

Why svg files?

- Writing svg files are convenient as these are ascii based vector graphics file. Hence, to make pretty pictures of how the mesh deforms during simulation on a server without a visual display is much more easier with svg files.
- One simply include the header file `glue_svg_draw.h` file and then at appropriate place in the code write
 - `std::string filename = util::generate_filename("frame", i, "svg");`
 - `glue::svg_draw(filename, engine, parameters);`
- Here “i” is the frame number being drawn. The `util::generate_filename` function is quite useful for adding a trailing number with padded zeros to the filename one desires to use. That is pretty much it. More details can be found in the header file `glue_svg_draw.h`
- Most internet browsers supports viewing of svg-files. Otherwise inkscape and GIMP are there good choices. See also STEP 8 for advice on how to convert svn-files to other formats.

How to use util::ConfigFile

This utility feature is used in almost all demos