A Cheat Sheet for SnapSVG

1 Conventions

`codeWord`	code word
variable	variable
attrNameValue	attribute name-value "*arrtName*: *arrtValue*,"
arrtName	attribute name (Sec. 5.1)
arrtValue	attribute value (Sec. 5.1)
object	SVG object
x_i, y_i	point P_i at (x_i, y_i)
x_i^c, y_i^c	control point P_i^c at (x_i^c, y_i^c)
cx, cy	center point P_C at (cx, cy)
w	width
h	height
r	radius
string	string in qoute "`a`" or '`a`'
r_x	aaa
r_y	aaa
β_r	x axis rotation (Sec. 3.1)
f_{la}	large arc flag (Sec. 3.1)
f_s	sweep flag (Sec. 3.1)

2 Objects

`line`(x_1, y_1, x_2, y_2)
`rect`(x_1, y_1, w, h)
`circle`(cx, cy, r)
`ellipse`(x_1, y_1, x_2, y_2)
`polyline`$(x_1, y_1, x_2, y_2, \ldots, x_N, y_N)$
`polygon`$([x_1, y_1, x_2, y_2, \ldots, x_N, y_N])$
`path` (Sec. 3)
`text` (Sec. 4)

2.1 Attributes

`stroke`	*color*
`strokeWidth`	*number*
`strokeOpacity`	*opacity*
`fill`	*color*

3 Path

`path`(*pathDescription*)
See https://www.w3.org/TR/SVG/paths.html#PathData

3.1 Path Description

`M` x_1 y_1	move to point P_1 at (x_1, y_1)
`Z`	close path
`L` x_2 y_2	line to point P_2 at (x_2, y_2)
`H` x_2	horizontal line to P_2 at (x_2, y_1)
`V` y_i	vertical line to P_2 at (x_1, y_2)
`C` x_1^c y_1^c x_2^c y_2^c x_2 y_2	curve to P_2 with control points P_1^c and P_2^c
`S` x_2 y_2 ??	smooth curve to point P_2 at (x_2, y_2)
`Q` x_1^c y_1^c x_2 y_2	quadratic Bezier to point P_2 at (x_2, y_2)
`T` ??	smooth quadratic Bezier to
`A` r_x r_y β_r f_{la} f_s x_2 y_2	elliptic arc ending at (x_2, y_2)

3.2 Attributes

in addition to Sec. 2.1

`strokeDasharray`	"`5, 1`", "`5, 1, 2`", ...

4 Text

`text`$(x_i, y_i, string)$
x_i, y_i starting point at (x_i, y_i)
string text in qoute

4.1 Attributes

in addition to Sec. 2.1

`fontFamily`	*fontFamily*
`fontSize`	*fontSize*
`fontStyle`	*fontStyle*
`fill`	*color*

5 Attribute

element.`attr`$(\{attrName: \ attrValue, \ldots\})$	set value
$a =$ *element*.`attr`().*attrName*;	get value

5.1 Some Attribute Names

`x`	*number*
`y`	*number*
`cx`	*number*
`cy`	*number*
`cursor`	*cursor*
`stroke`	*color*
`fill`	*color*
`fontFamily`	*fontFamily*
`fontSize`	*fontSize*

5.2 Some Attribute Values

number	"`any_positive_number`"
color	"`red`", "`blue`", "`green`",
cursor	"`pointer`",
fontFamily	"`Sans-Serif`"
fontStyle	"`normal`", "`italic`", "`oblique`", "`inherit`"
fontSize	"`12px`", ...
fontWeight	"`normal`", "`bold`", "`bolder`", "`lighter`", "`100`", ..., "`900`"
opacity	"`n`" where $0 \leq n \leq 1$

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https://github.com/halukbingol/zintCheatSheet-SnapSVG
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