

# QGIS Application - Bug report #21472

## Too many canvas refreshes impacts feature editing

2019-03-04 08:31 PM - Alexey T

<b>Status:</b> Closed	
<b>Priority:</b> Normal	
<b>Assignee:</b>	
<b>Category:</b> Map Tools	
<b>Affected QGIS version:</b> 3.6.0	<b>Regression?:</b> No
<b>Operating System:</b> win7	<b>Easy fix?:</b> No
<b>Pull Request or Patch supplied:</b> No	<b>Resolution:</b> invalid
<b>Crashes QGIS or corrupts data:</b> No	<b>Copied to github as #:</b> 29289
<b>Description</b>	
<p>I have a heavy project. Redrawing it takes near a second or a two.</p> <p>Canvas refresh happens every time when</p> <ol style="list-style-type: none"><li>1. selecting a feature</li><li>2. deselecting a feature</li><li>3. Toggling editing mode</li><li>4. moving feature, or feature vertex</li></ol> <p>It is impossible to edit something in this case.</p> <p>QGIS 2.18 doesn't behave like this.</p> <p>The video, showing the difference in 2.18 and 3.6 is here <a href="https://yadi.sk/d/oGakaJc77ilkNQ">https://yadi.sk/d/oGakaJc77ilkNQ</a></p>	

### History

#### #1 - 2019-03-04 11:05 PM - Nyal Dawson

- Status changed from Open to Feedback

Please check the label settings for the layer being edited in both versions - I suspect the difference is due to different label settings in the 3.x project causing a complete redraw.

#### #2 - 2019-03-05 06:37 AM - Alexey T

First, QGIS redraws all layers, not only the layer being edited.

Second, the projects and label settings are identical.

#### #3 - 2019-03-05 06:58 AM - Nyal Dawson

I cannot reproduce. There is a specific setting in your project which is causing this to happen, or possibly it's due to an installed plugin changing the behaviour.

#### #4 - 2019-03-05 07:20 AM - Alexey T

No and no. No plugins. Just a very large project. Once again a have to explain this as in #22189. Download sample dem data from that issue and test.

**#5 - 2019-03-05 11:10 AM - Alexey T**

Test this roject please.

<https://yadi.sk/d/YeIFsSxmVghSQg>

Select "line" layer. Then use vertex tool to edit a feature.

QGIS 3 will refresh canvas after each change. As this is slow, it is impossible to edit features comfortably.

QGIS 2.18 will refresh canvas only if really needed.

**#6 - 2019-03-05 03:28 PM - Giovanni Manghi**

Alexey T wrote:

*Test this roject please.*

<https://yadi.sk/d/YeIFsSxmVghSQg>

*Select "line" layer. Then use vertex tool to edit a feature.*

*QGIS 3 will refresh canvas after each change. As this is slow, it is impossible to edit features comfortably.*

*QGIS 2.18 will refresh canvas only if really needed.*

just tested your project on 3.6, select the "line" layer, toggled editing and made some node/segment changes and/or selection. No refreshes.

**#7 - 2019-03-05 03:28 PM - Giovanni Manghi**

- *Category changed from GUI to Map Tools*

**#8 - 2019-03-05 04:15 PM - Alexey T**

Strange. Cannot reproduce it too now. May be I've changed some QGIS settings. Will investigane

**#9 - 2019-03-05 04:18 PM - Giovanni Manghi**

- *Status changed from Feedback to Closed*

- *Resolution set to invalid*

Ask to reopen if you find a/the real problem.

**#10 - 2019-03-05 04:38 PM - Alexey T**

I think this should be reopened.

"Use render caching if possible to speed up redraws" should be enabled in QGIS render settings.

Check this video please.

<https://yadi.sk/d/NOzf9wBovWelHg>

Add a label to "line" layer. Add label to dem layer. Labels may be empty  
Then, editing "line" layer causes full canvas redraw, which is slow.

**#11 - 2019-03-05 06:00 PM - Giovanni Manghi**

Alexey T wrote:

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*"Use render caching if possible to speed up redraws" should be enabled in QGIS render settings.*

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*Add a label to "line" layer. Add label to dem layer. Labels may be empty*

*Then, editing "line" layer causes full canvas redraw, which is slow.*

with labels on (even empty) I see a redraw, also on 2.18 and regardless of the "Use render caching if possible to speed up redraws". This is also your observation? if yes I guess that this is how it works (not sure 100%) so this should be possible be filed as a feature request/improvement (but I have a vague idea that I filed a similar ticket many years ago and the answer was that it wasn't possible to improve much this area when labels are on... but again my memory could fail me).

**#12 - 2019-03-05 06:07 PM - Alexey T**

As labels are always drawn on top of all rasters and vectors, I think QGIS might redraw labels only, when editing features, leaving already rendered vectors and rasters intact.

May be label reposition somehow breaks caching?

**#13 - 2019-03-05 06:08 PM - Giovanni Manghi**

Alexey T wrote:

*As labels are always drawn on top of all rasters and vectors, I think QGIS might redraw labels only, when editing features, leaving already rendered vectors and rasters intact.*

*May be label reposition somehow breaks caching?*

I'll leave the answer to a core developer.

**#14 - 2019-03-05 06:16 PM - Alexey T**

Shouldn't this bug be reopened?

**#15 - 2019-03-05 06:21 PM - Giovanni Manghi**

Alexey T wrote:

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2024-04-25

| *Shouldn't this bug be reopened?*

#10441