QGIS Application - Bug report #20692
3D objects (obj) eats up memory and turns computer unresponsive

2018-12-01 03:12 PM - Klas Karlsson

Status:	Open			
Priority:	Normal			
Assignee:				
Category:	3D			
Affected QGIS version:	3.4.2		**Regression?:**	No
Operating System:	Ubuntu 18.04		**Easy fix?:**	No
Pull Request or Patch supplied:	No		**Resolution:**	
Crashes QGIS or corrupts data:	Yes		**Copied to github as #:**	28512

Description

Using "large" 3D objects to render a lot of points in 3D will start eat up memory (attached image).

When all physical RAM is consumed, it continues with virtual memory. When this also is consumed the computer becomes unresponsive.

I'm using a 6 Mb *.obj file from https://free3d.com/3d-models/ and a point layer with just 500 points. Turning textures "off" helps some, but doesn't fix the problem.

It's a bit of a "fringe" use case, but the software should not allow the computer to become unresponsive at least.

Files

Skärmbild från 2018-12-01 14-35-57.png	211 KB	2018-12-01	Klas Karlsson