
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

Subject: Re: edit and generate new SVGs
Posted by [Klugier](#) on Mon, 03 Jan 2022 17:33:50 GMT
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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
