

# QGIS 3 and coming features

### 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

### Lutra plan for QGIS 3.0

### 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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### Python 2.x

- ▶ Ended development in 2010

### Qt4

- ▶ No longer available for some platforms

### Qt5

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



## Python 3

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

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<sup>a</sup><https://docs.python.org/3/howto/pyporting.html>

# Changes

## API break

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



<sup>a</sup>[http://qgis.org/api/api\\_break.html](http://qgis.org/api/api_break.html)

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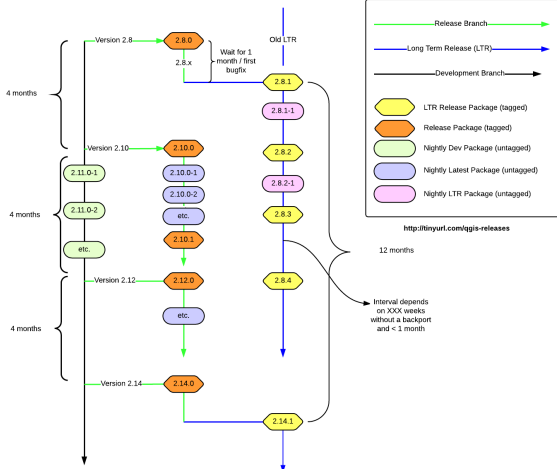
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# Release cycle

## QGIS Release Procedure



## 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

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<sup>a</sup><http://www.qgis.org/en/site/getinvolved/donations.html>



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WINDSOR AND  
MAIDENHEAD

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## Our plan for QGIS 3.0

### Project and layer registry refactoring

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

## Our plan for QGIS 3.0

### Improved Node Tool

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

## Our plan for QGIS 3.0

### Help with QGIS server refactoring

- ▶ A full PyQGIS application
- ▶ Tile server

# Our plan for QGIS 3.0

## 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

### QGIS Libraries

