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# Manual for wxSVGFileDC

by Chris Elliott

## Contents

Copyright notice  
wxSVGFileDC

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C  
ontents  
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Contents  
D  
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**Copyright notice**

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\$#+K!wxSVGFileDC

wxSVGFileDC

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K\_wxSVGFileDC  
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## **wxSVGFileDC**

A `wxSVGFileDC` is a *device context* onto which graphics and text can be drawn, and the output produced as a vector file, in the SVG format (see <http://www.w3.org/TR/2001/REC-SVG-20010904/> ). This format can be read by a range of programs, including a Netscape plugin (Adobe), full details at <http://www.w3.org/Graphics/SVG/SVG-Implementations.htm>8 Vector formats may often be smaller than raster formats.

The intention behind `wxSVGFileDC` is that it can be used to produce a file corresponding to the screen display context, `wxSVGFileDC`, by passing the `wxSVGFileDC` as a parameter instead of a `wxSVGFileDC`. Thus the `wxSVGFileDC` is a write-only class.

As the `wxSVGFileDC` is a vector format, raster operations like `GetPixel` are unlikely to be supported. However, the SVG specification allows for PNG format raster files to be embedded in the SVG, and so bitmaps, icons and blit operations into the `wxSVGFileDC` are supported.

A more substantial SVG library (for reading and writing) is available at <http://www.xs4all.nl/~kholwerd/wxstuff/canvas/htmlDocbook/aap.html>

### **Derived from**

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`wxSVGFileDC`

`wxSVGFileDC`

`rowse00004`

`wxSVGFileDC`

`enableButton("Up");ChangeButtonBinding("Up", "JumpId(^svg.hlp', `topic1')")`