
Subject: Re: Graphic primitives tree in Painter
Posted by [mirek](#) on Wed, 14 Sep 2011 06:09:43 GMT
[View Forum Message](#) <> [Reply to Message](#)

koldo wrote on Tue, 13 September 2011 01:48mirek wrote on Mon, 12 September 2011 14:28koldo wrote on Mon, 12 September 2011 02:58Hello 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?

You would need to make some storage of such composite elements.

IMO, you are starting at wrong end. I would take care about low-level SVG first (means shapes, fills, strokes). That would make it render most icons and similar stuff.

Mirek

Hello Mirek

You are right as it is not strictly necessary to add to Painter this composite elements.

However there would be some reasons:

- A SVG file loaded to actual Painter would be saved to a less rich SVG (composite elements would be lost).

You do not load SVG to Painter, nor save Painter to SVG. You RENDER it...

For editing, we would need some other sort of structure. It is true, however, that SVG parser should perhaps you some higher-level interface than Painter, that would be able to bind to Painter easily.

BUT we are not going to transform Painter to SVG document.

Mirek