Subject: Re: Problem with offset
Posted by mrjt on Thu, 13 Mar 2008 17:37:27 GMT

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I was bored and curious, so I thought I'd have a go at doing this with just a StringBuffer (well, two actually) and XmlTags. It's not too complicated, and the results are identical to your version (I'm not sure if I fixed the offset bug correctly or not though). I've attached the results in case they are of interest.

To finish it you would need to add a stack of Rects to allow retrieval of the clipping/offset area, but I have no idea how that works so I haven't bothered . Ideally you don't really want to use XmlTag either, since this forces a DeXml call on every attribute but it makes the code simpler.

If you are worried about being able to change it on the fly, couldn't you just convert the final string into an Xml tree and then modify it? There is no interface in Draw to allow modification of previous elements anyway.

EDIT: I stupidly uploaded versions of the files that didn't compile. Fixed now.

File Attachments
1) SvgDraw.h, downloaded 504 times
2) SvgDraw.cpp, downloaded 758 times