



build it

```
> npm install
```

```
> npm run build
```

try it

```
> npm start
```

open <http://localhost:4567> (<http://localhost:4567>) (or at the port set on `src/vars.json` in the `SERVER.PORT`)

use it

First of all in your html include *Leonardo.js* in the `<head>` tag:

```
<script src="path/to/Leonardo.js"></script>
```

Now create another `<script>` tag to use *Leonardo.js*:

```
<script>
  var L = Leonardo (300, 200, {id : "target"});
</script>
```

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 we can create new Elements through L.

tags

Every function listed below creates a `Element` instance, and thus benefits the following instance methods: `attrs`, `styles`, `add`, `on`, `off`, `clone`, `trans`, `rotate`, `scale`, `mirrorO`, `mirrorV` and `move`. I will describe all them soon.

Once these elements are created at some point they must be added either directly to the root `<svg>` tag either to a `<g>` group element (same here for `<g>`).

```
L.add(as, many, elements, as, needed)
```

`<desc>`

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

Returns a `<desc>` tag containing the text passed to it

`<image>`

```
var image = L.image(x, y, w, h, src)
```

Returns a `<image>` tag positioned at `P{x,y}`; about `w` and `h` are meant to be the clearly the sizes but real image size will win on it, in the end the ratio cannot be modified.

`<line>`

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

Returns a `<line>` tag representing a segment starting from `P1(x1,y1)` and ending in `P2(x2,y2)`. Here could be useful to use the `attrs` function to, for example, style the line:

```
var line = L.line(...).attrs({"stroke-width" : 1.5, "stroke" : 'green'});
```

`<polyline>`

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

creates a `polyline` which can even be opened (does not close it automatically).