

## QGIS Application - Bug report #7616

### Select is slower if canvas show a lot of features

2013-04-14 04:38 PM - Pedro Venâncio

<b>Status:</b>	Closed	
<b>Priority:</b>	Normal	
<b>Assignee:</b>		
<b>Category:</b>		
<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>		<b>Resolution:</b>
<b>Crashes QGIS or corrupts data:</b>		<b>Copied to github as #:</b> 16542
<b>Description</b>		
<p>The selection of features from the attribute table becomes very slow if the full extent of a layer is visible on the canvas.</p> <p>For example, applying a filter to a polygon shapefile and selecting ~900 features, with the full extent of the layer visible on canvas, takes 21s. If the layer is at a scale of about 1:2.000, the same selection is almost instantaneous.</p> <p>This happens both in master and 1.8.</p> <p>Something similar happens at the start/stop editing (toggle editing).</p> <p>This is most noticeable with heavy and more complex layers.</p>		

#### History

##### #1 - 2013-04-15 08:30 AM - Matthias Kuhn

- Status changed from Open to Feedback

Selection performance with open attribute table has been improved significantly in commit:47c10db1fee8f608a2d6e4c50cb89fbc0e0f49f8 (2 days ago)  
Can you confirm, that this still happens with newer versions?

##### #2 - 2013-04-15 09:30 AM - Pedro Venâncio

Hi Matthias,

The performance increased dramatically after your commit! Thank you very much for your work!

The only situation where I did not noticed a performance boost, was in this particular situation.

As I said, this is not a regression, since it also occurs in QGIS 1.8.

##### #3 - 2013-04-15 09:46 AM - Matthias Kuhn

I will need some more information to investigate this.

- Does it only happen with the attribute table open?
- How long does rendering take without the attribute table open?
- How are you selecting features (on the attribute table, on the canvas, with an expression...)

- Do you have a filter applied in the attribute table window?
- How many features are there in total?

I'm sorry, but I can't promise a fix. It took me already some time to get the current improvements.

**#4 - 2013-04-15 11:28 AM - Pedro Venâncio**

Matthias,

Sorry, but after some more tests, I see that this problem, at this time, only occurs when the layer is being edited (toggle editing on).

Moreover, it takes exactly the same time (20 seconds):

- from the moment when I click on toggle editing button until the moment the editing is ready;
- as the time it takes to select one single polygon from the attribute table (regardless of the size/area of that polygon);
- as also the time it takes to select one single polygon through canvas with "Select single feature" button.

The time mentioned relate to a polygon layer, with 8612 features.

At this point, I have great difficulty to believe that this problem is related to the attribute table. What do you think?

**#5 - 2013-04-15 02:08 PM - Matthias Kuhn**

Well, in this case probably not related to the attribute editor.

Maybe it's related to all the rubberbands (or vertexmarkers?) being created and rendered for each single point of all these polygons?

**#6 - 2013-04-15 02:40 PM - Pedro Venâncio**

- Status changed from Feedback to Closed

Matthias you're right, I found a significant increase in performance just disabling the option "Make lines appear less jagged at the expense of some drawing performance" on Rendering settings.

I think we can close this ticket, since it has nothing to do with what initially suspected. And it seems that is directly related to Feature #3200 .

Thanks Matthias!

**#7 - 2013-04-20 07:15 AM - Matthias Kuhn**

Note for future reference:

Settings -> Options-> Digitizing -> Vertex markers / Show markers only for selected features  
can help to improve performance dramatically in the case you mentioned (while changing the workflow of course)

**#8 - 2013-04-28 03:12 PM - Pedro Venâncio**

Thanks Matthias!