

## QGIS Application - Bug report #19478

### 3.2 Crash on OSX High Sierra when using XYZ layers

2018-07-25 02:26 AM - Frank Horowitz

<b>Status:</b>	Closed	
<b>Priority:</b>	High	
<b>Assignee:</b>		
<b>Category:</b>	Web Services clients/XYZ	
<b>Affected QGIS version:</b>	3.2	<b>Regression?:</b> No
<b>Operating System:</b>	OSX High Sierra	<b>Easy fix?:</b> No
<b>Pull Request or Patch supplied:</b>	No	<b>Resolution:</b> no timely feedback
<b>Crashes QGIS or corrupts data:</b>	Yes	<b>Copied to github as #:</b> 27306
<b>Description</b>		
<p>I'm experiencing repeatable crashes on zooming in (too far?) of XYZTile display of Google Hybrid map as lowest level.</p> <p>Here is a cut-and-paste of the crash report that would be sent to Apple: &lt; <a href="https://pastebin.com/wcF63b1p">https://pastebin.com/wcF63b1p</a> &gt;.</p> <p>Note that the guilty thread is crashing on a call to QRasterPaintEngine::drawImage(QRectF const&amp;, QImage const&amp;, QRectF const&amp;, QFlags&lt;Qt::ImageConversionFlag&gt;)</p> <p>It is moderately easy for me to trigger this bug, so I <i>may</i> be able to provide more details from a different crash.</p>		

#### History

##### #1 - 2018-07-25 08:52 AM - Giovanni Manghi

- Priority changed from Normal to High

##### #2 - 2018-08-28 09:14 PM - Nathan Perry

I have this too; see: <https://issues.qgis.org/issues/19544>. The crash is repeatable but not (for me) predictable. In my case I'm using Google Satellite rather than Hybrid.

##### #3 - 2018-08-31 08:20 AM - Nathan Perry

Update: It appears I can avoid the crash as long as I don't zoom in beyond what looks like the tiles' native resolution (approx. 1:1500 scale at 2x magnification). Something to do with resampling, perhaps?

##### #4 - 2018-08-31 07:21 PM - Frank Horowitz

Nathan Perry wrote:

*Update: It appears I can avoid the crash as long as I don't zoom in beyond what looks like the tiles' native resolution (approx. 1:1500 scale at 2x magnification). Something to do with resampling, perhaps?*

That seems to be (at least) consistent with my experience. Zooming in too far somewhat-repeatably triggers the crash.

##### #5 - 2018-09-02 05:02 PM - Giovanni Manghi

- Status changed from Open to Feedback

Nathan Perry wrote:

*Update: It appears I can avoid the crash as long as I don't zoom in beyond what looks like the tiles' native resolution (approx. 1:1500 scale at 2x magnification). Something to do with resampling, perhaps?*

does it happens only if the project contains xyz layers?

**#6 - 2018-09-04 02:46 AM - Frank Horowitz**

Giovanni Manghi wrote:

*Nathan Perry wrote:*

*Update: It appears I can avoid the crash as long as I don't zoom in beyond what looks like the tiles' native resolution (approx. 1:1500 scale at 2x magnification). Something to do with resampling, perhaps?*

*does it happens only if the project contains xyz layers?*

Yes, using an XYZ layer of the "Google Hybrid" (i.e. Air/satellite photos with roads overlain) is the only time I have observed this crash.

**#7 - 2018-09-04 10:56 AM - Giovanni Manghi**

- Subject changed from 3.2 Crash on OSX High Sierra to 3.2 Crash on OSX High Sierra when using XYZ layers

**#8 - 2018-11-08 01:31 PM - Giovanni Manghi**

Please try on QGIS 3.4.1, if the issue is still valid change the affected version, thanks.

**#9 - 2019-02-11 04:19 AM - Niall Dawson**

- Resolution set to no timely feedback

- Status changed from Feedback to Closed