

Qt3D 加载模型的堆栈:

```
26
27 Qt3DRender::QSceneImporter* pSceneImporter = Qt3DRender::QSceneImportFactory::create("assimp", QStringList());
28 bool bSupportGlb = pSceneImporter->areFileTypesSupported(QStringList("glTF"));
29 qDebug() << "bSupportGlb = " << bSupportGlb;
30 pSceneImporter->setSource(QUrl::fromLocalFile("D:/AA/project/my_project/project_resource/opengl_resource/Bee.glb"));
31 Qt3DCore::QEntity* rootEntity = pSceneImporter->scene();
32 view->setRootEntity(rootEntity);
33
34 Qt3DInput::QInputAspect *input = new Qt3DInput::QInputAspect;
```

调用堆栈

名称	语言
Qt6Cored.dll QIODevicePrivate::read(char * data, __int64 maxSize, bool peeking) 行 1053	C++
Qt6Cored.dll QIODevice::read(char * data, __int64 maxSize) 行 1021	C++
assimpsceneimportd.dll Qt3DRender::AssimpHelper::AssimpOStream::Read(void * pBuffer, unsigned __int64 pSize, unsigned __int64 pCount) 行 52	C++
assimpsceneimportd.dll glTF::Asset::ReadBinaryHeader(AssimpOStream & stream) 行 1248	C++
assimpsceneimportd.dll glTF::Asset::Load(const std::string & pFile, bool isBinary) 行 1296	C++
assimpsceneimportd.dll Assimp::glTFImporter::CanRead(const std::string & pFile, Assimp::IOSystem * pIOHandler, bool _format) 行 106	C++
assimpsceneimportd.dll Assimp::Importer::ReadFile(const char * _pFile, unsigned int pFlags) 行 625	C++
assimpsceneimportd.dll Qt3DRender::AssimpImporter::readSceneFile(const QString & path) 行 567	C++
assimpsceneimportd.dll Qt3DRender::AssimpImporter::setSource(const QUrl & source) 行 368	C++
test_q3d.exe main(int argc, char ** argv) 行 30	C++

```
554 void AssimpImporter::readSceneFile(const QString &path)
555 {
556     cleanup();
557
558     m_scene = new SceneImporter();
559
560     // SET THIS TO REMOVE POINTS AND LINES -> HAVE ONLY TRIANGLES
561     m_scene->m_importer->setPropertyInteger(AI_CONFIG_PP_SBP_REMOVE, aiPrimitiveType_LINE|aiPrimitiveType_POINT);
562     // SET CUSTOM FILE HANDLER TO HANDLE FILE READING THROUGH QT (RESOURCES, SOCKET ...)
563     m_scene->m_importer->setIOHandler(new AssimpHelper::AssimpIOSystem());
564
565     // type and aiProcess_Triangulate discompose polygons with more than 3 points in triangles
566     // aiProcess_SortByPType makes sure that meshes data are triangles
567     m_scene->m_aiScene = m_scene->m_importer->ReadFile(path.toUtf8().constData(),
568                                                       aiProcess_SortByPType |
569                                                       aiProcess_Triangulate |
570                                                       aiProcess_GenSmoothNormals |
571                                                       aiProcess_FlipUVs);
```

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```
1246 inline void Asset::ReadBinaryHeader(IOStream &stream) {
1247     GLB_Header header;
1248     if (stream.Read(&header, sizeof(header), 1) != 1) {
1249         throw DeadlyImportError("GLTF: Unable to read the file header");
1250     }
1251
1252     if (strncmp((char *)header.magic, AI_GLB_MAGIC_NUMBER, sizeof(header.magic)) != 0) {
1253         throw DeadlyImportError("GLTF: Invalid binary glTF file");
1254     }
1255
1256     AI_SWAP4(header.version);
1257     asset.version = ai_to_string(header.version);
1258     if (header.version != 1) {
1259         throw DeadlyImportError("GLTF: Unsupported binary glTF version");
1260     }
}
```

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```

50 size_t AssimpIOStream::Read(void *pvBuffer, size_t pSize, size_t pCount)
51 {
52     qint64 readBytes = m_device->read((char *)pvBuffer, pSize * pCount);
53     if (readBytes < 0)
54         qWarning() << Q_FUNC_INFO << " Reading failed";
55     return readBytes;
56 }
57
58
59 /*!
60  * Writes \a pCount elements of \a pSize bytes from \a pvBuffer.
61  * Returns the number of bytes written or -1 if an error occurred.
62  */

```

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```

975 /*!
976  * Reads at most \a maxSize bytes from the device into \a data, and
977  * returns the number of bytes read. If an error occurs, such as when
978  * attempting to read from a device opened in WriteOnly mode, this
979  * function returns -1.
980
981  * 0 is returned when no more data is available for reading. However,
982  * reading past the end of the stream is considered an error, so this
983  * function returns -1 in those cases (that is, reading on a closed
984  * socket or after a process has died).
985
986  * \sa readData(), readLine(), write()
987  */
988 qint64 QIODevice::read(char *data, qint64 maxSize)
989 {
990     Q_D(QIODevice);
991     #if defined QIODEVICE_DEBUG

```

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assimp 原生库加载模型的堆栈:

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1124     GLB_Header header;
1125     if (stream.Read(&header, sizeof(header), 1) != 1) {
1126         throw DeadlyImportError("GLTF: Unable to read the file header");
1127     }
1128
1129     if (strncmp((char *)header.magic, AI_GLB_MAGIC_NUMBER, sizeof(header.magic)) != 0)
1130         throw DeadlyImportError("GLTF: Invalid binary glTF file");
1131 }
```

183 % 未找到相关问题

调用堆栈

搜索(Ctrl+E) 查看所有线程 显示外部代码

名称	语言
assimp-vc143-mtd.dll!Assimp::DefaultIOStream::Read(void * pvBuffer, unsigned __int64 pSize, unsigned __int64 pCount) 行 98	C++
assimp-vc143-mtd.dll!glTF::Asset::ReadBinaryHeader(Assimp::IOStream & stream) 行 1125	C++
assimp-vc143-mtd.dll!glTF::Asset::Load(const std::string & pFile, bool isBinary) 行 1174	C++
assimp-vc143-mtd.dll!Assimp::glTFImporter::CanRead(const std::string & pFile, Assimp::IOSystem * pIOHandler, bool _fornal) 行 100	C++
assimp-vc143-mtd.dll!Assimp::Importer::ReadFile(const char * _pFile, unsigned int pFlags) 行 659	C++
3D viewer.exe!Assimp::Importer::ReadFile(const std::string & pFile, unsigned int pFlags) 行 671	C++

```
89 size_t DefaultIOStream::Read(void *pvBuffer,
90     size_t pSize,
91     size_t pCount) {
92     if (0 == pCount) {
93         return 0;
94     }
95     ai_assert(nullptr != pvBuffer);
96     ai_assert(0 != pSize);
97
98     return (mFile ? ::fread(pvBuffer, pSize, pCount, mFile) : 0);
99 } 已用时间 <= 39ms
100
101 //
```

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