Glass Pattern Builders

Key Technical Issues
April 21, 2018

Potrace

2 ← **(Local) Server**

Home Page

1

Upload Pattern or Select From Library

Website

3

Modify Color and Arrows of Individual Pieces

4

Printer

5 ←

Resize Pattern & Send to Print
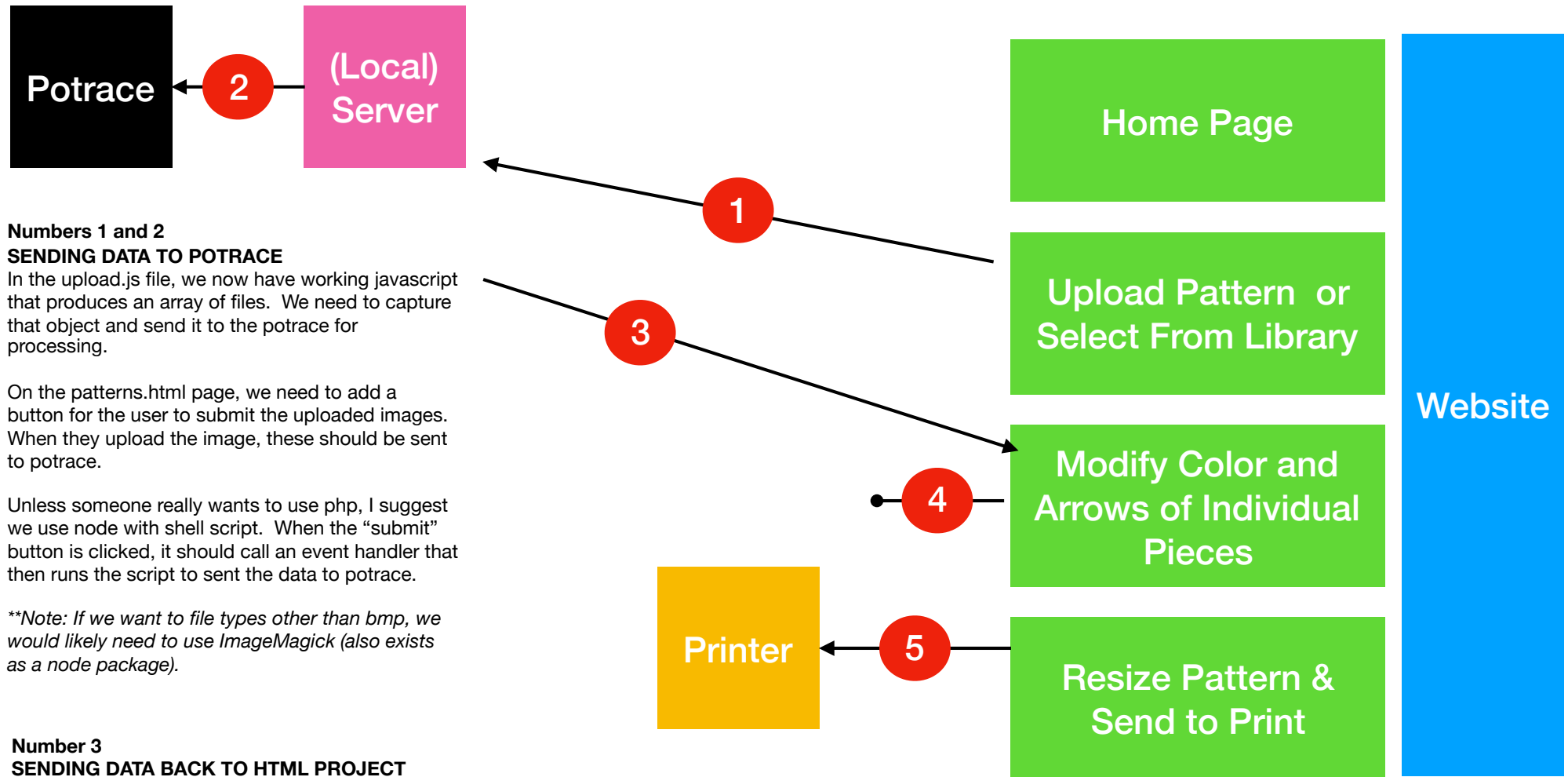
Numbers 1 and 2
SENDING DATA TO POTRACE
In the upload.js file, we now have working javascript that produces an array of files. We need to capture that object and send it to the potrace for processing.

On the patterns.html page, we need to add a button for the user to submit the uploaded images. When they upload the image, these should be sent to potrace.

Unless someone really wants to use php, I suggest we use node with shell script. When the "submit" button is clicked, it should call an event handler that then runs the script to sent the data to potrace.

**Note: If we want to file types other than bmp, we would likely need to use ImageMagick (also exists as a node package).

Number 3
SENDING DATA BACK TO HTML PROJECT
When Potrace sends its data back, creates an SVG file. We need to 1) number the individual paths (possibly ignoring the first element); 2) display that numbering in the SVG file; and 3) add a marker or element that serves as a placeholder for the arrows for the user to add these. So we need to come up with the ideal structure for the SVG with respect to these items. Once we have that, we need to write a program or script that modifies the output from Potrace to add on this additional mark-up language in the SVG file. That modified svg file is what should be returned to the HTML Project for display to the user.

Number 4
USER MODIFICATION OF THE RETURNED SVG FILE
We need to program the javascript that enables the user to 1) select a piece; 2) modify the piece (change color, add or change arrow).

Number 5
RESIZING AND SEND TO PRINT
We need to be able to resize the entire pattern, and then to send it for printing.