

SVG GRAPHICS

some demos and discussion

context 2020 meeting

Wrapup

- It expands to for Scalable Vector Graphics.
- It is an example of application xml turned standard.
- It started out simple, kind of expanded PostScript in xml format.
- It took a while to be picked up as output format.

- In practice you get the same messy build-up as in other vector formats.
- This is a side effect of often unstructured editing.¹

¹ Afterwards Hraban gave a demonstration of editing in Inkscape and there was some discussion about this aspect

Properties

- Properties can be set as attributes to an element (key/values).
- Properties can be set in the `style` attribute (semicolon separated key/values).
- Properties can be set via one or more `class` assignments.
- Properties can be bound to a specific element
- Properties can be inherited from an ancestor (somewhat vague).
- Properties can be redundant (nested), overloaded (parent, style), editors can add their own. etc. ... it's kind of a mess.

Side effects

```
1 \usemodule[gnuplot]
```

```
2 \externalfigure
```

```
3 [context-2020-gpdemo.gp]
```

```
4 [conversion=svg,width=4cm,
```

```
5 background=color,backgroundcolor=white]
```

```
6 \externalfigure
```

```
7 [context-2020-gpdemo.gp]
```

```
8 [conversion=svg,width=6cm,
```

```
9 background=color,backgroundcolor=white]
```

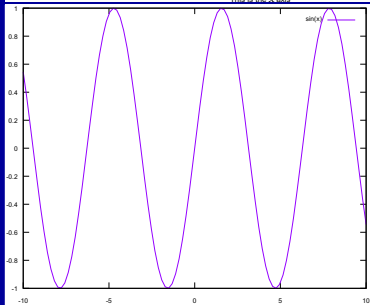
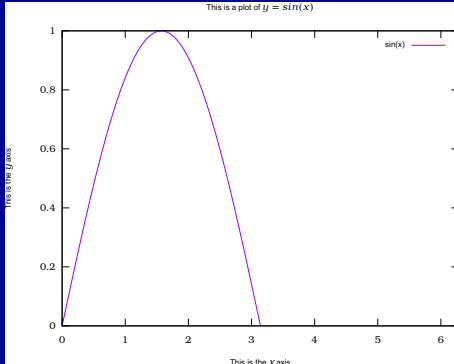
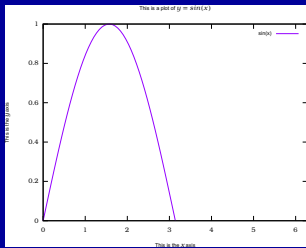
```
10 \scale
```

```
11 [height=4cm]
```

```
12 {\framed
```

```
13 [background=color,backgroundcolor=white]
```

```
14 {\includegnuplotsvgfile[context-2020-sin.svg]}}
```



Simple examples

Some examples were shown (they can be found in manuals):

1 `svg-lmtx-context.lua`

2 `svg-lmtx-microsoft.lua`

3 `svg-lmtx-mozilla.lua`

4 `svg-lmtx-xahlee.lua`

Also some examples were shown from the Math4All project.