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Subject: Re: Problem with offset

Posted by [kodos](#) on Thu, 13 Mar 2008 15:09:23 GMT

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I looked over the XmlTag class, but I can't see any easy way to use it for the SvgDraw class. The problem is that I can't add XmlTag to another and keep that variable for further manipulations. So I'd have to use a Vector to store the XmlTags, and even then I don't know how I could manage the different depths of the XML tree that occur when offsets are used(I create a group SVG tag for every offset).

But I think it won't be that complicated to use a StringBuffer directly, the only thing is that it won't be as nicely formatted as the output of the Xml classes.

What do you think about it?

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