
Subject: Graphic primitives tree in Painter
Posted by [koldo](#) on Mon, 12 Sep 2011 06:58:18 GMT
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Hello Mirek

About SVGPainter and SVGRender, now in SVG you can do some kind of graphic primitives containing more basic ones.

I mean you can define a kind of flowchart, that contains arrows, that are made of lines. You define the arrow once and put it in different places with different scales and rotations in your drawing.

Is it possible to do something like this in actual Painter?

In addition it would be great if it would be some means to know which primitives are in certain (x, y) location.
