

# QGIS Application - Bug report #20889

## Bug regarding SVG symbols base64 encoding

2018-12-28 11:00 AM - Man Andman

<b>Status:</b> Closed	
<b>Priority:</b> High	
<b>Assignee:</b> Nyal Dawson	
<b>Category:</b> Symbology	
<b>Affected QGIS version:</b> 3.4.3	<b>Regression?:</b> No
<b>Operating System:</b> Windows	<b>Easy fix?:</b> No
<b>Pull Request or Patch supplied:</b> Yes	<b>Resolution:</b> no timely feedback
<b>Crashes QGIS or corrupts data:</b> No	<b>Copied to github as #:</b> 28708

### Description

There is an issue regarding "complex SVG" depiction. As you see in the GIF (► <https://gifyu.com/image/w9Ep>) when I embed "monuments SVGs" and then clicked on the base64 code it disappears. But in case of "simple SVGs" the issue is not actual. The same happens when I link base64 code from a layer data table, they do not appear on the map (► <https://gifyu.com/image/wESr>). So at the moment the embed function is unusable for "complex SVGs".

### History

#### #1 - 2018-12-28 12:04 PM - Nyal Dawson

- Status changed from Open to Feedback

Please test on current master - I believe this is already fixed

#### #2 - 2019-03-09 10:00 AM - Giovanni Manghi

- Resolution set to no timely feedback

- Status changed from Feedback to Closed

Closing for lack of feedback.