

# Write SVG files

```
void write_svg_files(  
    std::string const & output_path  
    , unsigned int const & frame_number  
    )  
{  
    std::string const filename = output_path  
        + util::generate_filename(  
            "/my_own_file_name"  
            , frame_number  
            , "svg"  
            );  
  
    glue::svg_draw(filename, engine, parameters);  
}
```

# Do Simulation Step

```
void do_simulation_step()
{
    unsigned int const object_label = util::to_value<unsigned int>(
        settings.get_value("object_label", "1")
    );

    glue::Phase const object = glue::make_phase(engine, object_label);

    std::vector<double> px;
    std::vector<double> py;

    glue::get_sub_range_current(engine, object, px, py);

    std::vector<double> px_new = px;
    std::vector<double> py_new = py;

    for (unsigned int i = 0u; i != py_new.size(); ++i)
    {
        px_new[i] += 0.01;
        py_new[i] += 0.01;
    }

    glue::set_sub_range_target(engine, object, px_new, py_new);
}
```