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Subject: Re: Svg Painter

Posted by [mirek](#) on Sat, 07 Mar 2009 19:56:30 GMT

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I have done following changes:

1) Changed the interface: const char \*svg now points to actual SVG text, not to filename (-> you can use other resources than files, while doing LoadFileBOM is simple).

2) I have "separated" SvgPainter to package

3) I have created SvgView test application that allows you to browse files and view them as .svg.

That said, I have tried this with .svg files from above link and the result is sad. There is a lot of work left to do.

Mirek

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