**QGIS Application - Bug report #22119**

**crashed when saving a few changes**

2019-05-22 06:32 AM - Alonso Acuna

<table>
<thead>
<tr>
<th>Status:</th>
<th>Open</th>
</tr>
</thead>
<tbody>
<tr>
<td>Priority:</td>
<td>High</td>
</tr>
<tr>
<td>Assignee:</td>
<td></td>
</tr>
<tr>
<td>Category:</td>
<td>Project Loading/Saving</td>
</tr>
<tr>
<td>Affected QGIS version:</td>
<td>3.6.2</td>
</tr>
<tr>
<td>Operating System:</td>
<td>windows 8.1 x64</td>
</tr>
<tr>
<td>Pull Request or Patch supplied:</td>
<td>No</td>
</tr>
<tr>
<td>Crashes QGIS or corrupt data:</td>
<td>Yes</td>
</tr>
</tbody>
</table>

**Regression?:** No  
**Easy fix?:** No  
**Resolution:** Copied to github as #: 29932

**User Feedback**

crashed when saving a few changes

**Report Details**

**Crash ID:** e3e9dc422a6d2f320711ed5f0a10ac180d98d1ed

**Stack Trace**

```
memcmp:
VSICreateCachedFile:
SASetupDefaultHooks:
SHPReadObject:
SHPPartTypeName:
SHPPartTypeName:
wildcards:
QgsAbstractFeatureIterator::nextFeature:
QgsVectorLayerFeatureIterator::fetchFeature:
QgsAbstractFeatureIterator::nextFeature:
QgsVectorLayerLabelProvider::registerFeature:
QgsVectorLayerLabelProvider::registerFeature:
QgsMapRendererCustomPainterJob::doRender:
QgsMapRendererCustomPainterJob::staticRender:
QgsMapRendererJob::renderingTime:
QThreadPoolPrivate::reset:
QThread::start:
BaseThreadInitThunk:
RtlUserThreadStart:
```

**QGIS Info**

QGIS Version: 3.6.2-Noosa  
Compiled against Qt: 5.11.2  
Running against Qt: 5.11.2  
Compiled against GDAL: 2.4.1  
Running against GDAL: 2.4.1

**System Info**

CPU Type: x86_64  
Kernel Type: winnt  
Kernel Version: 6.3.9600

**History**
#1 - 2019-05-22 06:36 AM - Alonso Acuna

this was when saving changes to all layers, not saving project

#2 - 2019-05-23 11:22 AM - Giovanni Manghi

- Priority changed from Normal to High

Please try with a new/clean QGIS profile, no 3rd party plugins installed.