

QGIS Application - Bug report #21559

QGIS crashes when opening 3D view

2019-03-11 03:42 PM - Ed Hudspeth

<b>Status:</b>	Closed	
<b>Priority:</b>	High	
<b>Assignee:</b>		
<b>Category:</b>	3D	
<b>Affected QGIS version:</b>	3.6.0	<b>Regression?:</b> No
<b>Operating System:</b>	Windows 7	<b>Easy fix?:</b> No
<b>Pull Request or Patch supplied:</b>	No	<b>Resolution:</b> up/downstream
<b>Crashes QGIS or corrupts data:</b>	Yes	<b>Copied to github as #:</b> 29375

Description

I'm using 3D view as expected with a number of layers and a DTM.

In layer properties for one of the points layers (shapefile), I enable 3D view (changing "no symbol" to "single symbol") and if the 3D view is still open, QGIS crashes when I hit OK. If I've closed the 3D view, QGIS behaves normally on hitting OK, until I open a new 3D view, then it crashes.

Report Details

**Crash ID:** 8dc0428dff9b84d410ef7c734ff3867beeb0eea0

Stack Trace

DrvSetLayerPaletteEntries :  
DrvSetLayerPaletteEntries :  
DrvSetLayerPaletteEntries :  
DrvSetLayerPaletteEntries :  
DrvSetLayerPaletteEntries :  
DrvSetLayerPaletteEntries :  
DrvSetLayerPaletteEntries :  
DrvSetLayerPaletteEntries :  
QOpenGLFunctions\_3\_3\_Compatibility::glDrawElementsInstancedBaseVertex :  
Qt3DRender::Render::Renderer::performDraw :  
Qt3DRender::Render::Render::executeCommandsSubmission :  
Qt3DRender::Render::Render::submitRenderViews :  
Qt3DRender::Render::Render::doRender :  
Qt3DRender::Render::Render::render :  
Qt3DRender::Render::AbstractRenderer::~AbstractRenderer :  
QThread::start :  
BaseThreadInitThunk :  
RtlUserThreadStart :

QGIS Info

QGIS Version: 3.6.0-Noosa  
QGIS code revision: commit:58734527ab  
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

### Related issues:

Duplicates QGIS Application - Bug report # 17416: Crash on enabling 3D render...

Open

2017-11-07

### History

#### #1 - 2019-03-11 04:02 PM - Giovanni Manghi

- Status changed from Open to Feedback
- Priority changed from Normal to High
- Regression? changed from Yes to No

Please attach sample data/project.

#### #2 - 2019-03-11 04:13 PM - Ed Hudspeth

This happens with any point data. No height data needed to crash it.

#### #3 - 2019-03-11 04:29 PM - Giovanni Manghi

Ed Hudspeth wrote:

*This happens with any point data. No height data needed to crash it.*

can't replicate. Does it happens also on other machines?

#### #4 - 2019-03-13 11:51 AM - Ed Hudspeth

Yes on multiple machines.

In a new blank project, create a temporary scratch layer (point), create and save the point.

3D view works fine until the 3D renderer in layer properties is enabled. Then QGIS crashes.

#### #5 - 2019-03-13 12:07 PM - Giovanni Manghi

Ed Hudspeth wrote:

*Yes on multiple machines.*

*In a new blank project, create a temporary scratch layer (point), create and save the point.*

*3D view works fine until the 3D renderer in layer properties is enabled. Then QGIS crashes.*

can you please attach a sample project+data, thanks.

#6 - 2019-03-13 03:00 PM - Ed Hudspeth

- File 3d.zip added

Attached.

#7 - 2019-03-13 03:07 PM - Giovanni Manghi

Ed Hudspeth wrote:

Attached.

no crash here (linux, 3.6, Intel video card).

#8 - 2019-03-13 03:48 PM - Martin Dobias

- Duplicates Bug report #17416: Crash on enabling 3D renderer for point layer added

#9 - 2019-03-13 03:51 PM - Martin Dobias

- Resolution set to duplicate

This is a duplicate of #17416 - unfortunately this seems specific to Windows and a particular driver for Intel graphics cards. The crash is triggered from inside Qt 3D code so I am afraid there's little we can do about this in QGIS code.

#10 - 2019-03-13 03:51 PM - Martin Dobias

- Status changed from Feedback to Closed

#11 - 2019-03-13 05:17 PM - Giovanni Manghi

- Resolution changed from duplicate to up/downstream

Files

3d.zip	9.39 KB	2019-03-13	Ed Hudspeth
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