

QGIS Application - Bug report #21559

QGIS crashes when opening 3D view

2019-03-11 03:42 PM - Ed Hudspeth

Status:	Closed	
Priority:	High	
Assignee:		
Category:	3D	
Affected QGIS version:	3.6.0	Regression?: No
Operating System:	Windows 7	Easy fix?: No
Pull Request or Patch supplied:	No	Resolution: up/downstream
Crashes QGIS or corrupts data:	Yes	Copied to github as #: 29375

Description

I'm using 3D view as expected with a number of layers and a DTM.

In layer properties for one of the points layers (shapefile), I enable 3D view (changing "no symbol" to "single symbol") and if the 3D view is still open, QGIS crashes when I hit OK. If I've closed the 3D view, QGIS behaves normally on hitting OK, until I open a new 3D view, then it crashes.

Report Details

Crash ID: 8dc0428dff9b84d410ef7c734ff3867beeb0eea0

Stack Trace

DrvSetLayerPaletteEntries :
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DrvSetLayerPaletteEntries :
QOpenGLFunctions_3_3_Compatibility::glDrawElementsInstancedBaseVertex :
Qt3DRender::Render::Renderer::performDraw :
Qt3DRender::Render::Renderer::executeCommandsSubmission :
Qt3DRender::Render::Renderer::submitRenderViews :
Qt3DRender::Render::Renderer::doRender :
Qt3DRender::Render::Renderer::render :
Qt3DRender::Render::AbstractRenderer::~AbstractRenderer :
QThread::start :
BaseThreadInitThunk :
RtlUserThreadStart :

QGIS Info

QGIS Version: 3.6.0-Noosa
QGIS code revision: commit:58734527ab
Compiled against Qt: 5.11.2
Running against Qt: 5.11.2
Compiled against GDAL: 2.4.0

Running against GDAL: 2.4.0		
System Info CPU Type: x86_64 Kernel Type: winnt Kernel Version: 6.1.7601		
Related issues:		
Duplicates QGIS Application - Bug report # 17416: Crash on enabling 3D render...	Open	2017-11-07

History

#1 - 2019-03-11 04:02 PM - Giovanni Manghi

- Status changed from Open to Feedback
- Priority changed from Normal to High
- Regression? changed from Yes to No

Please attach sample data/project.

#2 - 2019-03-11 04:13 PM - Ed Hudspeth

This happens with any point data. No height data needed to crash it.

#3 - 2019-03-11 04:29 PM - Giovanni Manghi

Ed Hudspeth wrote:

This happens with any point data. No height data needed to crash it.

can't replicate. Does it happens also on other machines?

#4 - 2019-03-13 11:51 AM - Ed Hudspeth

Yes on multiple machines.

In a new blank project, create a temporary scratch layer (point), create and save the point.

3D view works fine until the 3D renderer in layer properties is enabled. Then QGIS crashes.

#5 - 2019-03-13 12:07 PM - Giovanni Manghi

Ed Hudspeth wrote:

Yes on multiple machines.

In a new blank project, create a temporary scratch layer (point), create and save the point.

3D view works fine until the 3D renderer in layer properties is enabled. Then QGIS crashes.

can you please attach a sample project+data, thanks.

#6 - 2019-03-13 03:00 PM - Ed Hudspeth

- File 3d.zip added

Attached.

#7 - 2019-03-13 03:07 PM - Giovanni Manghi

Ed Hudspeth wrote:

Attached.

no crash here (linux, 3.6, Intel video card).

#8 - 2019-03-13 03:48 PM - Martin Dobias

- Duplicates Bug report #17416: Crash on enabling 3D renderer for point layer added

#9 - 2019-03-13 03:51 PM - Martin Dobias

- Resolution set to duplicate

This is a duplicate of #17416 - unfortunately this seems specific to Windows and a particular driver for Intel graphics cards. The crash is triggered from inside Qt 3D code so I am afraid there's little we can do about this in QGIS code.

#10 - 2019-03-13 03:51 PM - Martin Dobias

- Status changed from Feedback to Closed

#11 - 2019-03-13 05:17 PM - Giovanni Manghi

- Resolution changed from duplicate to up/downstream

Files

3d.zip	9.39 KB	2019-03-13	Ed Hudspeth
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