

# QGIS Application - Bug report #17512

## 3D view on QGIS3 causes 175% CPU usage when idle.

2017-11-22 05:01 AM - Jeremy Palmer

<b>Status:</b> Closed	
<b>Priority:</b> Normal	
<b>Assignee:</b> Martin Dobias	
<b>Category:</b> 3D	
<b>Affected QGIS version:</b> master	<b>Regression?:</b> No
<b>Operating System:</b> MacOSX	<b>Easy fix?:</b> No
<b>Pull Request or Patch supplied:</b> No	<b>Resolution:</b> duplicate
<b>Crashes QGIS or corrupts data:</b> No	<b>Copied to github as #:</b> 25409

### Description

Was only with default OSM basemap at full extent when I opened the screen.

QGIS built with homebrew using the following version and libraries:

QGIS version

2.99.0-Master

QGIS code revision

394c531

Compiled against Qt

5.9.2

Running against Qt

5.9.2

Compiled against GDAL/OGR

2.2.2

Running against GDAL/OGR

2.2.2

Compiled against GEOS

3.6.2-CAPI-1.10.2

Running against GEOS

3.6.2-CAPI-1.10.2 4d2925d6

PostgreSQL Client Version

10.0

SpatiaLite Version

4.3.0a

QWT Version

6.1.3

PROJ.4 Version

493

QScintilla2 Version

2.10.1

This copy of QGIS writes debugging output.

### History

#1 - 2017-11-22 05:12 AM - Jeremy Palmer

Note this might be a duplicate of #17493

**#2 - 2017-11-22 09:18 AM - Martin Dobias**

- *Resolution set to duplicate*
- *Status changed from Open to Closed*

Indeed, it is a duplicate of #17493