Status Report 4/18/2013

This week we tried out svgwrite, which is a python library for svg images. We chose to try this since it had the best documentation and would therefore be pretty easy to get working. Unfortunately, we discovered that it could write svg images fine but there wasn’t an easy way to load in svg images so that we had access to all the elements. We then found pysvg, which is able to load in svg images as well as write svg images. This unfortunately does not have very good documentation and there are several different packages names pysvg, which makes finding documentation even hard. We then did some testing to try and figure out the syntax for the particular library version we had. We were able to pull out the sub elements of these images. We are a bit behind schedule since we still need to write a wrapper class that would hold the anchor position and the z-ordering.