

QGIS Application - Bug report #15019

Paths should be fully adjusted to each OS

2016-06-13 03:28 AM - Paolo Cavallini

| | | |
|--|-----------|--------------------------------------|
| Status: | Closed | |
| Priority: | Normal | |
| Assignee: | | |
| Category: | Symbology | |
| Affected QGIS version: | 2.14.3 | Regression?: No |
| Operating System: | | Easy fix?: No |
| Pull Request or Patch supplied: | No | Resolution: fixed/implemented |
| Crashes QGIS or corrupts data: | No | Copied to github as #: 22966 |
| Description | | |
| <p>Paths to system SVG, both in projects and in layout templates, should not be saved as fixed, absolute, but replaced with the appropriate path for each OS. e.g. /usr/share/qgis/svg/ on Linux should be replaced with C:/OSGeo4w/apps/qgis/.svg</p> <p>Similarly for OSX and other systems.</p> <p>Currently this makes it impossible to share print layouts and projects with symbols across OSs, so it's rather significant in an enterprise context.</p> | | |

History

#1 - 2016-06-13 03:39 AM - Alessandro Pasotti

If we don't succeed in convincing Microsoft and Apple to adhere to LSB and POSIX, what do you think would be a possible solution?

The only possible solution to me seems that the SVG paths are stored as relative to the SVG folders that are configured in the global settings and then searched in those folders.

The question is: if you set the project properties to store paths relatively, does QGIS still stores the full SVG path?

If yes, I'd say this would be a bug.

#2 - 2016-06-13 03:57 AM - Frank Sokolic

I've just tested on Master on Ubuntu 16.04 and it saves the absolute SVG path even when the project properties is set to use relative paths.

```
<Paths>
  <Absolute type="bool">false</Absolute>
</Paths>
```

```
<ComposerPicture resizeMode="0" svgBorderWidth="0" pictureRotation="0" pictureWidth="37.0684" svgFillColor="0,0,0,255"
svgBorderColor="255,255,255,255" file="/usr/share/qgis/svg/gpsicons/bank.svg" pictureHeight="37.0684" mapId="-1" anchorPoint="0">
  <ComposerItem pagey="92.4627" page="1" id="" lastValidViewScaleFactor="-1" positionMode="0" positionLock="false" x="190.34"
y="92.4627" visibility="1" zValue="2" background="false" transparency="0" frameJoinStyle="miter" blendMode="0" width="40.8169"
outlineWidth="0.3" excludeFromExports="0" uuid="{d92a2cea-192a-468a-a158-d9c68fea45cf}" height="37.0684" itemRotation="0" frame="false"
pagex="190.34">
  <FrameColor alpha="255" red="0" blue="0" green="0"/>
  <BackgroundColor alpha="255" red="255" blue="255" green="255"/>
  <dataDefinedSource expr="" field="" active="false" useExpr="true"/>
```

```
<customproperties/>
</ComposerItem>
</ComposerPicture>
```

#3 - 2016-06-13 04:00 AM - Paolo Cavallini

QGIS is however able to replace the paths according to its installation, so why this variable could not be used inside a project or layout template?

#4 - 2016-06-13 08:12 AM - Matthias Kuhn

I think paths to files from global directories should be saved relative.

Then when looking up (relative) files, they should be searched in this order:

1. relative to project directory
2. relative to svg path directories. Every system can then search the file in the configured folders.

Or we also save another flag that specifies if a file is relative to global or relative to project path to avoid collisions.

#5 - 2016-06-22 02:48 PM - Jürgen Fischer

- *Subject changed from Paths should be fully adjusted to each OS to Paths should be fully adjusted to each OS*

#6 - 2017-05-01 01:05 AM - Giovanni Manghi

- *Regression? set to No*
- *Easy fix? set to No*

#7 - 2018-03-07 12:36 PM - Paolo Cavallini

- *Resolution set to fixed/implemented*
- *Description updated*
- *Status changed from Open to Closed*

Seems fixed now. Paths in projects are relative:

```
<prop k="svgFile" v="gpsicons/skull.svg"/>
```