

QGIS Application - Bug report #16530

QGIS crashes randomly when multi-threaded rendering is active

2017-05-09 04:01 AM - Pedro Camargo

Status: Closed	
Priority: Normal	
Assignee:	
Category: Map Canvas	
Affected QGIS version: 2.18.6	Regression?: No
Operating System: Windows	Easy fix?: No
Pull Request or Patch supplied: No	Resolution: not reproducible
Crashes QGIS or corrupts data: Yes	Copied to github as #: 24436
Description	
Crashing does not seem related to any action in particular, but it is very common in heavily loaded workspaces.	
Crashing becomes very rare (or stops) once multi-threaded rendering is turned off. Mini-dump provided	

History

#1 - 2017-05-09 04:40 AM - Nyal Dawson

- Status changed from Open to Feedback

Can you please check:

1. do you have on the fly reprojection enabled?
2. are any layers in your project in a different projection to the project itself?
3. if so, does removing these layers from the project help?

#2 - 2017-05-26 05:00 PM - Giovanni Manghi

- Resolution set to not reproducible

- Status changed from Feedback to Closed

Closing for lack of feedback.

Files

qgis_dump.7z	2.56 MB	2017-05-09	Pedro Camargo
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