

## QGIS Application - Bug report #16530

### QGIS crashes randomly when multi-threaded rendering is active

2017-05-09 04:01 AM - Pedro Camargo

<b>Status:</b>	Closed	
<b>Priority:</b>	Normal	
<b>Assignee:</b>		
<b>Category:</b>	Map Canvas	
<b>Affected QGIS version:</b>	2.18.6	<b>Regression?:</b> No
<b>Operating System:</b>	Windows	<b>Easy fix?:</b> No
<b>Pull Request or Patch supplied:</b>	No	<b>Resolution:</b> not reproducible
<b>Crashes QGIS or corrupts data:</b>	Yes	<b>Copied to github as #:</b> 24436
<b>Description</b>		
Crashing does not seem related to any action in particular, but it is very common in heavily loaded workspaces.		
Crashing becomes very rare (or stops) once multi-threaded rendering is turned off. Mini-dump provided		

#### History

##### #1 - 2017-05-09 04:40 AM - Nyall Dawson

- Status changed from Open to Feedback

Can you please check:

1. do you have on the fly reprojection enabled?
2. are any layers in your project in a different projection to the project itself?
3. if so, does removing these layers from the project help?

##### #2 - 2017-05-26 05:00 PM - Giovanni Manghi

- Resolution set to not reproducible

- Status changed from Feedback to Closed

Closing for lack of feedback.

#### Files

qgis_dump.7z	2.56 MB	2017-05-09	Pedro Camargo
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