

# QGIS Application - Bug report #20918

## Using go2streetview

2019-01-04 12:31 PM - Fabio Pistollato

<b>Status:</b> Closed	
<b>Priority:</b> High	
<b>Assignee:</b>	
<b>Category:</b> Unknown	
<b>Affected QGIS version:</b> 3.4.1	<b>Regression?:</b> No
<b>Operating System:</b> Windows 10	<b>Easy fix?:</b> No
<b>Pull Request or Patch supplied:</b> No	<b>Resolution:</b> invalid
<b>Crashes QGIS or corrupts data:</b> No	<b>Copied to github as #:</b> 28737
<b>Description</b>	
<p>I have three layers in edit mode and five only load, and i have one WMS Layer, then and i'm using plugin go2streetview</p>	
<p>Report:</p>	
<p>Crash ID: 46bdfc53c9e65ba01bf6e65f60a8fdcad5a2dd77</p>	
<p>Stack Trace</p>	
<p>QgsWinNative::initializeMainWindow : QAbstractEventDispatcher::filterNativeEvent : CallWindowProcW : CallWindowProcW : GetMenuState : KiUserCallbackDispatcher : NtUserPeekMessage : PeekMessageW : PeekMessageW : QEventDispatcherWin32::processEvents : qt_plugin_query_metadata : QEventLoop::exec : QCoreApplication::exec : main : BaseThreadInitThunk : RtlUserThreadStart :</p>	
<p>QGIS Info</p>	
<p>QGIS Version: 3.4.1-Madeira QGIS code revision: 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</p>	
<p>System Info</p>	
<p>CPU Type: x86_64 Kernel Type: winnt Kernel Version: 10.0.17134</p>	
<b>Related issues:</b>	
Duplicates QGIS Application - Bug report # 20386: Program crashes in idle phase	<b>Closed</b> <b>2018-11-06</b>

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## History

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### #1 - 2019-01-04 12:55 PM - Giovanni Manghi

- Resolution set to invalid
- Status changed from Open to Closed

3rd party plugin issue, report it to the plugin author.

### #2 - 2019-01-04 01:09 PM - Fabio Pistollato

Thank you, but why do you think that the problem is the plugin and is not QGIS?

### #3 - 2019-01-04 08:11 PM - Nyal Dawson

This issue was fixed in 3.4.2

### #4 - 2019-01-06 03:11 PM - Jürgen Fischer

- Duplicates Bug report #20386: Program crashes in idle phase added