

# QGIS Application - Bug report #21351

## Detached 3D view

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

<b>Status:</b> Open	
<b>Priority:</b> Normal	
<b>Assignee:</b>	
<b>Category:</b> 3D	
<b>Affected QGIS version:</b> 3.5(master)	<b>Regression?:</b> No
<b>Operating System:</b> MacOS 10.14	<b>Easy fix?:</b> No
<b>Pull Request or Patch supplied:</b> No	<b>Resolution:</b>
<b>Crashes QGIS or corrupts data:</b> Yes	<b>Copied to github as #:</b> 29169
<b>Description</b>	
<p>1. When new (detached) 3D view is created and closed it crashes QGIS.</p> <p>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.</p> <p>Workaround how to work with 3D on MacOS now is to</p> <ol style="list-style-type: none"><li>1) Create detached 3D view</li><li>2) Dock it somewhere</li><li>3) Persist QGIS project to the disk</li><li>4) restart QGIS -&gt; now docked 3D view has working 3D canvas and nothing is crashing</li></ol> <p>This is probably specific to MacOS, not able to replicate on Linux.</p>	