

QGIS Application - Bug report #21260

QGIS Crashed when trying to render a subset of 3D building using CityGML

2019-02-13 11:16 PM - Tahir Tamba

Status:	Closed	
Priority:	High	
Assignee:		
Category:	3D	
Affected QGIS version:	3.4.4	Regression?: No
Operating System:	Windows 7 Pro	Easy fix?: No
Pull Request or Patch supplied:	No	Resolution: no timely feedback
Crashes QGIS or corrupts data:	Yes	Copied to github as #: 29078
Description		
When trying to render a subset of 3D building using CityGML format QGIS crashed. Below is the error message QGIS displayed: Crash ID: eba3d43fbc9f9e9221f46bb57d2c178413ade793 Stack Trace QObject::thread : QgsNetworkAccessManager::instance : selectWidget : CPLStringList::PartialFindString : CPLStringList::empty : QgsRasterDataProvider::block : QgsSingleBandColorDataRenderer::block : QgsBrightnessContrastFilter::block : QgsHueSaturationFilter::block : QgsRasterResampleFilter::block : QgsRasterProjector::block : QgsRasterIterator::readNextRasterPart : QgsRasterDrawer::draw : QgsRasterLayerRenderer::render : QgsMapRendererCustomPainterJob::doRender : QgsMapRendererCustomPainterJob::staticRender : QgsMapRendererCustomPainterJob::renderSynchronously : QThreadPoolPrivate::reset : QThread::start : BaseThreadInitThunk : RtlUserThreadStart : QGIS Info QGIS Version: 3.4.4-Madeira QGIS code revision: 73c31df831 Compiled against Qt: 5.11.2 Running against Qt: 5.11.2 Compiled against GDAL: 2.4.0 Running against GDAL: 2.4.0 System Info CPU Type: x86_64		

Kernel Type: winnt
Kernel Version: 6.1.7601

History

#1 - 2019-02-16 01:17 PM - Giovanni Manghi

- *Crashes QGIS or corrupts data changed from No to Yes*
- *Priority changed from Normal to High*
- *Subject changed from QGIS Crashed to QGIS Crashed when trying to render a subset of 3D building using CityGML*

#2 - 2019-02-16 01:17 PM - Giovanni Manghi

- *Status changed from Open to Feedback*

Please attach sample data.

#3 - 2019-03-08 10:58 AM - Giovanni Manghi

- *Resolution set to no timely feedback*
- *Status changed from Feedback to Closed*

Closing for lack of feedback.