QGIS Application - Bug report #10262
SVG not rendering properly in 1.8 and 2.2

2014-05-13 05:00 PM - Krischelle Love

Status:	Closed			
Priority:	High			
Assignee:				
Category:	Symbology			
Affected QGIS version:	1.8.0		**Regression?:**	No
Operating System:			**Easy fix?:**	No
Pull Request or Patch supplied:	No		**Resolution:**	worksforme
Crashes QGIS or corrupts data:	No		**Copied to github as #:**	18694

Description

Some SVG symbols are not rendering properly in QGIS 1.8 and 2.2. They were created in Inkscape and render correctly there and in Internet Explorer and other browsers. In QGIS, there are tails added at the corner where two lines meet.

I have an enterprise application running on 1.8, so if the fix is only going to be implemented on 2.x, I would appreciate ideas for a workaround.

History

#1 - 2014-05-14 12:33 AM - Giovanni Manghi

- Status changed from Open to Feedback

It renders fine on QGIS master (next 2.4).

#2 - 2014-05-15 03:27 AM - Tobias Schneider

The quality of the SVG-export should also be given highest priority. SVG maps are used very often on Wikipedia and the better QGIS performs, the more QGIS-generated pictures will be seen by thousands of people. Also important is the compatibility to Inkscape which is used for the post-processing. But the exported SVG should also render true in Adobe Illustrator.

See: https://en.wikipedia.org/wiki/Wikipedia:Graphics_Lab/Map_workshop

#3 - 2014-06-23 03:01 AM - Giovanni Manghi

- Resolution set to worksforme

- Status changed from Feedback to Closed

closing for lack of feedback. Please try again on QGIS master and reopen if necessary.

Files

bypassValve.svg	741 Bytes	2014-05-13		Krischelle Love
Lisboa.JPG	9.47 KB	2014-05-13		Krischelle Love
Dufour.JPG	9.49 KB	2014-05-13		Krischelle Love
example2.JPG	9.86 KB	2014-05-13		Krischelle Love