

---

Subject: edit and generate new SVGs

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

[View Forum Message](#) <> [Reply to Message](#)

---

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

---

---

Subject: Re: edit and generate new SVGs

Posted by [Klugier](#) on Mon, 03 Jan 2022 17:33:50 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

Hello,

I am not SVG expert in Upp, but here is the example you could look and analyze. It should support exactly the same operation as Painter does.

Klugier

---