Get the most out of **Live Path Effects**

Special Thanks to the **Inkscape Vectors Team**

Get the Most Out of **Live Path Effects**

What are **Live Path Effects** or **LPEs**?

They are used to **generate a SVG element** based on user-defined parameters.
The values of the original item data in a, normaly, **non destructive way**

```
<path
d="result visible on all SVG renders"
original-d="original path definition"
>
```

What **kind of items** work with LPE?

It depends on the LPE selected. You can use them on **groups, shapes and paths**. Clones have a special workaround. We're looking at **future** support for text and images.

Why select LPE as a way to **start contributing** to Inkscape coding?

It was a good way to start because the **LPE code was isolated**, so you didn't need to understand the whole codebase.

Why are LPEs so **hard to find**?

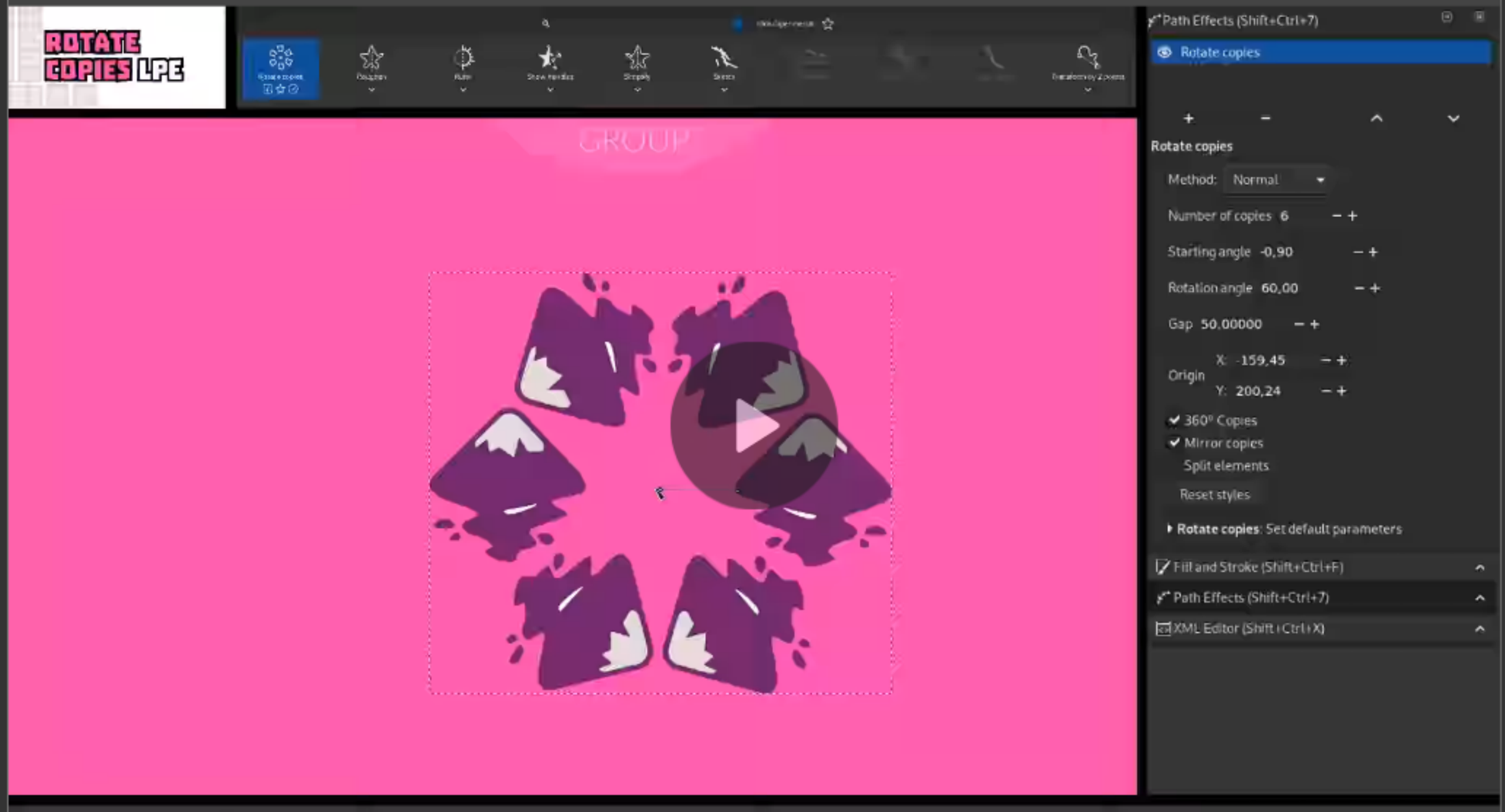
The LPE system will have **improved visuals** to give more info and accessibility in version 1.0.

http://inkscape.ramonmiranda.org

And now for some tricks...

LPEs can **generate** elements

This new feature in version 1.0 will allow you to **add extra elements** to the LPE item, such as **Mirror Symmetry** and **Rotate copies**.


ROTATE COPIES LPE
GROUP
Path Effects (Shift+Ctrl+7)
Rotate copies
Rotate copies
Method: Normal
Number of copies 6
Starting angle -0,90
Rotation angle 60,00
Gap 50.00000
Origin
X: -159,45
Y: 200,24
360° Copies
Mirror copies
Split elements
Reset styles
Rotate copies: Set default parameters
Fill and Stroke (Shift+Ctrl+F)
Path Effects (Shift+Ctrl+7)
XML Editor (Shift+Ctrl+X)
Drag to select objects to edit

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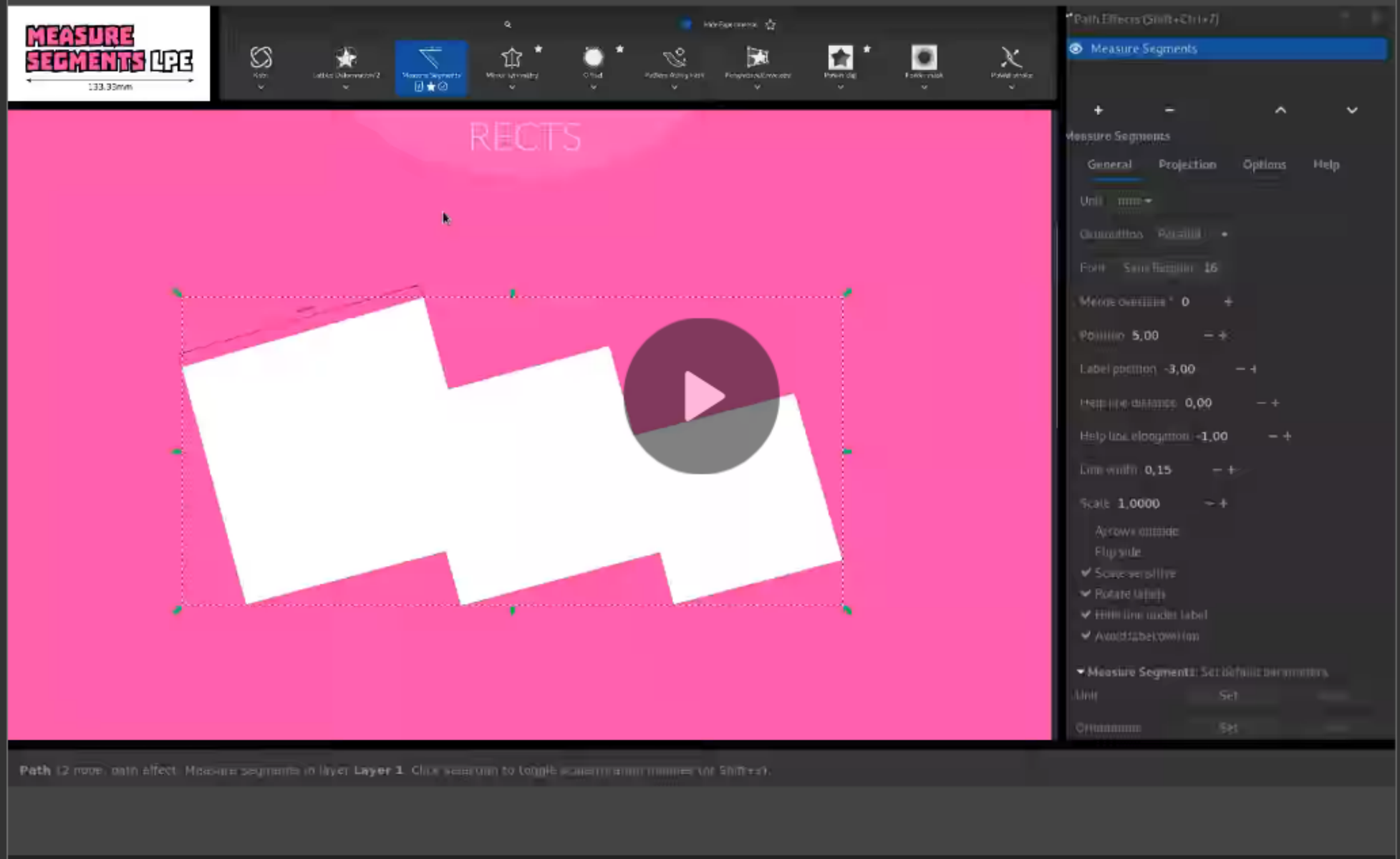
LPEs can be **stacked**

You're **not limited to using one LPE** only for one object. You can also **repeat** an LPE. For example, here with the **Mirror Symmetry** and the new **Measure Segments LPE**.


MEASURE SEGMENTS LPE
RECTS
Measure Segments
General
Projection
Options
Help

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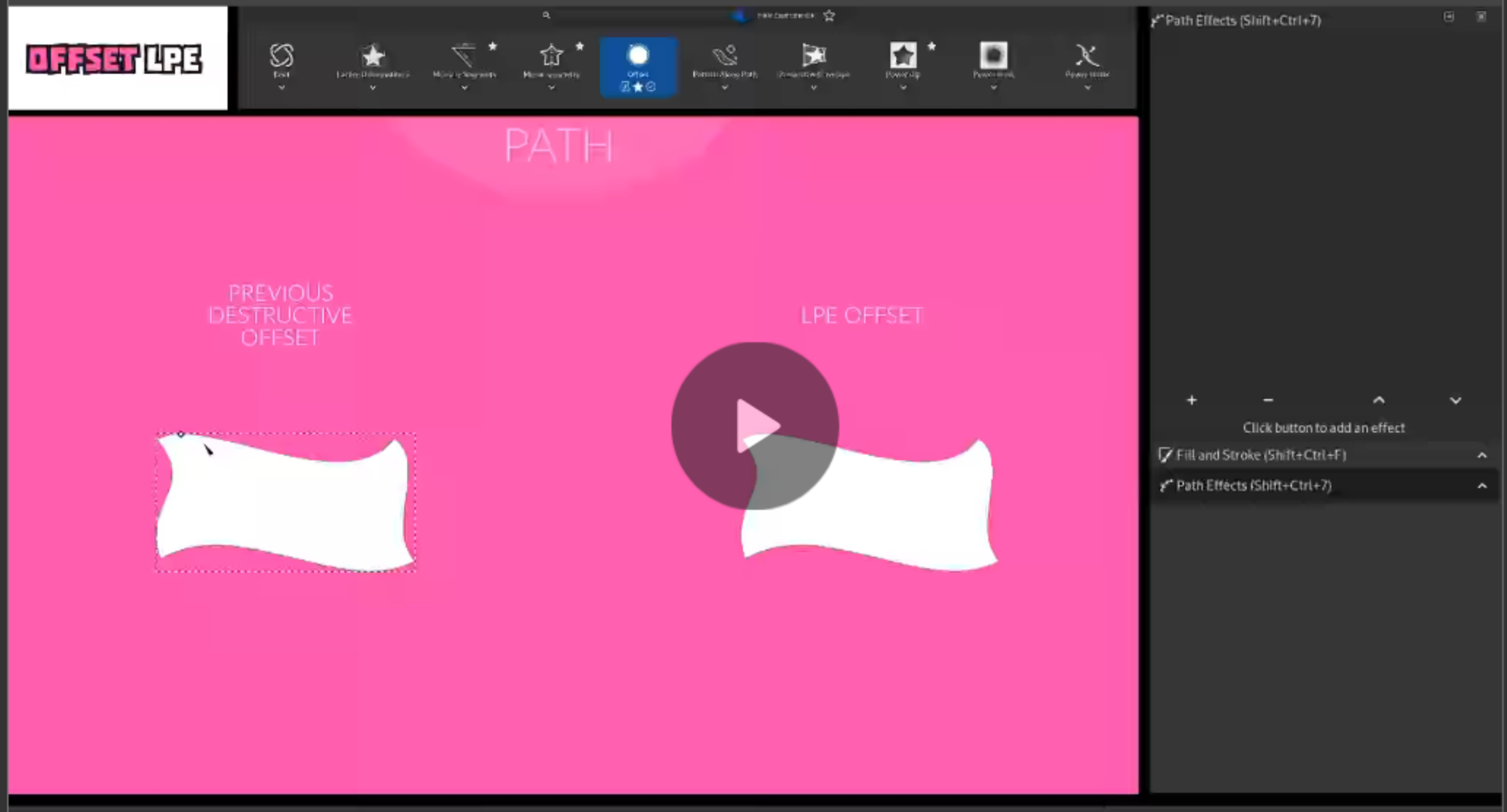
The power of **offset** in LPE

This improved LPE now allows you to **offset a item** retaining cusp nodes or to add an extrapolated arc to it.


OFFSET LPE
PATH
PREVIOUS DESTRUCTIVE OFFSET
LPE OFFSET
Path Effects (Shift+Ctrl+7)
Click button to add an effect
Fill and Stroke (Shift+Ctrl+F)
Path Effects (Shift+Ctrl+7)
Drag to select objects to edit, click to edit this object (more: Shift)

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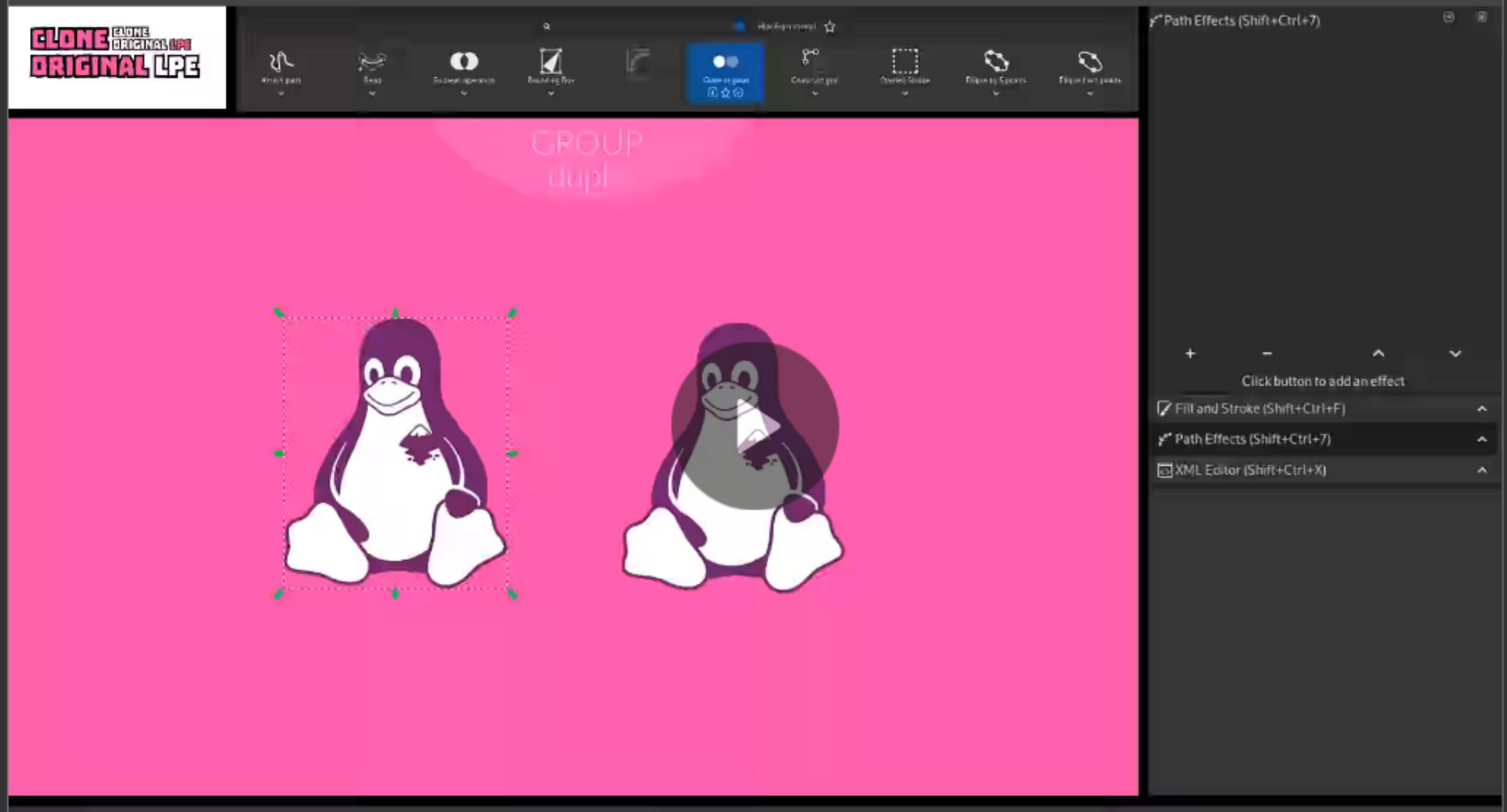
Cloning with a LPE

This LPE has been improved and updated for 1.0. It **creates an object** that is very **similar** to a clone, but much **more powerful**.


CLONE ORIGINAL LPE
GROUP
dupl
Path Effects (Shift+Ctrl+7)
Click button to add an effect
Fill and Stroke (Shift+Ctrl+F)
Path Effects (Shift+Ctrl+7)
XML Editor (Shift+Ctrl+X)
Group of 11 object in layer Layer 1. Click selection to toggle scale/rotation handles (or Shift+s).

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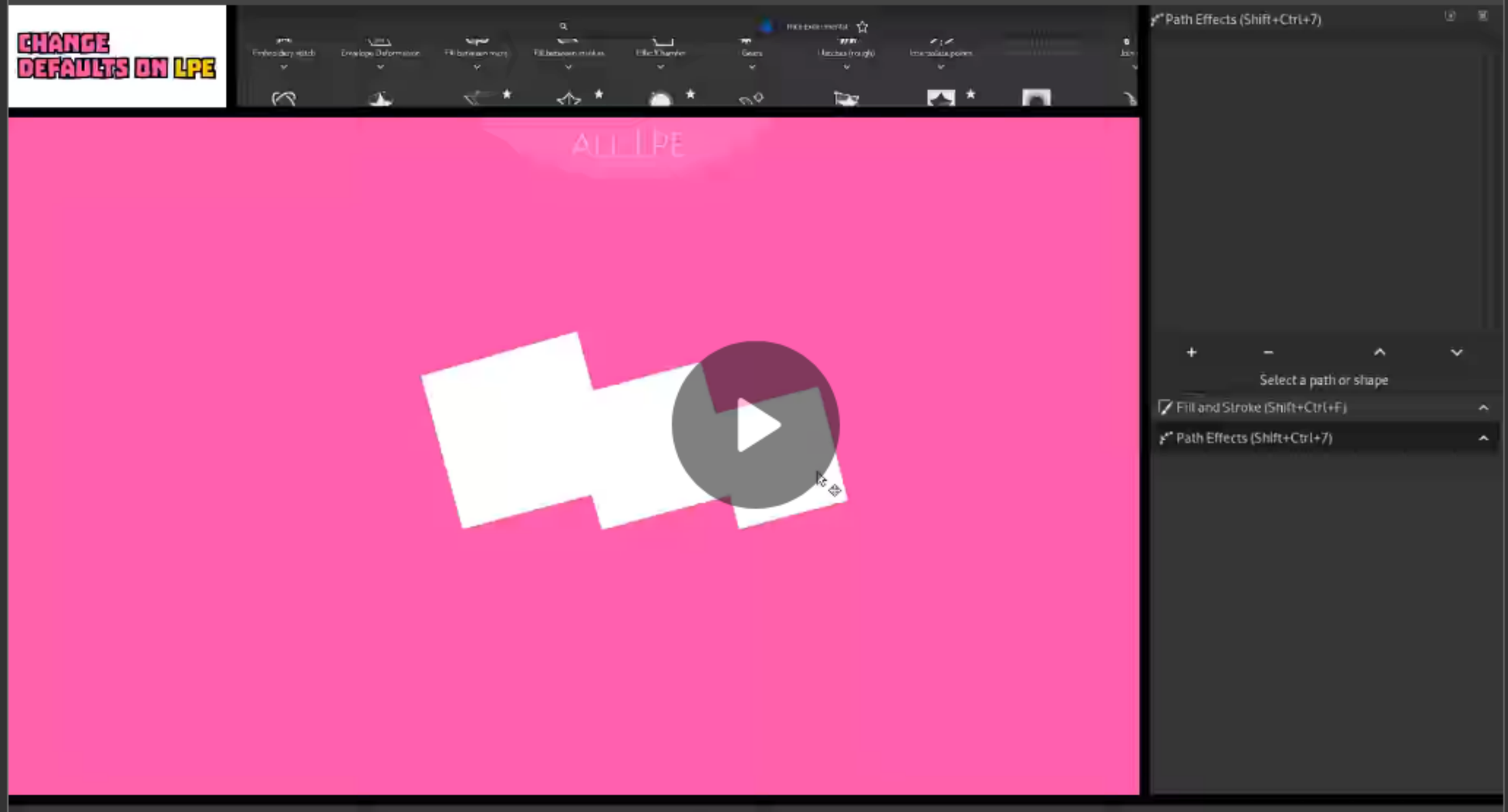
LPE parameter can **change defaults**

You can **change default settings** for each LPE.


CHANGE DEFAULTS ON LPE
Path Effects (Shift+Ctrl+7)
Select a path or shape
Fill and Stroke (Shift+Ctrl+F)
Path Effects (Shift+Ctrl+7)
Alt: click to select under; scroll mouse-wheel to cycle-select; drag to move selected or select by touch

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Thank you!

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Slides https://tinyurl.com/lpe-lgm19

http://www.inkscape.org