

QGIS Application - Bug report #17512

3D view on QGIS3 causes 175% CPU usage when idle.

2017-11-22 05:01 AM - Jeremy Palmer

Status:	Closed	
Priority:	Normal	
Assignee:	Martin Dobias	
Category:	3D	
Affected QGIS version:	master	Regression?: No
Operating System:	MacOSX	Easy fix?: No
Pull Request or Patch supplied:	No	Resolution: duplicate
Crashes QGIS or corrupts data:	No	Copied to github as #: 25409
Description		
<p>Was only with default OSM basemap at full extent when I opened the screen.</p> <p>QGIS built with homebrew using the following version and libraries:</p> <p>QGIS version 2.99.0-Master</p> <p>QGIS code revision 394c531</p> <p>Compiled against Qt 5.9.2</p> <p>Running against Qt 5.9.2</p> <p>Compiled against GDAL/OGR 2.2.2</p> <p>Running against GDAL/OGR 2.2.2</p> <p>Compiled against GEOS 3.6.2-CAPI-1.10.2</p> <p>Running against GEOS 3.6.2-CAPI-1.10.2 4d2925d6</p> <p>PostgreSQL Client Version 10.0</p> <p>SpatiaLite Version 4.3.0a</p> <p>QWT Version 6.1.3</p> <p>PROJ.4 Version 493</p> <p>QScintilla2 Version 2.10.1</p> <p>This copy of QGIS writes debugging output.</p>		

History

#1 - 2017-11-22 05:12 AM - Jeremy Palmer

Note this might be a duplicate of #17493

#2 - 2017-11-22 09:18 AM - Martin Dobias

- *Resolution set to duplicate*
- *Status changed from Open to Closed*

Indeed, it is a duplicate of #17493