

# QGIS Application - Bug report #20496

## v. 3.4.1 Crash after removing layers

2018-11-15 06:15 AM - Nick Oppen

<b>Status:</b> Closed	
<b>Priority:</b> Normal	
<b>Assignee:</b>	
<b>Category:</b> Unknown	
<b>Affected QGIS version:</b> 3.4.1	<b>Regression?:</b> No
<b>Operating System:</b> win10	<b>Easy fix?:</b> No
<b>Pull Request or Patch supplied:</b> No	<b>Resolution:</b> duplicate
<b>Crashes QGIS or corrupts data:</b> Yes	<b>Copied to github as #:</b> 28316

### Description

### User Feedback

I just deleted an ecw raster layer (897,272kb) and before that a kmz layer (4,996kb). The crashed message appeared after I closed another application (Basecamp) that was sitting over the top. I was looking at the kmz layer in Basecamp.

### Report Details

**Crash ID:** 46bdfc53c9e65ba01bf6e65f60a8fdcad5a2dd77

#### Stack Trace

```
QgsWinNative::initializeMainWindow :
QAbstractEventDispatcher::filterNativeEvent :
CallWindowProcW :
CallWindowProcW :
GetMenuState :
KiUserCallbackDispatcher :
NtUserPeekMessage :
PeekMessageW :
PeekMessageW :
QEventDispatcherWin32::processEvents :
qt_plugin_query_metadata :
QEventLoop::exec :
QCoreApplication::exec :
main :
BaseThreadInitThunk :
RtlUserThreadStart :
```

#### QGIS Info

QGIS Version: 3.4.1-Madeira  
QGIS code revision: commit:383851c597  
Compiled against Qt: 5.11.2  
Running against Qt: 5.11.2  
Compiled against GDAL: 2.3.2  
Running against GDAL: 2.3.2

#### System Info

CPU Type: x86\_64  
Kernel Type: winnt  
Kernel Version: 10.0.17134

### History

#1 - 2018-11-15 06:55 AM - Nyal Dawson

- Resolution set to duplicate

- *Status changed from Open to Closed*

Fixed in 3.4.2 (next point release)