

## SVG Graphics

### Some demos and a discussion

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#### SVG ...

- expands to ‘Scalable Vector Graphics’.
- is an example of application XML turned standard.
- started out simple, kind of expanded PostScript in XML format.
- 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. (Afterwards Hraban gave a demonstration of editing in Inkscape and there was some discussion about this aspect.)

#### Properties ...

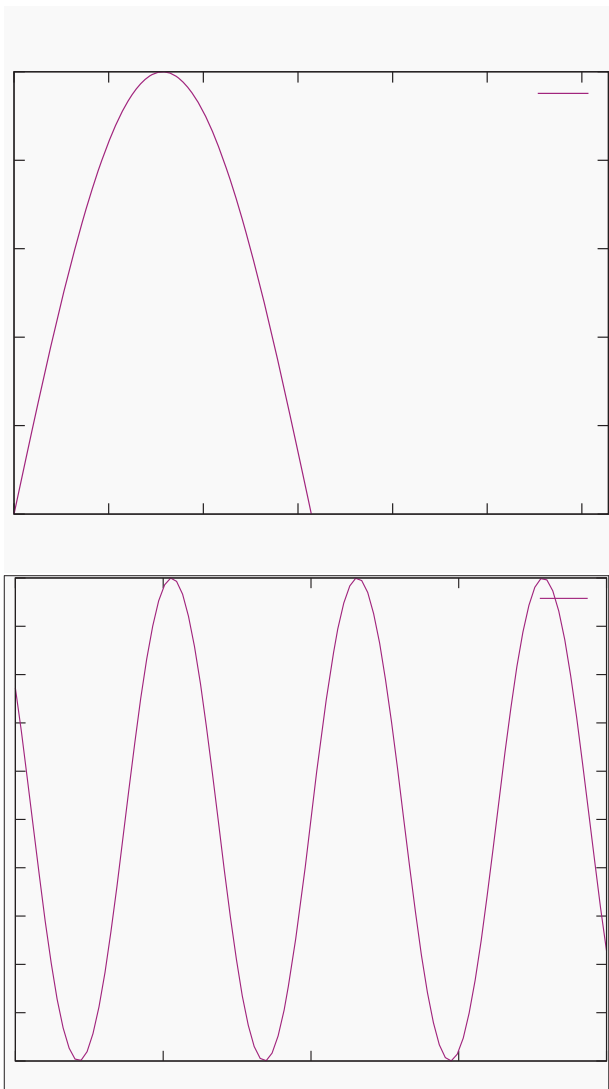
- can be set as attributes to an element (key/values).
- can be set in the `style` attribute (semicolon separated key/values).
- can be set via one or more `class` assignments.
- can be bound to a specific element.
- can be inherited from an ancestor (somewhat vague).
- can be redundant (nested), overloaded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

#### Side effects

```
\usemodule[gnuplot]

\externalfigure
  [context-2020-gpdemo.gp]
  [conversion=svg,width=8cm,
   background=color,backgroundcolor=white]

\scale
  [width=8cm]
  {\framed
   [background=color,backgroundcolor=white]
   {\includegnuplotsvgfile[context-2020-sin.svg]}}
```



## Simple examples

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

```
svg-lmtx-context.lua  
svg-lmtx-microsoft.lua  
svg-lmtx-mozilla.lua  
svg-lmtx-xahlee.lua
```

Also some examples were shown from the Math4All project.