SvgCreate

Creates an svg from size (blank document), filepath or raw data.

> **Important Note:** Before r21155 (3157905) the provided callback was only fired **once** after the function had performed its task. This is no longer the case - each SVG can now store a single callback function (optional) which is fired **every time** the SVG texture has been changed/updated.

Syntax

```
svg svgCreate ( int width, int height [, string pathOrRawData, function callback ( element svg ) ] )
```

Required Arguments

- **width:** Desired width, preferably power of two (16, 32, 64 etc.), maximum is 4096
- **height :** Desired height, preferably power of two (16, 32, 64 etc.), maximum is 4096

Optional Arguments

NOTE: When using optional arguments, you might need to supply all arguments before the one you wish to use. For more information on optional arguments, see optional arguments.

- **pathOrRawData:** A string representing the path to your SVG file, or the raw SVG data
- **callback:** A callback function which is stored on the SVG and fired every time the SVG texture is updated (for example, via svgSetDocumentXML).

Note: See svgSetUpdateCallback for setting an svg's callback function after it has been created.

Returns

- Returns an svg if created successfully, *false* otherwise.