

QGIS Application - Feature request #1117
Reload SVG Symbology Directory

2008-05-29 03:01 AM - otternase -

<div>Status:Closed</div> <div>Priority:Low</div> <div>Assignee:Tim Sutton</div> <div>Category:Symbology</div> <div>Pull Request or Patch supplied:</div> <div>Easy fix?:No</div>	<div>Resolution:fixed</div> <div>Copied to github as #: 11177</div>
<div>Description</div> <div>Environment: qgis 0.9.1 Ubuntu 7.10</div> <div>Problem:</div> <div>Qgis is loading the catalogue of available SVGs for symbology only on startup, so if after starting Qgis a new SVG is created or a SVG is deleted, the catalogue is not updated accordingly and the new SVG is not available in the Symbologydialog. As my plugin is creating new SVGs on runtime, which I want to be available in the Dialog, I tried this:</div> <div>Suggestion:</div> <div>I changed qgsmarkercatalogue.cpp like this:</div> <div><div>-----</div><div>@ -36,8 +36,13 @</div><div>[[QgsMarkerCatalogue]]::QgsMarkerCatalogue()</div><div>{</div><div>- // Init list</div><div>+ updateMarkerCatalogue();</div><div>+}</div><div> </div><div><u>void [[QgsMarkerCatalogue]]::updateMarkerCatalogue()</u></div><div>{</div><div>+ // Init list</div><div>+ mList.clear();</div><div>// Hardcoded markers</div><div>mList.append ("hard:circle");</div><div>mList.append ("hard:rectangle");</div><div>@ -69,6 +74,7 @</div><div>}</div><div>}</div><div> </div><div>+</div><div>QStringList [[QgsMarkerCatalogue]]::list() {</div><div>return mList;</div><div> </div><div>-----</div><div>and qgsmarkercatalogue.h accordingly:</div><div><div>-----</div><div>@ -53,6 +53,8 @</div><div>/** Returns a pixmap given a filename of a svg marker</div><div>- NOTE: this method needs to be public static for [[QgsMarkerDialog]]::visualizeMarkers */</div><div>static void svgMarker (QPainter * thePainter, QString name, int size);</div></div></div>	

```
void updateMarkerCatalogue();  
private:  
/**Constructor*/  
-----
```

Now every time my plugin is constructing a new SVG, I call the updateMarkerCatalogue() like this

```
-----  
[[QgsMarkerCatalogue]] *markerCatalogue=QgsMarkerCatalogue::instance();  
markerCatalogue->updateMarkerCatalogue();  
-----
```

Tested in above named environment and it worked fine.

If this change is accepted there would probably even be the opportunity to do this [[MarkerCatalogue]] Update every time the Symbology Dialog is opened automatically???

History

#1 - 2008-09-12 10:31 PM - Paolo Cavallini

What is your plugin? Is it available somewhere?

#2 - 2009-07-23 01:24 AM - Giovanni Manghi

hi,

a) is the plugin available somewhere?

b) has this patch already been evaluated/committed by the devs?

#3 - 2009-07-23 04:31 AM - Jürgen Fischer

- Resolution set to fixed

- Status changed from Open to Closed

Replying to [comment:2 lutra]:

hi,

a) is the plugin available somewhere?

b) has this patch already been evaluated/committed by the devs?

commit:0c59c744 (SVN r11153) also covers this