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Subject: Re: Svg Painter

Posted by [cbpporter](#) on Tue, 30 Mar 2010 16:05:18 GMT

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Hi!

There is a small bug in SvgView. The code should be as following to avoid the partial clipping of images:

```
void SvgView::Load(const char *filename)
{
    img.SetImage(NULL);
    ImageBuffer ib(img.GetSize());
```

Also a bigger bug, the serialization of "files" causes an assert failure.

And something a little bit strange, the pattern used for drawing empty image backgrounds is different on XP and Vista. Is this intentional?

I have started improving SVG compatibility. Right now I'm implementing viewports and other small details and I managed to get two images from on-line SVG spec almost pixel perfect. This is encouraging. On the other hand, my implementation is poor and I'm going to start from scratch with viewports. I'm afraid that I'm going to have to keep in memory all shapes and after computing the bounding box apply scale and translate to achieve correct implementation. Unfortunately, Even SVG Tiny is extremely complicated to get compatible and this without animation. SVG is a devilishly complicated format masquerading as something simple.

The good news is that Firefox has very poor SVG support, so I think we can reach that level with a little effort. Opera is very good on the other hand. Anyway, I just have a few SVGs that I would like to load without modifications.

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