

QGIS Application - Feature request #8196

Give us a panel that shows load times of layers

2013-06-28 03:08 PM - Aren Cambre

Status:	Open	Resolution: Copied to github as #: 17014
Priority:	Normal	
Assignee:		
Category:	GUI	
Pull Request or Patch supplied:		
Easy fix?:	No	
Description		
<p>Please give us a panel that shows load times and other relevant diagnostic information, at a glance, for layers. It's a lot of trial and error and deep investgiation to deal with slow-loading projects that have several layers. It's not always obvious which ones need more optimization or removal.</p> <p>I'm hoping for something like an additional panel that is refreshed with new info every time the canvas is redrawn.</p>		

History

- #1 - 2013-06-29 02:50 AM - Giovanni Manghi
- Operating System deleted (Windows 7 x64)
 - Target version changed from Version 2.0.0 to Future Release - High Priority

#2 - 2013-07-01 11:42 AM - Larry Shaffer

Hi Aren,

Such a panel already exists: Log Messages.

Currently, it gives good information on a variety of items, but could definitely include more optional logging. I have done something similar with the 'Map canvas refresh' debug logging under the Options->Rendering tab.

It would not be hard to add such optional logging (checkbox in Options) for layer loading. However, **do you mean just layer loading or rendering?** Shouldn't be too hard to add both.

There is already tons of debug output produced by a debug build of QGIS, but those versions are generally not heavily used by the user part of the community. Any such new user-side debugging tools should be focused on tools helpful to user and/or plugin developers.

Maybe a new section in Options called 'Performance' which offers lots of optional user-side performance logging checkboxes that trigger useful 'user-oriented' debug output. This would be helpful for many users and developers alike.

#3 - 2013-07-03 02:26 PM - Aren Cambre

Thanks. I guess what I am looking for is a glanceable display that doesn't require (painful) analysis of log files. Just give me the basic information that I could use to help diagnose slow load times. That may be what you said on your last paragraph?

| do you mean just layer loading or rendering?

Yes. ;-) Please do both.

#4 - 2017-05-01 12:48 AM - Giovanni Manghi

- Easy fix? set to No