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Manual for wxSVGFileDC

by Chris Elliott

Contents

Copyright notice
wxSVGFileDC

C
ontents
C
ontents
b
rowse00001
K
Contents
D
isableButton("Up")

Copyright notice

Copyright notice
topic0
browse00002
Copyright notice
DisableButton("Up")

\$#+K!wxSVGFileDC

wxSVGFileDC

w_xSVGFileDC
t_opic1
b_rowse00003
K_wxSVGFileDC
D_isableButton("Up")

\$#+K! 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

^w wxSVGFileDC
^w wxSVGFileDC
^browse00004
^K wxSVGFileDC
^EnableButton("Up");ChangeButtonBinding("Up", "JumpId(^svg.hlp', `topic1')")