QGIS Application - Bug report #13565
modifying a svg already cached doesn't invalidate the cache, renders as version initially loaded during a session

2015-10-11 05:07 AM - Mathieu Pellerin - nIRV

Status:	Closed			
Priority:	Normal			
Assignee:	Nyall Dawson			
Category:	Symbology			
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 #:**	21607	

Description

Once a svg file is loaded during a qgis session, its cache stays fixed, even if the svgs are edited / modified. It's a problem when users want to finetune their svg graphics as it forces them to restart the application or create endless new files for edited svgs.

Associated revisions

Revision 0b2de85f - 2017-10-31 03:12 AM - Nyall Dawson

Check file modified time when retrieving svg images from cache

If file has been modified since the cache, regenerate a new cache image.

We don't want to check the file modified time too often though, (e.g., we don't want to check for every point render in a 100k point file), so use a hardcoded 30 second minimum time between consecutive file modified checks.

This means that file modifications occuring more often than every 30 seconds won't be picked up till 30 seconds has elapsed since the last modification. But at the same time it means that if the render takes < 30 seconds we'll only check each svg at most once (and if a render takes > 30 seconds, adding a few more milliseconds won't hurt!).

Fixes #13565

History

#1 - 2016-03-06 10:54 PM - Paolo Cavallini

- Subject changed from modifying a svg already cached doesn't invalidate the csche, renders as version initially loaded during a session to modifying a svg already cached doesn't invalidate the cache, renders as version initially loaded during a session

#2 - 2017-05-01 01:06 AM - Giovanni Manghi

- Easy fix? set to No

- Regression? set to No

#3 - 2017-05-11 05:47 PM - Håvard Tveite

I am developing a Python plugin that is generating SVG symbols for a layer, and since I am reusing file names for the SVGs I am hitting this bug.
Are there any other workarounds than making sure that every SVG file name is unique?

#4 - 2017-10-28 12:51 AM - Jérémy Billant

Håvard Tveite wrote:

> *I am developing a Python plugin that is generating SVG symbols for a layer, and since I am reusing file names for the SVGs I am hitting this bug.*
> *Are there any other workarounds than making sure that every SVG file name is unique?*

Same problem here. I use timestamp in my SVG file names to make them unique, but I don't really like this solution and so don't release my plugin.
Does any fix is planned? It would be great!

#5 - 2017-10-31 01:54 AM - Nyall Dawson

- Assignee set to Nyall Dawson

#6 - 2017-10-31 07:21 PM - Nyall Dawson

- % Done changed from 0 to 100

- Status changed from Open to Closed

Applied in changeset commit:qgis|0b2de85fe74d992b2f38b71df152b9c20ede1c7a.