

## QGIS Application - Bug report #19450

### Evis plugin: can't get urls to work as image locations

2018-07-19 09:32 PM - Russell Fulton

<b>Status:</b>	Open	
<b>Priority:</b>	Normal	
<b>Assignee:</b>		
<b>Category:</b>	C++ plugins/Evis	
<b>Affected QGIS version:</b>	3.2	<b>Regression?:</b> No
<b>Operating System:</b>	Mac OS 10.13.5	<b>Easy fix?:</b> No
<b>Pull Request or Patch supplied:</b>	No	<b>Resolution:</b>
<b>Crashes QGIS or corrupts data:</b>	No	<b>Copied to github as #:</b> 27278
<b>Description</b>		
macos 10.13.5, qgis 3.2,		
Everything works fine when I have a file path as a location for the image but when I put a url the image does not get loaded and I get no error messages.		
I erported this on stackgis a week ago and got no responses: <a href="https://gis.stackexchange.com/questions/288768/qgis-evis-trying-to-use-url-rather-than-a-path">https://gis.stackexchange.com/questions/288768/qgis-evis-trying-to-use-url-rather-than-a-path</a>		

#### History

##### #1 - 2018-07-20 11:18 AM - Giovanni Manghi

- Category changed from Editing to C++ plugins/Evis
- Status changed from Open to Feedback

I'm really not sure eVis ever supported URLs. Do they work on QGIS LTR (2.18)?

##### #2 - 2018-07-20 11:01 PM - Russell Fulton

[https://biodiversityinformatics.amnh.org/open\\_source/evis/documentation.php](https://biodiversityinformatics.amnh.org/open_source/evis/documentation.php) says:

"The location and name of the photograph can be stored using an absolute or relative path or a URL if the photograph is available on a web server. Examples of the different approaches are listed below...."

I have just checked the evisgenericeventbrowsergui.cpp source on GitHub:

```
if ( mEventImagePath.startsWith( QLatin1String( "http://" ), Qt::CaseInsensitive ) )
{
    imageDisplayArea->displayUrlImage( mEventImagePath );
}
else
{
    imageDisplayArea->displayImage( mEventImagePath );
}
```

If it was python I would do the diagnostics myself but I am not really set up to do stuff with C++ :(

Can plugins like this be build independent of qgis as the name suggests. If so I might have a try.

I no longer have a 2.18 instance so I don't know.

**#3 - 2018-07-21 10:39 AM - Giovanni Manghi**

*I no longer have a 2.18 instance so I don't know.*

if you can prove it worked on 2.18 then this will get a higher priority. Can't you install 2.18 and try?

**#4 - 2018-07-21 11:08 PM - Russell Fulton**

done and no it behaves the same in 2.18 :( Clearly no one is using this feature which surprises me.

I repeat my question about building the plugin on its own (see previous comment). I am an experienced developer and I am happy to have a look at debugging it but only if I can do it without building the whole of QGIS! I am working on a Mac with XCode.

**#5 - 2018-07-22 01:15 PM - Giovanni Manghi**

Russell Fulton wrote:

*done and no it behaves the same in 2.18 :( Clearly no one is using this feature which surprises me.*

*I repeat my question about building the plugin on its own (see previous comment). I am an experienced developer and I am happy to have a look at debugging it but only if I can do it without building the whole of QGIS! I am working on a Mac with XCode.*

compiling the whole thing is not hard nor takes long, at least on linux.

**#6 - 2018-08-23 08:22 PM - Giovanni Manghi**

*- Status changed from Feedback to Open*