

QGIS Application - Bug report #18874

QGIS 3D map viewer crashes on WCS/WMTS layers in 3.0.2

2018-04-28 05:07 PM - JW van Aalst

Status:	Open	
Priority:	Normal	
Assignee:		
Category:	3D	
Affected QGIS version:	3.0.2	Regression?: No
Operating System:	Windows 10 64-bit	Easy fix?: No
Pull Request or Patch supplied:	No	Resolution:
Crashes QGIS or corrupts data:	Yes	Copied to github as #: 26706

Description

When loading a WCS elevation model plus WMTS aerial photography and then opening a new 3D map, QGIS 3.0.2 repeatedly crashes on Windows 10 64-bit.

This procedure worked fine in 3.0.1, so something has changed but not for the better...

Report:

h2. User Feedback

Report Details

Crash ID: 8ce6a1e3c1d8778e2d40a8335e5667ddae014551

Stack Trace

```
QMetaObject::cast :
QgsMapRendererJob::prepareJobs :
QgsMapRendererCustomPainterJob::start :
QgsMapRendererSequentialJob::start :
QgsTerrainGenerator::typeToString :
QgsTerrainGenerator::typeToString :
QgsFlatTerrainGenerator::createChunkLoader :
QgsVectorLayer3DRenderer::writeXml :
QgsVectorLayer3DRenderer::writeXml :
Qgs3DMapScene::onFrameTriggered :
QMetaObject::activate :
Qt3DLogic::QFrameAction::triggered :
Qt3DLogic::QFrameAction::onTriggered :
Qt3DLogic::QFrameAction::onTriggered :
QApplicationPrivate::notify_helper :
QApplication::notify :
QgsApplication::notify :
QCoreApplication::notifyInternal2 :
QCoreApplicationPrivate::sendPostedEvents :
qt_plugin_query_metadata :
QEventDispatcherWin32::processEvents :
CallWindowProcW :
DispatchMessageW :
QEventDispatcherWin32::processEvents :
qt_plugin_query_metadata :
QEventLoop::exec :
sourceSelectProviders :
sourceSelectProviders :
GDALWarpOperation::GDALWarpOperation :
GDALWarpOperation::operator= :
GDALWarpOperation::operator= :
QgsRasterPipe::QgsRasterPipe :
QgsRasterLayerRenderer::QgsRasterLayerRenderer :
QgsRasterLayer::createMapRenderer :
```

```
QgsMapRendererJob::prepareJobs :
QgsMapRendererCustomPainterJob::start :
QgsMapRendererSequentialJob::start :
QgsTerrainGenerator::typeToString :
QgsTerrainGenerator::typeToString :
QgsFlatTerrainGenerator::createChunkLoader :
QgsVectorLayer3DRenderer::writeXml :
QgsVectorLayer3DRenderer::writeXml :
QMetaObject::activate :
QMetaObject::activate :
Qgs3DAlgorithms::qt_metacast :
QgsTerrainGenerator::typeToString :
QMetaObject::activate :
QMetaObject::activate :
QMetaObject::activate :
QFutureWatcherBase::event :
QApplicationPrivate::notify_helper :
QApplication::notify :
QgsApplication::notify :
QCoreApplication::notifyInternal2 :
QCoreApplicationPrivate::sendPostedEvents :
qt_plugin_query_metadata :
QEventDispatcherWin32::processEvents :
CallWindowProcW :
DispatchMessageW :
QEventDispatcherWin32::processEvents :
qt_plugin_query_metadata :
QEventLoop::exec :
QCoreApplication::exec :
main :
BaseThreadInitThunk :
RtlUserThreadStart :
```

QGIS Info

QGIS Version: 3.0.2-Girona
QGIS code revision: commit:307d082e3d
Compiled against Qt: 5.9.2
Running against Qt: 5.9.2
Compiled against GDAL: 2.2.4
Running against GDAL: 2.2.4

System Info

CPU Type: x86_64
Kernel Type: winnt
Kernel Version: 10.0.16299

History

#1 - 2018-05-05 05:51 PM - JW van Aalst

Update 05-May-2018: if I deselect the rendering of the WCS elevation layer, the 3-D view does not crash.