

QGIS Application - Feature request #6655

topoviewer: use QgsMapCanvasLayer to load layers with visibility=off

2012-11-07 01:47 PM - Sandro Santilli

Status: Closed	
Priority: Normal	
Assignee: Sandro Santilli	
Category: DB Manager	
Pull Request or Patch supplied:	Resolution: fixed
Easy fix?: No	Copied to github as #: 15832
Description	
<p>When loading big topologies qgis still renders the layers as first thing, before we get a chance of setting visibility off. This means you can enter the "PAL loop of death" (that is a situation in which labelling kill your CPU).</p> <p>The PAL issue is not available at the moment (or I can't find it). But I swear it's there (qgis still hasn't finished loading the project I asked it to open at least 2 minutes before I started writing this ticket)</p>	

History

#1 - 2012-11-07 02:05 PM - Giuseppe Sucameli

How many layers do you load at the same time?

If more than one, consider to set the render flag to false before loading layers using `iface.mapCanvas().setRenderFlag(False)` and then restore it when the process ends.

After loading each layer you can set it as invisible using `iface.legendInterface().setLayerVisible(vl, False)`

#2 - 2012-11-07 02:09 PM - Sandro Santilli

Those calls are already there.

#3 - 2012-11-07 02:12 PM - Sandro Santilli

Ok one problem was that I did use the `setVisibleFlag` *before* adding to legend (for some layers).

This I'm going to fix right now.

But still I'll want to look at NatanW suggestion:

22:41 < NathanW> strk: you wrap it in a `QgsMapCanvasLayer` and set the visible flag

22:42 < NathanW> `QgsMapCanvas` take a list of `QgsMapCanvasLayer` in its `setLayerSet` method

PAL is still killing me, but only when I click on the visibility checkbox :/

See #6656 for that one

#4 - 2012-11-07 02:23 PM - Sandro Santilli

- Resolution set to fixed

- % Done changed from 0 to 100

- Status changed from Open to Closed

Ok I took a look and setLayerSet seems to be for *replacing* the whole layer set. Not something I want to do here.
So this is closed.