

QGIS Application - Bug report #3388
Performance issue with new symbology

2011-01-04 12:17 PM - zicke -

Status:	Closed	
Priority:	Low	
Assignee:	Marco Hugentobler	
Category:	Symbology	
Affected QGIS version:	master	Regression?: No
Operating System:	RedHat	Easy fix?: No
Pull Request or Patch supplied:	No	Resolution: fixed
Crashes QGIS or corrupts data:	No	Copied to github as #: 13448
Description		
<p>Hi</p> <p>I have some performance issues with the new generation symbology. Using a polygon layer r1 with a categorized symbology r1. Up to a scale to approx. 1:200 there are no issues and rendering is as fast as with the old symbology. But between approx. 1:200 - 1:1 it slows down and eating 100 % CPU for half a minute sometimes even longer. This does happen on several (RedHat, Ubuntu) Linux systems with different QT versions. On a Windows XP machine with OSGEO4W install there are no performance issue (but it fills the polygons black sometimes when zoomed in).</p> <p>r1: http://www.catais.org/qgis/mopublic.zip</p> <p>regards Stefan</p>		

History

#1 - 2011-01-04 12:32 PM - Marco Hugentobler

This might be a clipping problem.

I'm currently working on a more efficient line and polygon clip (which will bring QGIS mapserver to the same performance level as other WMS servers). Hopefully it will fix this bug too.

cheers,
Marco

#2 - 2011-01-05 01:06 PM - Marco Hugentobler

Btw., the threading branch also uses polygon clipping which solves the issue with the example dataset.

#3 - 2011-01-10 05:13 AM - zicke -

When will this clipping be available in trunk? I checked it with the threading branch and it's really nice.

Stefan

#4 - 2011-04-19 01:43 PM - Marco Hugentobler

- Status changed from Open to Closed

- Resolution set to fixed

Fixed with the modified polygon clipping already some time ago.

#5 - 2012-04-05 04:26 AM - cremat0rio -

- Affected QGIS version set to master

- Crashes QGIS or corrupts data set to No

I have the same problem.

I'm using QGIS 1.7.3 (the same happens on 1.7.1).

With a polygon layer, and the new symbology with levels.

QGIS gets very slow and only uses one thread (it seems so), which is strange nowadays with multicore processors.

#6 - 2012-04-05 04:33 AM - Giovanni Manghi

- Pull Request or Patch supplied set to No

| QGIS gets very slow and only uses one thread (it seems so), which is strange nowadays with multicore processors.

feel free to evaluate supporting the further development of multi-threading in QGIS.