

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 ^a
 - ▶ Python 3 is backward incompatible

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

Changes

API break

- ▶ Renaming/removing classed (possibly affects your plugins)
- ▶ New classes ^a



^ahttp://qgis.org/api/api_break.html

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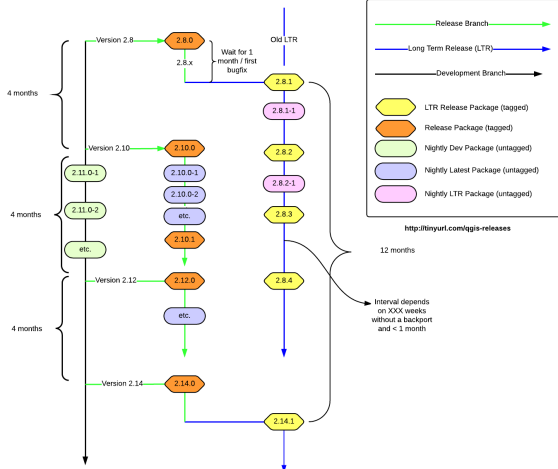
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Release cycle

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 ^a
- ▶ Test and report bugs
- ▶ Sponsor bug fixing

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



THE ROYAL BOROUGH OF
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

