

## QGIS Application - Feature request #2586

### Relative paths support or "load other layers from the same location" option

2010-03-24 01:15 AM - Jhelebrant -

<b>Status:</b> Closed	
<b>Priority:</b> Low	
<b>Assignee:</b> nobody -	
<b>Category:</b> Project Loading/Saving	
<b>Pull Request or Patch supplied:</b>	<b>Resolution:</b> invalid
<b>Easy fix?:</b> No	<b>Copied to github as #:</b> 12646
<b>Description</b>	
<p>When moving my project to other folder, I always have to manually edit the QGS file or I have to specify location for each single layer when loading the project although I have them all in one folder.</p> <p>Would be perfect to have support for relative paths or at least a dialog like "Load other layers from the same location? Yes/No"</p> <p>thanks much and good luck</p>	

#### History

##### #1 - 2010-05-11 03:11 AM - Giovanni Manghi

- Resolution set to invalid
- Status changed from Open to Closed

relative paths are already supported in qgis trunk. Under windows you can install it with the osgeo4w installer.

##### #2 - 2010-05-11 11:10 PM - Jhelebrant -

Replying to [comment:1 lutra]:

| *relative paths are already supported in qgis trunk. Under windows you can install it with the osgeo4w installer.*

Hm,

I am offline at home so this is problem. But someone compiled the 1.5 Trunk commit:c5b9aa5d (SVN r13289) and it behaves in the same way as 1.4 Enceladus. Are you sure, that this was solved in later revisions?

thanks

##### #3 - 2010-05-12 12:07 AM - Jürgen Fischer

Replying to [comment:2 jhelebrant]:

| *I am offline at home so this is problem. But someone compiled the 1.5 Trunk commit:c5b9aa5d (SVN r13289) and it behaves in the same way as 1.4 Enceladus. Are you sure, that this was solved in later revisions?*

relative paths are optional: Settings/Project Properties/General/Save Paths

BTW this is a duplicate of #1211

**#4 - 2010-05-12 12:46 AM - Jhelebrant -**

Replying to [comment:3 jef]:

| *relative paths are optional: Settings/Project Properties/General/Save Paths*

Ok,

I got it. Thanks much :-)