

# QGIS Application - Bug report #10521

## order of reading svg paths

2014-06-10 03:59 AM - matteo ghetta

<b>Status:</b> Closed	
<b>Priority:</b> Low	
<b>Assignee:</b>	
<b>Category:</b> Symbology	
<b>Affected QGIS version:</b> master	<b>Regression?:</b> No
<b>Operating System:</b>	<b>Easy fix?:</b> No
<b>Pull Request or Patch supplied:</b>	<b>Resolution:</b> fixed/implemented
<b>Crashes QGIS or corrupts data:</b>	<b>Copied to github as #:</b> 18931
<b>Description</b>	
When adding external SVG symbols in "SVG paths" in general options, if different paths have different SVG files/symbols that have the same file name then the SVG in the first listed path is always used.	

### History

#### #1 - 2014-06-10 04:01 AM - Giovanni Manghi

- Affected QGIS version changed from 2.2.0 to master

#### #2 - 2014-06-10 04:23 AM - aperi2007 -

Hi,

I add also that always the default path of svg of qgis is used firstly.

This is a no good choose because

If I add another path to reach my svg if they has the same name of an svg in default path.

My svg file never will be used.

I figure qgis now is using this approach:

- n. 1) /--default-path svg of qgis/
- n. 2) first path added from an user
- n. 3) second path added from an user.

QGIS start searching on N.1 .If not found go to N. 2 , if not found go to N. 3.

Instead more affordable is to use a list inverse.

So

Start to test non n. 3) if not found pass to test on N. 2 if not found pass to test on N.1 (the default-path)

This is more feasible and more easy to manage for an user.

Regards,

Andrea.

#### #3 - 2017-05-01 01:08 AM - Giovanni Manghi

- Easy fix? set to No

- *Regression? set to No*

**#4 - 2018-02-24 03:24 PM - matteo ghetta**

- *Status changed from Open to Closed*

**#5 - 2018-02-24 03:53 PM - Giovanni Manghi**

- *Resolution set to fixed/implemented*