can think of at the moment is to create a single table that stores my notify signals in postgres and use it to spread the signals in Qgis. However, this is a dodgy solution, so having the project to listen would open up a new world of possibilities, in my opinion.</p> <p>-----</p> <p>Also, the class QgsMapLayer contains 3 typos("Nofify"? -&gt; setRefreshOnNofifyMessage, mIsRefreshOnNofifyEnabled, mRefreshOnNofifyMessage</p> <p>Many thanks.</p>		