

# QGIS Application - Bug report #5811

## dbmanager freezes when the schema has a lot of tables

2012-06-18 01:30 AM - Giovanni Manghi

<b>Status:</b> Closed	
<b>Priority:</b> High	
<b>Assignee:</b>	
<b>Category:</b> DB Manager	
<b>Affected QGIS version:</b> master	<b>Regression?:</b> No
<b>Operating System:</b>	<b>Easy fix?:</b> No
<b>Pull Request or Patch supplied:</b> No	<b>Resolution:</b> not reproducible
<b>Crashes QGIS or corrupts data:</b> Yes	<b>Copied to github as #:</b> 15294
<b>Description</b>	
<p>I noticed that DB Manager freezes (or at least take a very long time) when opening a schema that has a lot of tables in it.</p> <p>With hundreds of tables it takes a lot, with thousand it can freeze completely the program.</p> <p>On the other hand the "add postgis" dialog list the tables in schemas very quickly, even when there are thousands of them.</p>	

### History

#### #1 - 2012-06-18 01:33 AM - Jürgen Fischer

- Subject changed from QGIS freezes when the schema has a lot of tables to dbmanager freezes when the schema has a lot of tables

#### #2 - 2012-09-04 12:06 PM - Paolo Cavallini

- Target version set to Version 2.0.0

#### #3 - 2012-09-10 01:15 AM - Giovanni Manghi

It is now even worst is using Postgis 2.0

#### #4 - 2012-12-31 01:23 AM - Paolo Cavallini

- Assignee changed from Giuseppe Sucameli to anonymous -

#### #5 - 2013-07-12 03:29 PM - Jürgen Fischer

- Assignee deleted (anonymous -)

#### #6 - 2013-07-14 12:21 PM - Daniel Vaz

This affect only postgis?

#### #7 - 2013-07-14 12:23 PM - Giovanni Manghi

Daniel Vaz wrote:

| This affect only postgis?

When I have to put thousands of layers into a DB I use PostGIS, so I just have this case (I have not tested with Spatialite).

**#8 - 2013-08-23 12:42 PM - Salvatore Larosa**

with 200 tables I don't see this issue, do you think we can close the issue or at least decrease the priority?

**#9 - 2013-08-23 12:44 PM - Giovanni Manghi**

- Target version changed from Version 2.0.0 to Future Release - High Priority
- Priority changed from High to Normal

Salvatore Larosa wrote:

| *with 200 tables I don't see this issue, do you think we can close the issue or at least decrease the priority?*

in my case is still an issue (freeze). It pretty slow also with hundreds of tables when the db is remote (much slower than the "add postgis layer" dialog).

**#10 - 2014-02-07 05:54 AM - Giovanni Manghi**

- Priority changed from Normal to High

**#11 - 2014-02-11 04:55 AM - Martin Dobias**

Giovanni, is there such problem with slowness also with PostGIS manager plugin?

I believe the main issue is with the fact that the DB manager tries to immediately find out type of the geometry columns, while "Add PostGIS layer" dialog in QGIS only does a basic query and then fetches the additional information in background. The DB manager should use the same approach. When doing that it should ideally reuse the code from PostGIS provider. Either way, that will require various non-trivial changes and will be a new feature rather than just a bug fix.

**#12 - 2014-02-13 11:36 AM - Giovanni Manghi**

Martin Dobias wrote:

| *Giovanni, is there such problem with slowness also with PostGIS manager plugin?*

do you refer to your old plugin or the "add postgis layer" dialog?

If it is the latter then the answer is "no", does not freeze. It is actually fast to connect to a server with schemas with thousands of tables in it and list them.

**#13 - 2014-02-13 07:28 PM - Martin Dobias**

I meant my old plugin :)

**#14 - 2014-02-14 08:38 AM - Giovanni Manghi**

Martin Dobias wrote:

| *I meant my old plugin :)*

it seems equally slow (many seconds) with a couple hundred of tables. More or less as DB Manager. With more tables both basically freeze qgis.

**#15 - 2014-06-20 01:54 PM - Giovanni Manghi**

still an issue in latest master while the QGIS browser does not suffer of the same problem.

**#16 - 2014-10-30 11:42 AM - Giovanni Manghi**

still true on latest master.

**#17 - 2015-05-27 07:54 AM - Giovanni Manghi**

- *Resolution set to not reproducible*
- *Status changed from Open to Closed*

now in master it seems that speed is much more reasonable, even on slow connections on a remote server.