

## QGIS Application - Bug report #6777

### SVG symbol references

2012-11-28 05:13 AM - Andreas Neumann

|  |                   |                                     |
|--|-------------------|-------------------------------------|
| <b>Status:</b>   | Closed            |                                     |
| <b>Priority:</b>   | Severe/Regression |                                     |
| <b>Assignee:</b>   | Giuseppe Sucameli |                                     |
| <b>Category:</b>   | Symbology         |                                     |
| <b>Affected QGIS version:</b>  | master            | <b>Regression?:</b> No              |
| <b>Operating System:</b>   | unspecified       | <b>Easy fix?:</b> No                |
| <b>Pull Request or Patch supplied:</b>   | No                | <b>Resolution:</b> fixed            |
| <b>Crashes QGIS or corrupts data:</b>  | No                | <b>Copied to github as #:</b> 15928 |
| <b>Description</b>   |                   |                                     |
| <p>If one loads a point layer, e.g. a postgis layer with point files, and assigns SVG symbols for these points (a SVG symbol from a central user specified repository) the symbol displays fine, saves fine in the project file. But on project load, the SVG symbols are not displayed.</p> <p>So to me it seems more like a loading/display problem.</p> <p>snippet from the legend file:</p> <pre>&lt;renderer-v2 symbollevels="0" type="singleSymbol"&gt;   &lt;symbols&gt;     &lt;symbol outputUnit="MM" alpha="1" type="marker" name="0"&gt;       &lt;layer pass="0" class="SvgMarker" locked="0"&gt;         &lt;prop k="angle" v="0"/&gt;         &lt;prop k="fill" v="#000000"/&gt;         &lt;prop k="name" v="/stadtplan/toilets.svg"/&gt;         &lt;prop k="offset" v="0,0"/&gt;         &lt;prop k="outline" v="#000000"/&gt;         &lt;prop k="outline-width" v="1"/&gt;         &lt;prop k="size" v="4"/&gt;       &lt;/layer&gt;     &lt;/symbol&gt;   &lt;/symbols&gt;   &lt;rotation field=""/&gt;   &lt;sizescale field="" scalemethod=""/&gt; &lt;/renderer-v2&gt;</pre> <p>The project also uses relative paths.</p> <p>Thank you for having a look at it!</p> |                   |                                     |

#### Associated revisions

Revision 6f1b27ea - 2012-11-28 03:46 PM - Giuseppe Sucameli

fix #6777

#### History

**#1 - 2012-11-28 05:39 AM - Jürgen Fischer**

where does the absolute path in `<prop k="name" v="/stadtplan/toilets.svg"/>` come from?

**#2 - 2012-11-28 05:58 AM - Andreas Neumann**

This is saved from the same version that later reads the file. This was always like this in the past. QGIS should prepend the central repository path to this absolute path or alternatively locate the file in the central repository distributed with QGIS.

In my case I have a central symbol repository defined in the general options --> Rendering --> SVG paths which points to `M:\\qgis\\symbole`

So the full absolute path for rendering should be: `M:/qgis/symbole/stadtplan/toilets.svg`

I think Marco H. knows a lot about these path issues with SVG files. So maybe, if there are troubles consult with him. These path issues come up every now and then. So maybe this should be properly documented in the source so developers can understand the mechanisms.

**#3 - 2012-11-28 06:46 AM - Giuseppe Sucameli**

- *Status changed from Open to Closed*

Fixed in changeset commit:"6f1b27ea31de161c7ba8cc5c5692364d1459f3d8".

**#4 - 2012-11-28 06:52 AM - Giuseppe Sucameli**

- *Resolution set to fixed*

Jürgen Fischer wrote:

| *where does the absolute path in `<prop k="name" v="/stadtplan/toilets.svg"/>` come from?*

SVG path are stored like absolute paths (with the `/*` in front) even though they are relative to the SVG folders...

It could be easily changed but I don't know if there was a reason to do it.