

## QGIS Application - Bug report #21538

### QGIS 3.6 crashes when setting elevation layer in QGIS 3D

2019-03-09 10:46 PM - Jeremy Palmer

<b>Status:</b>	Closed	
<b>Priority:</b>	High	
<b>Assignee:</b>	Martin Dobias	
<b>Category:</b>	3D	
<b>Affected QGIS version:</b>	3.6.0	<b>Regression?:</b> No
<b>Operating System:</b>	macOS	<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> 29354
<b>Description</b>		
<p>Occurs when I have this WMTS (<a href="https://tiles.maps.linz.io/nz_aerialimagery_baseimap/WMTSCapabilities.xml">https://tiles.maps.linz.io/nz_aerialimagery_baseimap/WMTSCapabilities.xml</a>) and this DEM layer (<a href="https://www.dropbox.com/s/2qrln1znioly22t/lds-tile-II-GTiff.zip?dl=1">https://www.dropbox.com/s/2qrln1znioly22t/lds-tile-II-GTiff.zip?dl=1</a>) added to the project. When I launch the 3D view it's ok, but when I try to set the elevation layer in the 3D config and select ok it crashes QGIS. No other default QGIS 3D setting were changed.</p> <p>Using the NZTM WMTS tilematrix and EPSG:2193 as the canvas projection.</p> <p>See stack trace on MacOS <a href="https://gist.github.com/palmerj/b645e4ccd4595a6f3be21affca7eb969">https://gist.github.com/palmerj/b645e4ccd4595a6f3be21affca7eb969</a></p>		

#### Associated revisions

##### Revision 4a6151ab - 2019-03-10 07:16 PM - Martin Dobias

[3d] fix crash when switching terrain generator (fixes #21538)

The problem was introduced in PR #8828 when fixing issue #20963

This fix immediately deletes terrain entity on generator change and informs other code about that + identify map tool is now aware of the fact that terrain entity may be temporarily null.

##### Revision 8e9250a0 - 2019-03-10 07:16 PM - Martin Dobias

[3d] fix crash when switching terrain generator (fixes #21538)

The problem was introduced in PR #8828 when fixing issue #20963

This fix immediately deletes terrain entity on generator change and informs other code about that + identify map tool is now aware of the fact that terrain entity may be temporarily null.

##### Revision bdcacd71 - 2019-03-10 10:44 PM - Martin Dobias

Merge pull request #9465 from wonder-sk/fix-terrain-change-crash

[3d] fix crash when switching terrain generator (fixes #21538)

#### Revision 56e98f2b - 2019-03-11 12:01 AM - Martin Dobias

[3d] fix crash when switching terrain generator (fixes #21538)

The problem was introduced in PR #8828 when fixing issue #20963

This fix immediately deletes terrain entity on generator change and informs other code about that + identify map tool is now aware of the fact that terrain entity may be temporarily null.

#### Revision bb7ac8f0 - 2019-03-11 12:09 AM - Martin Dobias

[3d] fix crash when switching terrain generator (fixes #21538)

The problem was introduced in PR #8828 when fixing issue #20963

This fix immediately deletes terrain entity on generator change and informs other code about that + identify map tool is now aware of the fact that terrain entity may be temporarily null.

(cherry picked from commit 4a6151ab481322b44fe4b02e190b9835e714e528)

### History

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#### #1 - 2019-03-10 12:25 AM - Giovanni Manghi

- *Crashes QGIS or corrupts data changed from No to Yes*
- *Operating System changed from MacOSX to macOS*
- *Priority changed from Normal to High*

#### #2 - 2019-03-10 10:44 PM - Martin Dobias

- *% Done changed from 0 to 100*
- *Status changed from Open to Closed*

Applied in changeset commit:qgis|4a6151ab481322b44fe4b02e190b9835e714e528.