

QGIS Application - Bug report #4083

Line layer labeling eats up all memory

2011-07-14 05:01 AM - Sandro Santilli

Status: Closed	
Priority: High	
Assignee:	
Category: Labelling	
Affected QGIS version: master	Regression?: No
Operating System:	Easy fix?: No
Pull Request or Patch supplied: No	Resolution: fixed
Crashes QGIS or corrupts data: No	Copied to github as #: 14066
Description	
<p>At high zoom levels, layer with new layer labeling activated consume lots of memory. So much to eventually render the machine unusable.</p> <p>I'll attach a shapefile with the data I'm testing this with.</p> <p>To reproduce:</p> <ul style="list-style-type: none">- Open the shapefile as a layer- Zoom in as much as possible on the left-most node- Enable labeling <p>This is happening as of 3ac604f (1.7.0+)</p> <p>I haven't tried with POINT or POLYGON layers.</p>	

Associated revisions

Revision 17e864bb - 2011-07-15 12:21 AM - Martin Dobias

Labeling: clip geometries to current extent if they are not completely inside. Also fixes #4083

History

#1 - 2011-07-14 09:48 AM - Martin Dobias

I am unable to reproduce the issue here. Could you please try to provide a sample project file with configured labeling and map canvas zoomed in?

#2 - 2011-07-14 10:38 AM - Sandro Santilli

It's not that easy, as if I zoom in enough to reproduce the problem I end up being unable to get control of the machine, so have to kill qgis which then fails saving the project...

#3 - 2011-07-14 10:41 AM - Sandro Santilli

- File bug4083.qgs added

The attache project is at a zoom level good enough to see memory growing. Zoom further to kill the machine...

#4 - 2011-07-14 10:51 AM - Sandro Santilli

- File *bug4083-2.qgs* added

Second version of project file manually tweaked to make the problem more visible.

#5 - 2011-07-14 02:31 PM - Martin Dobias

- Assignee set to *Martin Dobias*

Thanks. Now I am able to reproduce the problem.

The labeling library tries to create a huge number of label candidates. The number of candidates is approximately (line length) / (label width) and that is a lot when zoomed in.

I think this should be solved by clipping lines that are not entirely in the view. This would also solve the problem of missing labels when zoomed in (= labels outside current extent).

#6 - 2011-07-14 03:28 PM - Martin Dobias

- Resolution set to *fixed*

- Status changed from *Open* to *Closed*

I have added clipping of input geometries in commit:17e864b which fixed that.

It's in master branch. I will rather not commit that to 1.7 branch since the clipping might have further side effects I am not aware of.

#7 - 2012-04-11 05:54 AM - Sandro Santilli

- Pull Request or Patch supplied set to *No*

- Crashes QGIS or corrupts data set to *No*

- Affected QGIS version set to *master*

- Status changed from *Closed* to *Reopened*

I'm still using 1.7 and this remains the most hit issue I have. Your commit cherry-picks cleanly in 1.7, I'm giving it a try there. The worst that can happen with clipping is an exception, but since qgis uses the C-API it'll be a NULL return which you're handling by skipping labeling for that feature (if I read the code correctly).

I'm also guessing the patch is not in 1.8 as I don't see any other commit referenced in "Associated revisions". It'll be important to backport at least there IMHO.

#8 - 2012-04-11 06:05 AM - Sandro Santilli

Alright, I did hit one of those drawbacks pretty easily :)

That was: ST_Intersection returns a geometry of a different type, with the consequence of the code taking who knows what path, a popup window showing complaining about unknown geometry type and the UI entering the infinite rounding circle :) Oops

#9 - 2012-04-16 05:57 AM - Giovanni Manghi

- Status changed from Reopened to Feedback

can you test with master? thanks.

#10 - 2012-08-06 05:26 PM - Alister Hood

- Category changed from Symbology to Labelling

#11 - 2012-09-04 12:10 PM - Paolo Cavallini

- Target version set to Version 2.0.0

#12 - 2012-09-16 02:54 AM - Giovanni Manghi

- Assignee deleted (Martin Dobias)

Sandro Santilli wrote:

Alright, I did hit one of those drawbacks pretty easily :)

That was: ST_Intersection returns a geometry of a different type, with the consequence of the code taking who knows what path, a popup window showing complaining about unknown geometry type and the UI entering the infinite rounding circle :) Oops

it seems to work fine on the latest master, please leave feedback.

#13 - 2012-10-04 10:02 AM - Giovanni Manghi

- Status changed from Feedback to Closed

Closing for lack of feedback. I assume that this was fixed. Please reopen if necessary.

Files

un_dump.shp	476 Bytes	2011-07-14	Sandro Santilli
un_dump.dbf	206 Bytes	2011-07-14	Sandro Santilli
un_dump.shx	124 Bytes	2011-07-14	Sandro Santilli
bug4083.qgs	9.23 KB	2011-07-14	Sandro Santilli
bug4083-2.qgs	9.23 KB	2011-07-14	Sandro Santilli