

## Sonic Visualiser - Bug #1284

### TimeRuler explodes if zoomed out too far

2015-06-15 08:23 PM - Chris Cannam

<b>Status:</b>	New	<b>Start date:</b>	2015-06-15
<b>Priority:</b>	Normal	<b>Due date:</b>	
<b>Assignee:</b>	Chris Cannam	<b>% Done:</b>	0%
<b>Category:</b>		<b>Estimated time:</b>	0.00 hour
<b>Target version:</b>			

#### Description

If you zoom out a very long way (i.e. a distance that wasn't possible before recent changes), TimeRuler starts eating impossible amounts of CPU somewhere down in the Qt rendering code.

There are quite likely other layers that will behave equally badly...