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Subject: Re: Graphic primitives tree in Painter  
Posted by [koldo](#) on Wed, 14 Sep 2011 06:41:18 GMT  
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Hello Mirek

Quote:BUT we are not going to transform Painter to SVG document.  
There is VERY short distance between Painter and a SVG document. In fact in some areas  
Painter clones SVG.

Weeks ago I worked in both areas and it is a pity that it would be necessary to do a Painter SVG  
parser and just a SVG parser, when they are so close.

It is just adding hierarchy to Painter.

PD: The editor can wait. If Painter would have hierarchy, it can be added later without the need of  
recreating Painter.

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