
Subject: Re: Problem with offset
Posted by [mirek](#) on Thu, 13 Mar 2008 17:22:12 GMT
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kodos wrote on Thu, 13 March 2008 11:09I 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?

Well, I think that if it really requires "later" access to already created nodes, XmlNode might be as effective as anything else...

Mirek
