

QGIS Application - Bug report #21007

in SVG marker style any edits returns the styling back to green stroke with red fill

2019-01-15 02:03 PM - Adam Fine

Status:	Open	
Priority:	Low	
Assignee:		
Category:	Symbology	
Affected QGIS version:	3.4.3	Regression?: No
Operating System:	OSX	Easy fix?: No
Pull Request or Patch supplied:	No	Resolution:
Crashes QGIS or corrupts data:	No	Copied to github as #: 28826
Description		
When using SVG markers, it's possible to alter the SVG in QGIS to have custom colours. It defaults to green stroke, red fill when you create a new SVG style. The bug is that QGIS will revert back to green stroke/red fill whenever you visit the layer styling panel at any time, or go to layer properties->symbology. Making any other changes to the layer style will require you also to reset the colours you want.		

History

#1 - 2019-01-15 07:22 PM - Nyall Dawson

- Status changed from Open to Feedback

Can you share your svg?

#2 - 2019-01-15 08:59 PM - Adam Fine

Nyall Dawson wrote:

| Can you share your svg?

Hi Nyall, it's as follows. I think I see what's going on; green and red are defined as defaults along with the line weight, and QGIS is returning to those defaults each time I enter the style SVG style panel.

```
<!-- Generator: Adobe Illustrator 22.1.0, SVG Export Plug-In . SVG Version: 6.00 Build 0) -->
<svg version="1.1" id="Layer_1" xmlns="http://www.w3.org/2000/svg" xmlns:xlink="http://www.w3.org/1999/xlink" x="0px" y="0px"
    viewBox="0 0 580 439.3" style="enable-background:new 0 0 580 439.3;" xml:space="preserve">
<g>
    <rect fill="param(fill) #F00" stroke="param(outline) #0F0" stroke-width="param(outline-width) 0.1" width="580" height="110.2"/>
    <polygon fill="param(fill) #F00" stroke="param(outline) #0F0" stroke-width="param(outline-width) 0.1" points="356.3,220.1 223.7,219.9 289.3,110.2
"/>
</g>
</svg>
```

#3 - 2019-01-17 11:42 AM - Giovanni Manghi

- Status changed from Feedback to Open

Files

Screen Shot 2019-01-15 at 8.59.29 AM.png	35.1 KB	2019-01-15	Adam Fine
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