# QGIS Application - Bug report #19561 Crash while reopening minimized QGIS window.

2018-08-07 04:30 PM - Nicholas Boyko

Status:	Closed			
Priority:	High			
Assignee:				
Category:	GUI			
Affected QGIS versi		Regression?:	No	
Operating System:	Windows 10 Professional	Easy fix?:	No	
Pull Request or Pate		Resolution:	not reproducable	
Crashes QGIS or co		Copied to github a		
Description				
User Feedbac	:k			
l opened the window a	after having it minimized all weekend			
Report Details	8			
Crash ID: 5fe87e1d5	89013065bc457c1527801c73b2dab97	7		
Stack Trace				
QgsBrightnessCor QgsHueSaturatior QgsRasterResam QgsRasterProjecte QgsRasterIterator QgsRasterDrawer QgsRasterLayerR QgsMapRenderer QgsMapRenderer QgsMapRenderer QgsArchive::zip : QgsImageOperatio QtConcurrent::Thr QThreadPoolPriva QThread::start : BaseThreadInitTh RtlUserThreadSta	nFilter::block : pleFilter::block : or::block : ::readNextRasterPart : ::draw : enderer::render : ParalleIJob::renderLayerStatic : ParalleIJob::renderingFinished : on::flipImage : eadEngineBase::run : ate::reset : unk :			
QGIS Info QGIS Version: 3.0.3-0 QGIS code revision: c Compiled against Qt: 5 Running against QD/ Compiled against GD/	ommit:8a899c8758 5.9.2 .9.2			
Running against GDA				

#1 - 2018-08-07 04:31 PM - Giovanni Manghi

- Status changed from Open to Feedback

- Priority changed from Low to High

very difficult to test this scenario :)

can you give us more details? what datasources do you use?

#### #2 - 2018-08-07 04:31 PM - Giovanni Manghi

also update to 3.2

#### #3 - 2018-08-23 02:12 PM - Nicholas Boyko

I had some rasters relating to LiDAR QC loaded, and had another QGIS window that had other rasters open, each had roughly 2GB of data in memory. The first opened fine, the second crashed on maximizing. I had XYZ tiles loaded in both.

#### #4 - 2018-08-23 06:13 PM - Giovanni Manghi

Nicholas Boyko wrote:

I had some rasters relating to LiDAR QC loaded, and had another QGIS window that had other rasters open, each had roughly 2GB of data in memory. The first opened fine, the second crashed on maximizing. I had XYZ tiles loaded in both.

very hard to try replicate indeed. Does it happens regularly? or it was a one time thing? Any difference on 3.2/master?

### #5 - 2018-08-23 06:17 PM - Nicholas Boyko

This was a one-time thing, I suspect that it's probably more of a Windows thing, possibly lost track of assigned RAM.

Have not tested 3.2, but I also have not had this issue since. I'll try replicating tomorrow.

## #6 - 2018-08-23 08:35 PM - Giovanni Manghi

- Resolution set to not reproducable

- Status changed from Feedback to Closed

Reopen if replicable in a consistent way.