

# SVGDrawer User Guides

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Some Place

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## VISION

Precisely Drawing SVG with Script Programming Language

**Technology Path:** Creating svg file with program

**Programming Language:** Script language (JavaScript)

**Programming Environment:** Node.js

# File Scheme

## STEP 1 – Initialization

```
var SVGDrawer = require('drawsvg');  
var drawer = new SVGDrawer();
```

## STEP 2 – Draw something

```
theAttr={};  
theAttr['x'] = 25;  
...  
drawer.element('text', theAttr );  
drawer.popData();
```

## STEP 3 – Save in svg file

```
var fileName = "grad.svg";  
drawer.setFileName( fileName );  
// draw something  
drawer.close();
```

# Example – Draw Circle

```
var SVGDrawer = require('drawsvg');
var drawer = new SVGDrawer();

var fileName = "foo.svg";
drawer.setFileName( fileName );
drawer.header();

var origin_x = 300;
var origin_y = 300;

// svg
theAttr={};
theAttr['width'] = '100%';
theAttr['height'] = '100%';
theAttr['version'] = '1.1';
theAttr['xmlns']="http://www.w3.org/2000/svg";
drawer.element('svg', theAttr, '');

// line
theAttr={};
theAttr['x1'] = origin_x;
theAttr['y1'] = origin_y;
theAttr['x2'] = parseInt( origin_x ) + 300;
theAttr['y2'] = origin_y;
theAttr['style'] = 'stroke-width:1;stroke:rgb(0,0,0)';
theAttr['marker-end'] = 'url(#Triangle)';
drawer.element('line', theAttr );
drawer.popData();

drawer.popData();
drawer.close();
```

## Setting Attributions

```
theAttr={};  
theAttr['width'] = '100%';
```

## Adding New Tag

```
drawer.element('line', theAttr )  
drawer.pop();
```

# Basic Methods

## Setting File Name

```
var fileName = "grad.svg";  
drawer.setFileName( fileName );
```

## Save to SVG File

```
drawer.svg();
```

## Show JSON Formate Data

```
drawer.show();
```

# SVG Attributions

```
theAttr={};  
theAttr['width'] = '100%';  
theAttr['height'] = '100%';  
theAttr['version'] = '1.1';  
theAttr['xmlns'] = "http://www.w3.org/2000/svg";  
theAttr['xmlns:xlink']="http://www.w3.org/1999/xlink";  
drawer.element('svg', theAttr, '');  
// ...  
drawer.popData();
```

## SVG Code

```
<svg width="100%" height="100%" xmlns="http://www.w3.org/2000/svg"  
      xmlns:xlink="http://www.w3.org/1999/xlink">  
  ...  
</svg>
```



# SVG Description Tag

```
drawer.writeComment("---This is a comment---");
```

## SVG Code

```
<desc>-----  
<desc>---This is a comment---</desc>
```

# Draw Rectangle



```
theAttr={};  
theAttr['id'] = 'rectElement';  
theAttr['x'] = '250';  
theAttr['y'] = '300';  
theAttr['width'] = '250';  
theAttr['height'] = '200';  
theAttr['fill'] = 'rgb(255,255,0)';  
drawer.element('rect', theAttr );  
drawer.popData();
```

# Draw Curve



```
var path = 'M 540 140 Q 490 180 510 240';
theAttr={};
theAttr['id'] = 'myCurve';
theAttr['d'] = path;
theAttr['fill'] = 'none';
theAttr['stroke'] = "black";
theAttr['stroke-width'] = 1;
drawer.element('path', theAttr );
drawer.popData();
```

# Draw Curve



```
var path = 'M 540 140 Q 490 180 510 240';  
theAttr={};  
theAttr['id'] = 'myCurve';  
theAttr['d'] = path;  
theAttr['fill'] = 'none';  
theAttr['stroke'] = "black";  
theAttr['stroke-width'] = 1;  
drawer.element('path', theAttr );  
drawer.popData();
```

## SVG Code

```
<path id="myCurve" d="M 540 140 Q 490 180 510 240"  
      fill="none" stroke-width="1" stroke="black">  
</path>
```

# Draw Arc



```
var style = {'stroke': "black",  
'stroke-width': "1",  
'stroke-dasharray':"4 2 "};  
var path = 'M 500 350 A 150  
150 0 0 0 575 330 ';  
theAttr={};  
theAttr['id'] = 'M';  
theAttr['d'] = path;  
theAttr['fill'] = 'none';  
theAttr['style'] = style;  
drawer.element('path', theAttr );  
drawer.popData();
```

## SVG Code

```
<path id="M" d="M 500 350 A 150 150  
0 0 0 575 330 " fill="none" stroke="black"  
stroke-width="1" stroke-dasharray="4 2 " >  
</path>
```

# Draw Line



```
theAttr={};  
theAttr['x1'] = 0 ;  
theAttr['y1'] = 0 ;  
theAttr['x2'] = 0 ;  
theAttr['y2'] = 70 ;  
theAttr['stroke-width'] = 1;  
theAttr['stroke'] = 'black';  
theAttr['marker-end'] = 'url(#T)';  
drawer.element('line', theAttr );  
drawer.popData();
```

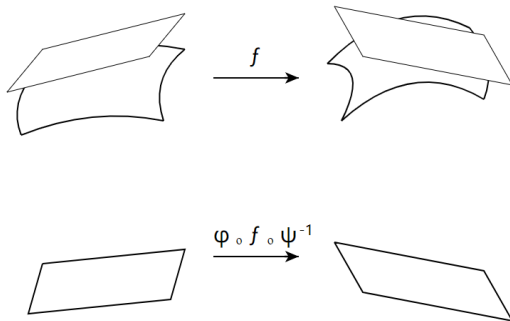
## SVG Code

```
<line x1="0" y1="0" x2="0" y2="70" stroke-width="1"  
      stroke="black" marker-end="url(#T)">  
</line>
```

# Animate

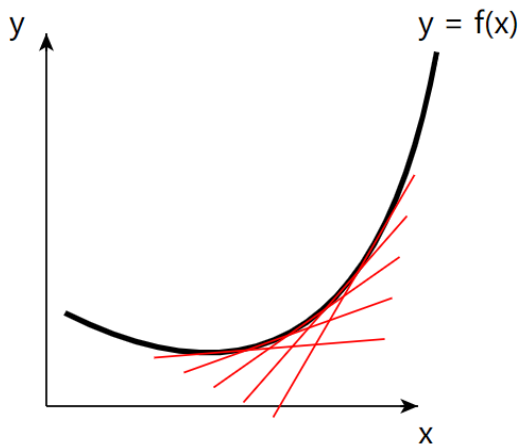
```
var thePathes = [];  
thePathes.push("M -10 200 C 150 100 300 300 450 200")  
thePathes.push("M -10 200 C 150 300 300 100 450 200")  
thePathes.push("M -10 200 C 150 100 300 300 450 200")  
  
theAttr={};  
theAttr['id', 'P'];  
theAttr['d', "M 0 200 C 100 0 200 400 300 200");  
theAttr['fill', "none" );  
theAttr['stroke', "#804");  
theAttr['stroke-width', 3];  
drawer.element('path', theAttr );  
  
theAttr={};  
theAttr['attributeName', 'd');  
theAttr['dur', '1s');  
theAttr['repeatCount', 'indefinite');  
theAttr['values', thePathes.join(";") );  
drawer.element('animate', theAttr );  
drawer.popData();  
  
drawer.popData();
```

## Manifold

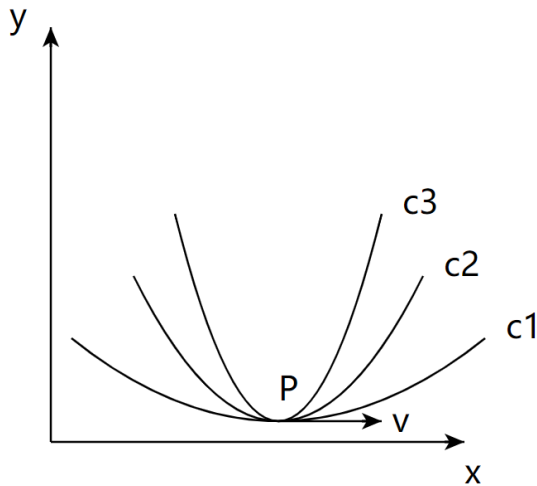




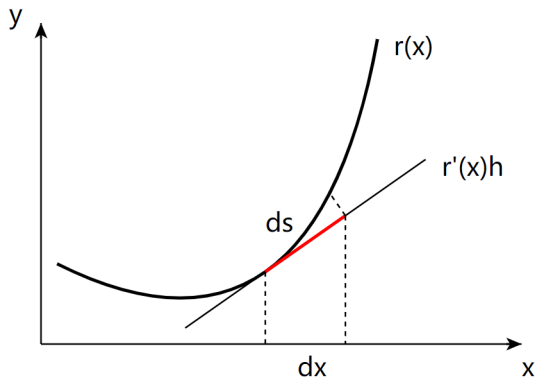
## Tangent Bundle



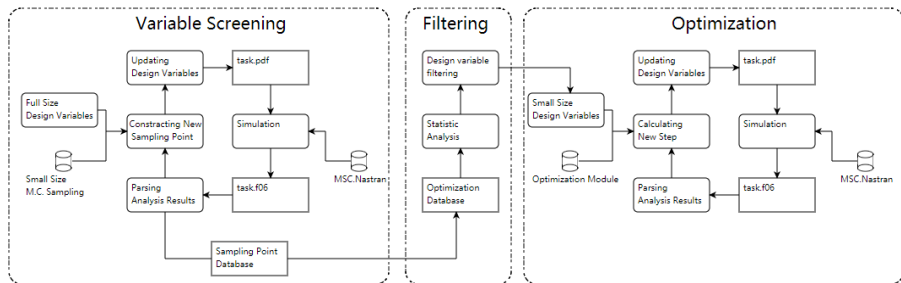
## Vector Equivalent



## Tangent Space



## Complicate Process



# X-Y Coordinate System

```
function xyCoordSystem( length )
{
    drawer.desc("X Coordinate axis");
    var theLine = drawer.append("line");
    theLine.attr( 'x1', origin_x )
    theLine.attr( 'y1', origin_y )
    theLine.attr( 'x2', origin_x + parseFloat( length ) )
    theLine.attr( 'y2', origin_y )
    theLine.attr( 'marker-end', 'url(#Triangle)');
    theLine.attr( 'style','stroke-width:1;stroke:black; stroke-width: 1;');
    theLine.pop();

    drawer.desc("Y Coordinate axis");
    var theLine = drawer.append("line");
    theLine.attr( 'x1', origin_x )
    theLine.attr( 'y1', origin_y )
    theLine.attr( 'x2', origin_x )
    theLine.attr( 'y2', origin_y - parseFloat( length ) )
    theLine.attr( 'marker-end', 'url(#Triangle)');
    theLine.attr( 'style','stroke-width:1;stroke:black; stroke-width: 1;');
    theLine.pop();
}
```

# Quadratic Biezier Curve

```
function QBiezierCurve( p1, p2, p3, theID )
{
    var p1_svg = drawer.toUpwardCoord(p1[0], -p1[1], 0.0, origin_x, origin_y );
    var p2_svg = drawer.toUpwardCoord(p2[0], -p2[1], 0.0, origin_x, origin_y );
    var p3_svg = drawer.toUpwardCoord(p3[0], -p3[1], 0.0, origin_x, origin_y );

    var path = 'M ' + p1_svg[0] + ' ' + p1_svg[1] + ' ';
    path += 'Q ' + p2_svg[0] + ' ' + p2_svg[1] + ' ';
    path += p3_svg[0] + ' ' + p3_svg[1] + ' ';

    // path
    var myPath = drawer.append("path");
    myPath.attr('id', theID );
    myPath.attr('d', path);
    myPath.attr('fill','none');
    myPath.attr('style','stroke-width:1;stroke:black; stroke-width: 2;');
    myPath.pop();
}
```

- Download node.js (<https://nodejs.org/>), and install
- Create working directory, for example "d://foo"
- Create a directory named as "node\_modules" in working directory
- Copy svg.js into node\_modules directory
- Create a file with textpad in working directory, and write the JavaScript codes into it
- Save the text file, for example "foo.js"
- Start => Windows PowerShell => Windows PowerShell
- Input "cd d://foo", and click enter key
- Input "node foo.js", and click enter key

# References



John Smith (2012)

Title of the publication

*Journal Name* 12(3), 45 – 678.



SVG. <https://www.w3.org/TR/SVG/>



# The End