# **QGIS 3 and coming features**



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17 November 2016

### **Outline**

#### **About Us**

QGIS core development Public QGIS tools and plugins

## Why QGIS 3.x?

Current state QGIS 3.x

#### When to expect QGIS 3

Overview of the current release cycle

How can you help

# About Us

# **Lutra Consulting**

- Core QGIS developers
- General (GIS) software/web development
- Support
- Training

# **QGIS** features we developed

#### **Development of:**

- Multi-threaded rendering (2.4)
- Legend re-factoring and support for virtual multi-canvas, multi-styling (2.6 - 2.10)
- Rule-based labelling (2.12)
- Trace digitizing and snap caching (2.14)
- Legend item widget tool, Advanced "preset" settings (2.16)
- WMTS enhancement and support for XYZ tiles (2.18)
- Bug fixing (ongoing)

# **Various plugins**















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# QGIS 2.x

# Python 2.x

► Ended development in 2010

## Qt4

No longer available for some platforms

# Changes

#### Qt5

- Better support for mobile devices
- Sensors and location
- High-res display
- Much more for developers (e.g. Qwt/PyQtChart)

# Changes

#### Python 3

- Migrating plugins
  - ▶ Easy for Python 2 to Python 3 <sup>a</sup>
  - Python 3 is backward incompatible

ahttps://docs.python.org/3/howto/pyporting.html

## Changes

#### **API** break

- Renaming/removing classed (possibly affects your plugins)
- New classes <sup>a</sup>



EVERY CHANGE BREAKS SOMEONE'S WORKFLOW.

ahttp://ggis.org/api/api\_break.html

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# Why QGIS 3.x?

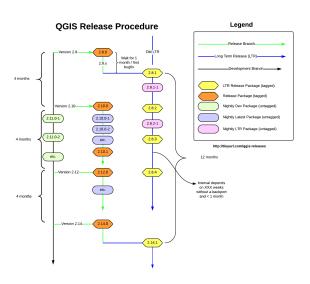
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# Release cycle



# **Proposed changes**

- ➤ 2.14 remains the last LTR (bugs will be backported to the branch)
- 2.18 (until the first 3.0 release)
  - will also receive the bug fixes
  - some new features
- 3.0 likely to be spring/summer 2017
- ▶ 3.2 will be the next LTR (4 months after 3.0 release)

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# How to help QGIS 3.x migration

- Donate to QGIS.ORG <sup>a</sup>
- Test and report bugs
- Sponsor bug fixing

ahttp://www.qgis.org/en/site/getinvolved/donations.html



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# Project and layer registry refactoring

- Support for multiple projects
- Implications/improvements to QGIS Server

## **Improved Node Tool**

- Work with the Advanced Digitizing Tools
- Editing nodes from multiple layers simultaneously
- More responsive and faster

## **Help with QGIS server refactoring**

- A full PyQGIS application
- ► Tile server

#### **QGIS Mobile**

- Creating a new QGIS Mobile library (based on QGIS Core library):
  - Featuring touch optimised GUI components based on Qt Quick
  - Basic mapping components map canvas, layer tree (legend), GPS position, scale bar, markers
  - Support for capturing of new geometries
  - Display and editing of feature forms
  - Tools for seamless data sync to/from desktop

