QGIS Application - Feature request #2608
Add python plugin paths

2010-03-29 04:36 PM - Chris Crook

Status:	Closed		
Priority:	Low		
Assignee:	Borys Jurgiel		
Category:	Python plugins		
Pull Request or Patch supplied:		**Resolution:**	fixed
Easy fix?:	No	**Copied to github as #:**	12668

Description

This proposed patch to qgis.utils modifies the plugin loading to allow users to define additional plugin path locations (for example shared plugin folders). It allows these paths to be defined by a QGIS_PYTHONPATH environment variable, which can hold multiple paths separated by a semicolon. In each path it will look for a plugins folder, and in that each folder containing an init.py* will be treated as a plugin module.

History

#1 - 2010-03-30 12:50 AM - Martin Dobias

Chris,

may I suggest you to use e.g. QGIS_PLUGINPATH - that would contain path(s) directly to the directory with plugins. Because QGIS_PYTHONPATH gives impression that one can override the whole python path and not just path for plugins. So, instead of QGIS_PYTHONPATH/plugins I suggest QGIS_PLUGINPATH

Martin

#2 - 2010-03-30 11:10 AM - Chris Crook

Hi Martin

Good idea - I've updated the patch to do this. This does mean that I've changed the findPlugin function - it now looks in the directory it is given, rather than in the plugins subdirectory of that. However as far as I can see it isn't used anywhere else, so I think that this should be Ok.

Chris

#3 - 2010-04-04 03:31 AM - Martin Dobias

- Resolution set to fixed

- Status changed from Open to Closed

Applied in with few modifications

Files

utils_py.diff	1.62 KB	2010-03-30	Chris Crook