

QGIS Application - Feature request #2027

SVG symbols should be stored locally and permanently, similar to installed python plugins

2009-10-22 10:17 AM - John Tull

Status:	Closed	
Priority:	Low	
Assignee:	nobody -	
Category:	Symbology	
Pull Request or Patch supplied:		Resolution: fixed
Easy fix?:	No	Copied to github as #: 12087
Description		
<p>The current structure for adding new symbols on OS X is pretty poor (perhaps on other OS's as well?). It requires the user to copy the relevant svg files to a location inside of an application bundle. Hence, the changes have to be done with every update of the program. In other words, updating Qgis destroys symbols that the user has made available.</p> <p>It would be much better if there was an svg directory inside of the same directory where plugins are stored, ~/.qgis on OS X. This would maintain symbols across versions and new builds of the program, and it would greatly simplify adding svg symbols on a per-user basis.</p> <p>Ideally, there would be an interface feature in Qgis where one can click an "Add SVG Symbols" button that would bring up a file dialog. The user would select the file or files they want to have added, and Qgis would copy them to ~/.qgis/svg. Additionally, allowing the user to choose an available category or create a new category (this category would become a subfolder in .qgis/svg/) for organizing newly added symbols. This would be a very user-friendly approach to making new symbols permanently available and well-organized.</p> <p>Adding this functionality in tandem with an svg repo system would be really handy. This idea is covered in ticket #1063: http://trac.osgeo.org/qgis/ticket/1063</p> <p>Additional thoughts on organizing svg symbols, and making use of this organizational structure in Qgis are covered in ticket #1066: http://trac.osgeo.org/qgis/ticket/1066</p>		

History

#1 - 2009-10-24 04:42 PM - Jürgen Fischer

support for ~/.qgis/svg added in commit:9dba0ae6 (SVN r11839)

#2 - 2009-10-26 10:54 AM - John Tull

I will leave this open until some followup on possible enhancements to the GUI are addressed. Having the ability to add symbols from either a preferences feature or within the symbology tab of a vector layer would still be useful. Hopefully this will be touched on at the upcoming Vienna hackfest.

#3 - 2009-10-26 01:38 PM - Jürgen Fischer

- Resolution set to fixed

- Status changed from Open to Closed

Replying to [comment:2 jctull]:

I will leave this open until some followup on possible enhancements to the GUI are addressed. Having the ability to add symbols from either a preferences feature or within the symbology tab of a vector layer would still be useful. Hopefully this will be touched on at the upcoming Vienna hackfest.

Tim added support for adding new directories in the options in commit:3ade3944 (SVN r11845) and reloading symbol list using the context menu in the symbol list was already there. So I think we're set.