



build it

- `npm install`
- `./node_modules/malta/src/bin.js build.json`
- open index.html

Create a new object simply calling the Leonardo function:

```
var L = Leonardo (300, 200, {id : "trial"});
```

parameters:

- **width** : the width in pixels (required)
- **height** : the height in pixels (required)
- **attrs** : an hash of required attributes for the <svg> tag

for *svg namespaces* is enough just to pass a ns element containing an array containing one or more from the following set :

```
['cc', 'dc', 'ev', 'rdf', 'svg', 'xlink']
```

if all are needed is enough to pass '*'.

Now that we have L we can add the following

tags

- <desc> :

```
L.desc('This is the description of my svg')
```

- <line> :

```
L.line(x1,y1, x2,y2)
```

- <polyline> :

```
L.polyline(x1,y1, x2,y2 [,x3,y3[, ...]])
```

- <image> :

```
L.image(x, y, width, height, src);
```

- `<path>` :

- `<circle>` :

- `<ellipse>` :

- `<rect>` :

- `<polygon>` :

- `<text>` :

- `<title>` :

- `<testPath>` :

- `<group>` :

- `<script>` :

transformations

animate

filters

L.filters.IGrad

L.filters.rGrad

utilities

- `pathBuild`