
Subject: Graphic primitives tree in Painter
Posted by [koldo](#) on Mon, 12 Sep 2011 06:58:18 GMT
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Hello Mirek

About SVGPainter and SVGRender, now in SVG you can do some kind of graphic primitives containing more basic ones.

I mean you can define a kind of flowchart, that contains arrows, that are made of lines. You define the arrow once and put it in different places with different scales and rotations in your drawing.

Is it possible to do something like this in actual Painter?

In addition it would be great if it would be some means to know which primitives are in certain (x, y) location.

Subject: Re: Graphic primitives tree in Painter
Posted by [mirek](#) on Mon, 12 Sep 2011 12:28:33 GMT
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koldo wrote on Mon, 12 September 2011 02:58Hello Mirek

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You would need to make some storage of such composite elements.

IMO, you are starting at wrong end. I would take care about low-level SVG first (means shapes, fills, strokes). That would make it render most icons and similar stuff.

Mirek

Subject: Re: Graphic primitives tree in Painter
Posted by [koldo](#) on Tue, 13 Sep 2011 05:48:39 GMT
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mirek wrote on Mon, 12 September 2011 14:28koldo wrote on Mon, 12 September 2011

02:58Hello Mirek

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Mirek

Hello Mirek

You are right as it is not strictly necessary to add to Painter this composite elements.

However there would be some reasons:

- A SVG file loaded to actual Painter would be saved to a less rich SVG (composite elements would be lost).
- A richer Painter would let to implement very easily vector graphic editors:
 - SVG editor
 - Map editor
 - Flowchart editor
 - ...

Subject: Re: Graphic primitives tree in Painter
Posted by [Novo](#) on Wed, 14 Sep 2011 03:44:54 GMT
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AFAIK, commercial 2D renderers use hierarchical structures. And in case of multi-threaded renderers they make a lightweight snapshot of this structure and modify it.

Just my two cents.

Subject: Re: Graphic primitives tree in Painter
Posted by [mirek](#) on Wed, 14 Sep 2011 06:09:43 GMT
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koldo wrote on Tue, 13 September 2011 01:48mirek wrote on Mon, 12 September 2011 14:28koldo wrote on Mon, 12 September 2011 02:58Hello Mirek

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Hello Mirek

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You do not load SVG to Painter, nor save Painter to SVG. You RENDER it...

For editing, we would need some other sort of structure. It is true, however, that SVG parser should perhaps you some higher-level interface than Painter, that would be able to bind to Painter easily.

BUT we are not going to transform Painter to SVG document.

Mirek

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.

Subject: Re: Graphic primitives tree in Painter
Posted by [koldo](#) on Wed, 14 Sep 2011 12:11:58 GMT
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However there are many things to do and few time

I will prepare a SVG parser to a hierarchical primitive structure that will let render it to Painter, modify it and save it to SVG file.
