

#\$+K!

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")

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_xSVGFileDC
w_xSVGFileDC
b_rowse00004
K_wxSVGFileDC
E_nableButton("Up");ChangeButtonBinding("Up", "JumpId(^svg.hlp', `topic1')")
```