QGIS Application - Bug report #21351
Detached 3D view

2019-02-22 03:50 PM - Peter Petrik

Status:	Open		
Priority:	Normal		
Assignee:			
Category:	3D		
Affected QGIS version:	3.5(master)	**Regression?:**	No
Operating System:	MacOS 10.14	**Easy fix?:**	No
Pull Request or Patch supplied:	No	**Resolution:**	
Crashes QGIS or corrupts data:	Yes	**Copied to github as #:**	29169

Description

1. When new (detached) 3D view is created and closed it crashes QGIS.
2. When new (detached) 3D view is created and docked (anywhere), 3d canvas disappears. But one can identify something in gray canvas, so it is not completely off.

Workaround how to work with 3D on MacOS now is to
1) Create detached 3D view
2) Dock it somewhere
3) Persist QGIS project to the disk
4) restart QGIS -> now docked 3D view has working 3D canvas and nothing is crashing

This is probably specific to MacOS, not able to replicate on Linux.