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].

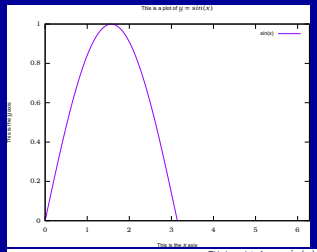
[1] Afterwards Hraban gave a demonstration of editing in InkScape and there was some discussion about this aspect

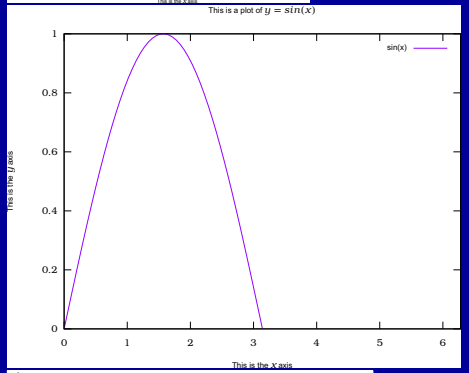
Properties

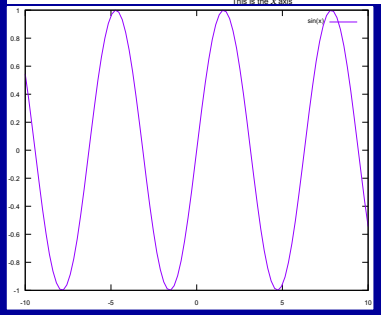
- Properties can be set as attributes to an element (key/values).
- Properties can be set in the `style` attribute (semicolon separated key/values).
- Properties can be set via one or more `class` assignments.
- Properties can be bound to a specific element
- Properties can be inherited from an ancestor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

Side effects

```
\usemodule[gnuplot]

\externalfigure
  [context-2020-gpdemo.gp]
  [conversion=svg,width=4cm,
   background=color,backgroundcolor=white]

\externalfigure
  [context-2020-gpdemo.gp]
  [conversion=svg,width=6cm,
   background=color,backgroundcolor=white]

\scale
  [height=4cm]
  {\framed
     [background=color,backgroundcolor=white]
     {\includegnuplotsvgfile[context-2020-sin.svg]}}
```


This is a plot of $y = sin(x)$
sin(x)
This is the y axis
This is the x axis


This is a plot of $y = sin(x)$
sin(x)
This is the y axis
This is the x axis


sin(x)

Simple examples

Some examples were shown (they can be found in 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.