



# VECTOR GRAPHICS IN THE BROWSER WITH HAXE

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# VECTOR GRAPHIC

*“Vector graphics is the use of geometrical primitives such as points, lines, curves, and shapes or polygon(s), which are all based on mathematical expressions, to represent images in computer graphics”*  
- wikipedia





# DRAWING OPTIONS

SVG

Canvas

WebGL

Flash

Silverlight

Unity





# DRAWING OPTIONS

## PROS

SVG	Canvas
resolution independence	high performance
easy animations	best for raster graphics (ex. games, image manipulation and pixel-level manipulation)
XML / DOM (inspection)	





# DRAWING OPTIONS

## CONS

SVG	Canvas
complex scenes make it slow	no DOM
cross-browser issues	no animation API
no pixel drawing	no events





# SVG ISSUES

**SVG Filters** no IE9, iOS Safari, Android 4


**SVG Fonts** no IE9, Firefox

**SVG SMIL Animation** no IE9

**CSS Transition** no IE9 (always require vendor prefix)

**foreignObject** no IE9





```
1 <!DOCTYPE html>
2 <html>
3 <head>
4 <title>Svg Basics</title>
5 <style type="text/css">
6 rect, circle, line, path { stroke: #000; stroke-width: 4; fill: #00f; fill-opacity: 0.5; }
7 circle { fill: #f00; }
8 path { fill: none; }
9 </style>
10 </head>
11 <body>
12 <svg width="550" height="450" xmlns="http://www.w3.org/2000/svg" version="1.1">
13   <g transform="translate(-100,0) rotate(-20)">
14     <rect x="350" y="200" width="150" height="200"/>
15     <circle cx="200" cy="200" r="100"/>
16     <line x1="0" x2="400" y1="450" y2="450"/>
17     <path d="M0,350 Q100,200 200,350 T400,350"/>
18   </g>
19 </svg>
20 </body>
21 </html>
```



# SVG BASICS



# LIBRARIES

dhx	thx
JavaScript library to handle the DOM	general purpose cross-platform library







# THX

## color

```
var colorf = Rgb.interpolateSpectrumf();  
trace(colorf(0.0).toCss()); // #0000FF  
trace(colorf(0.2).toCss()); // #00CCFF  
trace(colorf(0.4).toCss()); // #00FF66  
trace(colorf(0.6).toCss()); // #66FF00  
trace(colorf(0.8).toCss()); // #FFCC00  
trace(colorf(1.0).toCss()); // #FF0000
```

## date utilities: parsing

```
trace(DateParser.parse("one week ago at noon"));  
// 2012-04-06 12:00:00
```





# THX

math: equations, scales  
data formats: csv, json, ini  
string format  
localization  
geographic projections  
graph: Sugiyama  
geometry layouts  
svg helpers





# DHX

dom handling:

attr

style

classed

html / text

prop

**data binding**

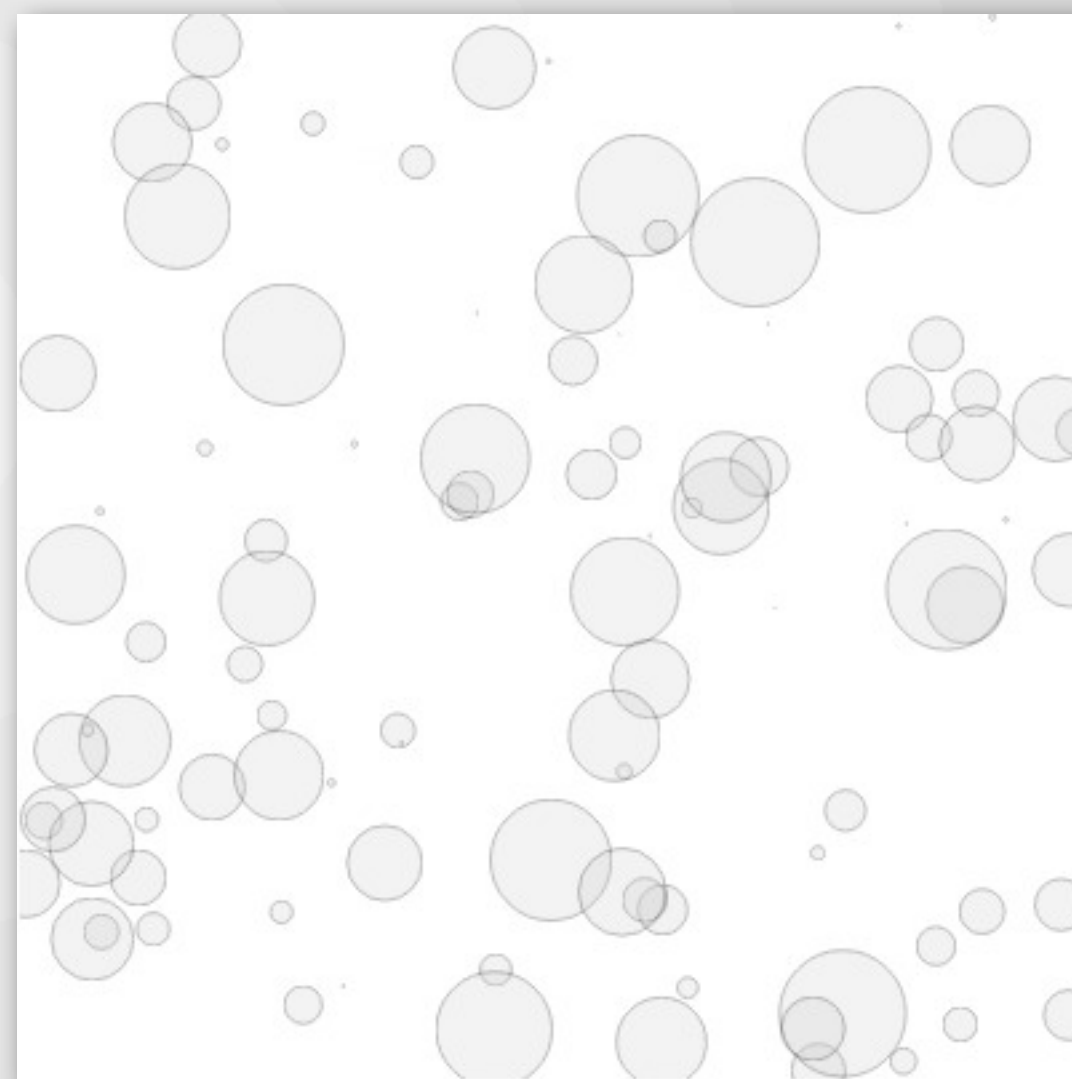




# RANDOM CIRCLES

```
static function main()
{
    var svg = Dom.select("#dhx").append("svg:svg")
        .attr("width").float(600)
        .attr("height").float(600);

    for(i in 0...100)
    {
        svg.append("svg:circle")
            .attr("cx").float(600 * Math.random())
            .attr("cy").float(600 * Math.random())
            .attr("r").float(25 * Math.random())
            .style("opacity").float(0.25)
            .style("fill").string("#cccccc")
            .style("stroke").string("#000000")
        ;
    }
}
```

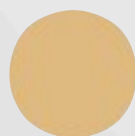




# DHX

## data binding

```
var data    = [1,2,4,8],  
    hscale = new Linear().domain([0,8]).range([0,100]).scale;  
svg.selectAll("circle")  
    .data(data)  
    .enter()  
    .append("svg:circle")  
    .attr("cx").floatf(function(_, pos : Int) return pos * 200 + 100)  
    .attr("cy").floatf(hscale)  
    .attr("r").floatf(hscale)  
    .style("fill").color(NamedColors.burlywood)  
;
```







# RANDOM CIRCLES

```
static function main()
{
    var size = 600, max = 30, radius = 80,
        svg = Dom.select("#dhx").append("svg:svg")
            .attr("width").float(size)
            .attr("height").float(size);

    function rand() {
        var r = Math.floor(Math.random() * radius),
            sw = Math.floor(Math.random() * r / 2),
            color = Rgb.interpolateRainbowf();
        function pos(s) return r + ((s - 2 * r) * Math.random());
        return {
            x : pos(size),
            y : pos(size),
            r : r - sw,
            sw : sw,
            color : color(Math.random())
        };
    }

    var dataset = [];
    new Timer(100).run = function() {
        if(Math.random() < 0.25 && dataset.length > 0)
            dataset.pop();
        else if(Math.random() < 0.75 && dataset.length < max)
            dataset.push(rand());
        else
            dataset[Math.floor(Math.random() * dataset.length)] = rand();
        render(svg, dataset);
    };
}
```



# DHX

transition





# RANDOM CIRCLES

```
static function render(svg : Selection, data : Array<Data>)
{
    var choice = svg.selectAll("circle").data(data);
    choice.enter()
        .append("svg:circle")
            .attr("cx").floatf(function(o, _) return o.x)
            .attr("cy").floatf(function(o, _) return o.y)
            .attr("r").float(0)
            .style("opacity").float(1)
        ;

    choice.update()
        .style("fill").colorf(function(o, _) return o.color)
        .style("stroke").colorf(function(o, _) return o.color)
        .style("fill-opacity").float(0.25)
        .style("stroke-opacity").float(0.5)
        .style("stroke-width").floatf(function(o, _) return o.sw)
        .transition()
            .attr("cx").floatf(function(o, _) return o.x)
            .attr("cy").floatf(function(o, _) return o.y)
            .attr("r").floatf(function(o, _) return o.r)
        ;

    choice.exit()
        .transition()
            .delay(1000)
            .style("opacity").float(0)
            .remove();
}
```





# THE B-CHART

## The B-Chart Plastic Surgeries 2000 VS 2000





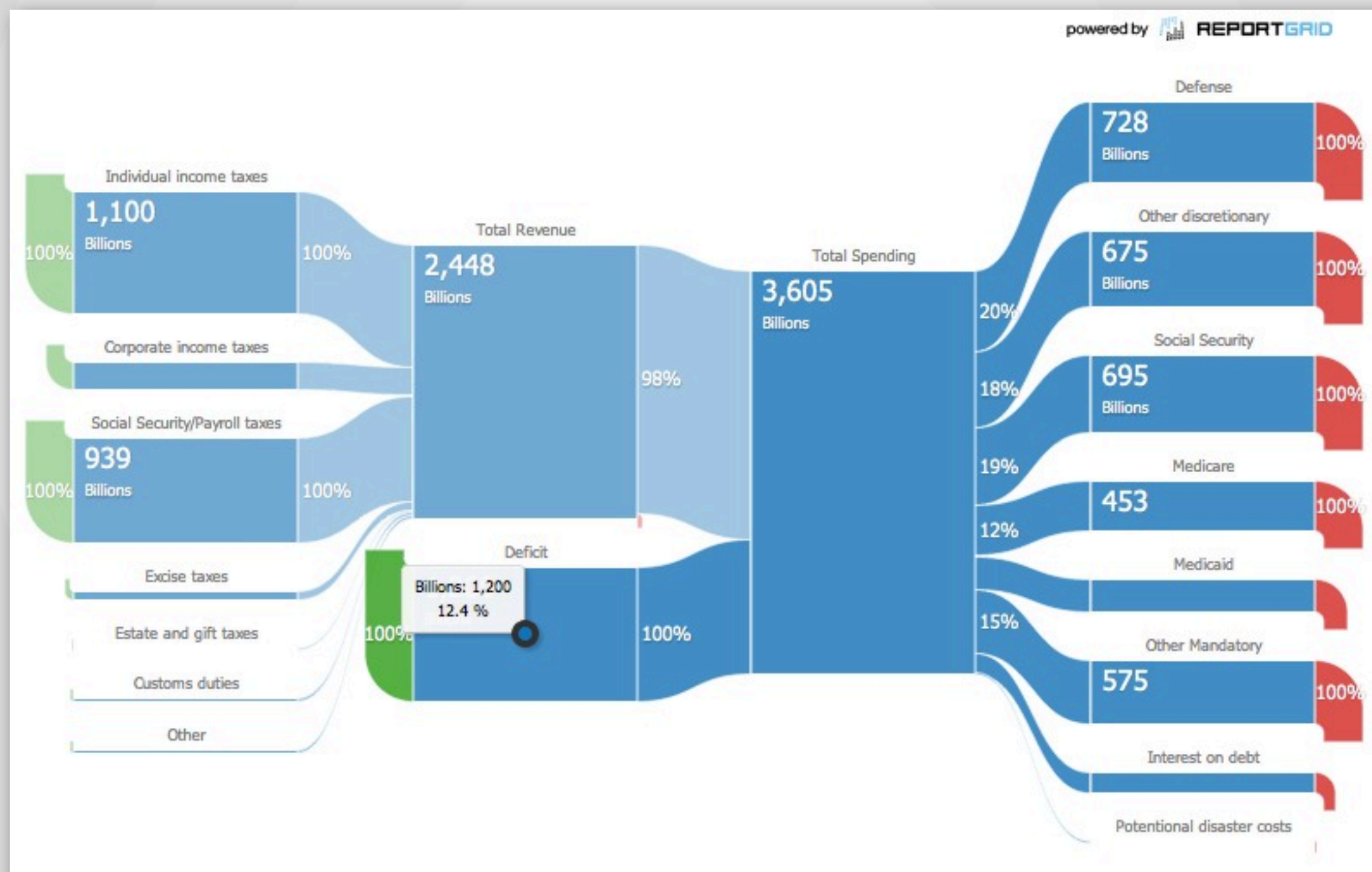
# D3 VS DHX

D3 (JavaScript)	dhx (haXe)
<pre>var sel = d3.select("#chart");</pre>	<pre>var sel = Dom.select("#chart");</pre>
<pre>sel.attr("x", 10);</pre>	<pre>sel.attr("x").float(10);</pre>
<pre>sel.attr("x", function(d) {     return d.value; });</pre>	<pre>sel.attr("x").floatf(     function(d, _) return d.value );</pre>
<pre>var v = sel.attr("x");</pre>	<pre>var v = sel.attr("x").getFloat();</pre>





# REPORTGRID





# OTHER HAXE LIBS

gm2d  
hydrax  
xinf  
domtools  
Nx





# JAVASCRIPT LIBRARIES

D3

paper.js

processing.js

dojo/gfx

Raphael





# LEGACY SOLUTIONS

server-side rendering:

PhantomJS  
WKHTML2PDF/  
WKHTML2IMAGE

client side:

Google Chrome Frame





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