QGIS Application - Feature request #5175
Add render caching also for extent changes

2012-03-14 05:09 AM - Giovanni Manghi

Status:	Closed		
Priority:	Normal		
Assignee:			
Category:	Vectors		
Pull Request or Patch supplied:	No	**Resolution:**	wontfix
Easy fix?:	No	**Copied to github as #:**	14922

Description

Not sure how hard it would be implementing such feature, but it would result in a huge improvement in vector rendering (especially zoom outs), that at the moment is quite slow especially with comples/bug vectors.

History

#1 - 2012-10-06 02:18 AM - Pirmin Kalberer

- Target version changed from Version 2.0.0 to Future Release - Nice to have

#2 - 2014-06-12 05:05 PM - Giovanni Manghi

- Resolution set to wontfix

- Status changed from Open to Closed

I guess does not make sense anymore with multi threading.