

QGIS Application - Bug report #21533

Geometry Checks is slow when features count is enabled

2019-03-09 10:54 AM - Alexey T

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|--|------------|------------------------------|
| Status: | Open | |
| Priority: | Normal | |
| Assignee: | | |
| Category: | Digitising | |
| Affected QGIS version: | 3.6.0 | Regression?: No |
| Operating System: | | Easy fix?: No |
| Pull Request or Patch supplied: | | Resolution: |
| Crashes QGIS or corrupts data: | | Copied to github as #: 29349 |
| Description | | |
| <p>There is a new option in layer properties -> digitizing -> Geometry Checks.</p> <p>When activated and also features count is enabled, it checks geometry for every feature in a layer after every singel vertex edit.</p> <p>My layer have 20000 features. These checks are very slow.</p> <p>Shouldn't this feature check geometry validity of a current feature being edited?</p> | | |

History

#1 - 2019-03-09 11:00 AM - Giovanni Manghi

- Status changed from Open to Feedback

I have tested on a 4000 features layers, each with thousands of vertexes and does not seems to be an issue. Can you attach sample data? thanks.

#2 - 2019-03-09 11:20 AM - Alexey T

You are right. I found the cause.

When "show feature count" is enabled, layer editing is very slow.
QGIS is recounting features after every vertex edit.

see the video
<https://yadi.sk/d/sFMsl3LclCerUA>

Shouldn't it recount them on saving?

#3 - 2019-03-09 11:28 AM - Giovanni Manghi

- Operating System deleted (win7)
- Status changed from Feedback to Open
- Description updated
- Subject changed from Layer properties -> Digitizing -> Geometry Checks is too slow to Geometry Checks is slow when features count is enabled