

Viewer dependencies:

1. A json parser
2. A svg/xml parser
3. must implement nodes?

1 Top level fields

1. classes
2. differentials
3. structure lines
4. general vector graphics (svg??)
5. draw order
6. Differential bidegree
7. Projection – ["t - s", "s"]
8. Node types (how do we deal with anchors etc?) – SVG has no notion of a node, so we have to define this ourselves copying tikz. We need some standard dimensions, both scalar and dimensional arithmetic.
9. style list
10. list of filter-style pairs

Plot primitives

1. title
2. axes style
3. grid style
4. scaling?

Styles – what are the precedence rules?

Probably all styles come in a list and specify in decreasing order of precedence? So it's the job of the editor to decide what the desired precedence is. The editor can also allow complicated styling filters – it needs to add a tag to every object

that matches the filter. So each style is a list of filters and a list of drawing options. What is a filter? Do we need to allow "or" of filter conditions or just "and"? "or" is implemented as a list of different styles.

use a mixture of svg and json?

```
{
  "classes" : [class1,...,classn],
  "differentials" : [differential1,...,
    differentialn],
  "structurelines" : [structline1,...,structlinen],
  many more optional fields (a projection, the
    grading of differentials, axes labels, grid,
    arbitrary annotations etc etc etc)
}
```