QGIS Application - Bug report #5222

finding custom svg from project file assumes only on level of directories under SvgPath

2012-03-22 10:03 AM - Gabriele Monfardini

Status: Closed Priority: Normal

Assignee: Category:

Affected QGIS version:master Regression: No Operating System: Easy fix?: No

Pull Request or Patch supplied: Resolution:

Crashes QGIS or corrupts data: Copied to github as #: 14958

Description

I've tested it in 1.7.4 and master.

In order to use a custom svg file I've dropped it into ~homedir/.qgis/svg/<custom directory>/<custom subdirectory>

I'm able to use the svg both with 1.7.4 and with master.

I see it in the list of svgs, I can select it and it is drawn correctly, its path is correctly saved in project file (1.7.4 version).

However reopening the project agis 1.7.4 is not able to find the file, resulting in

"Warning: QFSFileEngine::open: No file name specified Warning: Cannot open file ", because: No file name specified"

<custom_directory> = custom
<custom_subdirectory> = ctr

Also master code is not able to find the svg, and Debug version log the following lines

Debug: src/core/symbology-ng/ggsmarkersymbollayerv2.cpp: 798: (symbolNameToPath) SvgPath: /usr/local/share/ggis/svg/

Debug: src/core/symbology-ng/ggsmarkersymbollayerv2.cpp: 804: (symbolNameToPath) Alternative svg path:

/usr/local/share/qgis/svg//ctr/0706.svg

Debug: src/core/symbology-ng/qgsmarkersymbollayerv2.cpp: 827: (symbolNameToPath) Computed alternate path but no svg there either

Debug: src/core/symbology-ng/qgsmarkersymbollayerv2.cpp: 798: (symbolNameToPath) SvgPath: ~homedir/.qgis//svg/

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/home/monfardini/.qgis//svg//ctr/0706.svg <--

Debug: src/core/symbology-ng/qgsmarkersymbollayerv2.cpp: 827: (symbolNameToPath) Computed alternate path but no svg there either

The directory "custom" has been wiped from the path (it should be ~homedir/.qgis//svg/custom/ctr/0706.svg instead of ~homedir/.qgis//svg//ctr/0706.svg)

so it appears that code assumes only one level of directories under SvgPath

History

#1 - 2012-09-04 12:08 PM - Paolo Cavallini

- Target version set to Version 2.0.0

#2 - 2014-06-10 08:27 AM - Gabriele Monfardini

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- Status changed from Open to Closed

As of 2014-06-10 this bug appears to be fixed in master

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