Subject: New example: Text to SVG path converter
Posted by mirek on Wed, 19 Feb 2020 15:00:11 GMT
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I have needed something to do this and it ended as quite nice small utility and in examples folder...

BTW, the conversion routine is surprisingly simple in U++:

```
struct TextToSvg : FontGlyphConsumer {
 String t;

 void Put(Pointf p);

 virtual void Move(Pointf p);
 virtual void Line(Pointf p);
 virtual void Quadratic(Pointf p1, Pointf p2);
 virtual void Cubic(Pointf p1, Pointf p2, Pointf p3);
 virtual void Close();
};

void TextToSvg::Put(Pointf p)
{
 t << Format("%.2f %.2f ", p.x, p.y);
}

void TextToSvg::Move(Pointf p)
{
 t << 'M';
 Put(p);
}

void TextToSvg::Line(Pointf p)
{
 t << 'L';
 Put(p);
}

void TextToSvg::Quadratic(Pointf p1, Pointf p)
{
 t << 'Q';
 Put(p1);
 Put(p);
}
```

```
void TextToSvg::Cubic(Pointf p1, Pointf p2, Pointf p)
{
 t << 'C';
 Put(p1);
 Put(p2);
 Put(p);
}

void TextToSvg::Close()
{
 t << 'Z';
}

String TextToSvgPath(double x, double y, const char *text, Font fnt, bool singleline)
{
 WString ws = ToUnicode(text, CHARSET_DEFAULT);
 TextToSvg t;
 for(const wchar *s = ~ws; *s; s++) {
  fnt.Render(t, x, y, *s);
  x += fnt[*s];
  if(!singleline)
   t.t << "\n";
 }
 return t.t;
}
```

File Attachments

1) TextToSvg.png, downloaded 378 times