
Subject: SvgDraw

Posted by [kodos](#) on Sat, 15 Mar 2008 17:17:57 GMT

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Hi,

I have written a SvgDraw class to write SVG files. The most common features of the Draw class are supported right now. Credits also have to go to mrjt for some help .

If I get a test case for features that aren't implemented yet, I will try to implement them .

Simple example:

```
SvgDraw draw(450, 450);  
draw.DrawText(10, 10, "Hello World", Roman(30).Bold());  
SaveFile(_fileName + ".svg", draw.Finish());
```

Changelog:

19 March 2008:

- Fixed some TODOs around clipping and offset
- Added SVGZ support. (Call Finish(true))
- Added some CSS in the header of the file to reduce the size of bigger images.

File Attachments

1) [SvgDraw.7z](#), downloaded 400 times
