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Subject: edit and generate new SVGs

Posted by [idkfa46](#) on Mon, 03 Jan 2022 15:20:44 GMT

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Hi guys,

for a new project, I have to massively edit and generate SVG files.

Can I efficiently manage it with UPP, or do you suggest a different solution?

The main required actions starting from a defined file should be:

- rotate

- resize

- stretch

- set colour

- fill with a pattern

Is there any example available?

Thanks for your support,

Matteo

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