QGIS Application - Bug report #758
Slow rendering of the map composer

2007-08-31 07:54 AM - leo-lami -

Status:	Closed			
Priority:	Low			
Assignee:	Steven Bell -			
Category:				
Affected QGIS version:		**Regression?:**	No	
Operating System:	Debian	**Easy fix?:**	No	
Pull Request or Patch supplied:		**Resolution:**	fixed	
Crashes QGIS or corrupts data:		**Copied to github as #:**	10817	

Description

When I put many objects in the map composer the rendering became very slow and I shift the objects with very difficulty because they do not follow the movements of the mouse.

History

#1 - 2007-11-05 05:46 PM - Steven Bell -

How many is "many objects"? Are you using render or cache mode to display the objects?

#2 - 2007-11-06 03:21 AM - leo-lami -

Replying to [comment:2 StevenB]:

> *How many is "many objects"? Are you using render or cache mode to display the objects?*

Just the map, a label, a scale, a legen and an image but it seems not depending by what I load on the map canvas and by its extension. If I use recatangular mode all is ok, with cache mode the rendering became slower and if I use render mode it is very difficult move teh objects.

Regards
Leonardo

#3 - 2007-11-21 07:25 PM - Steven Bell -

I'm marking this as a defect, since this is fairly normal behavior. The solution would be to not re-draw the object while dragging, and just show its outline with a dotted rectangle.

#4 - 2008-08-26 12:24 AM - Marco Hugentobler

Is this ticket still valid?

Marco

#5 - 2008-12-07 01:21 AM - Marco Hugentobler

- Status changed from Open to Closed

- Resolution set to fixed

I'm closing this ticket because there has been no reply for some time. Please reopen the ticket if it is still valid.

Marco

#6 - 2009-08-22 12:57 AM - Anonymous

Milestone Version 1.0.0 deleted