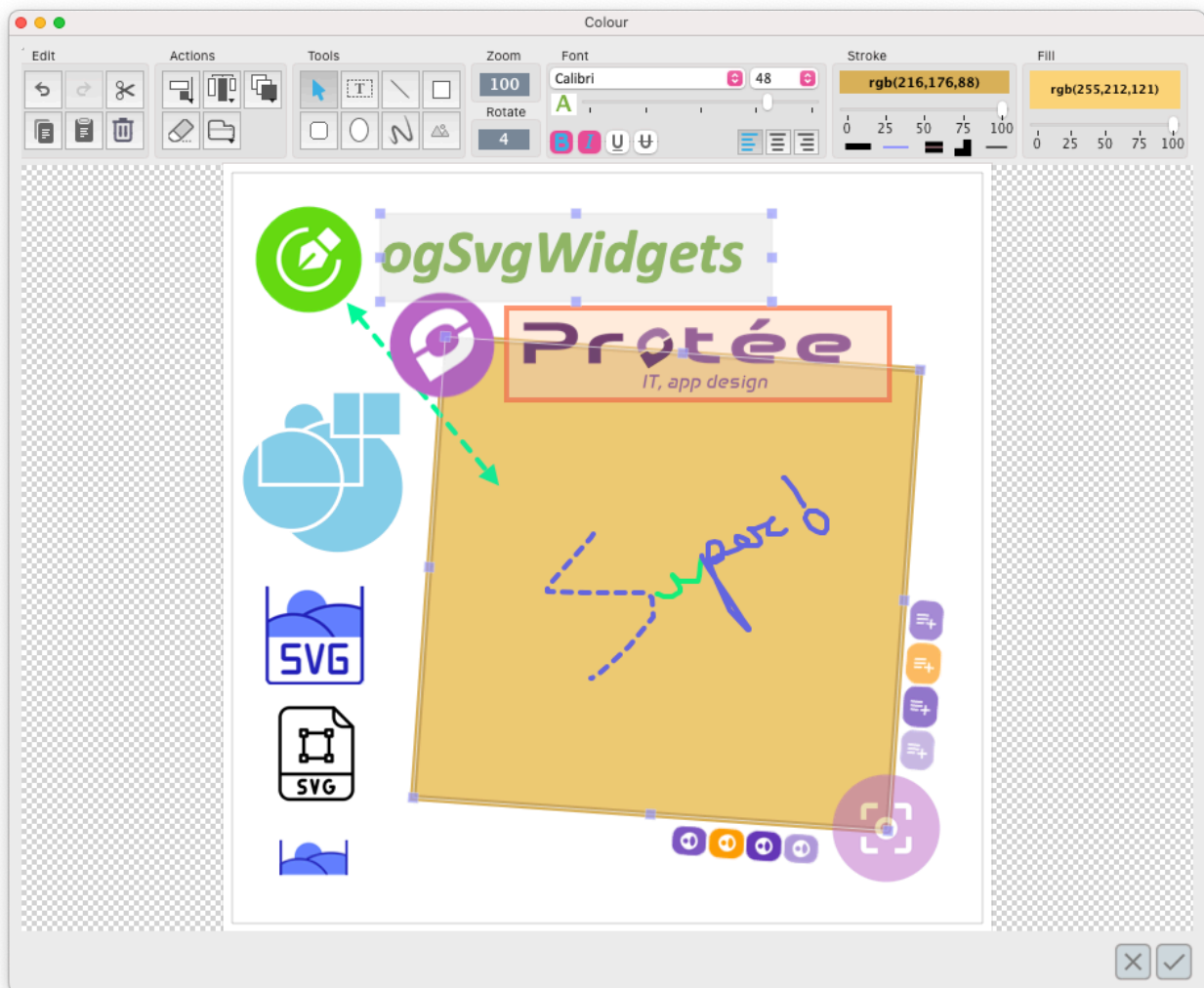


ogSvgWidgets

Editor user's guide





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Overview

Introduction

The *ogSvgWidgets* is an editor for *svg* files, *svg* means Scalable Vector Graphics, an XML-based markup language for describing two-dimensional based vector graphics. In short, this module allows you to edit vector images that can be rendered at any size without loss of quality.

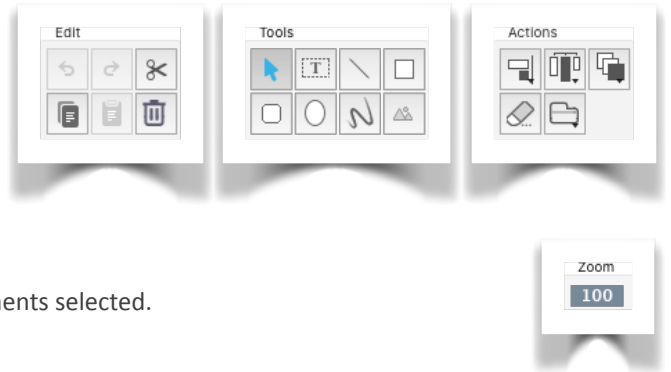
Example

The area inside the Form is the SVG editor, where you can:

- Create the graphical elements, as text, line, rectangle, round rectangle, ellipse and circle, free line, and picture.
- Modify them using powerful palettes or right click.
- Use actions like Align ,Center, Distribute, or Layers management.

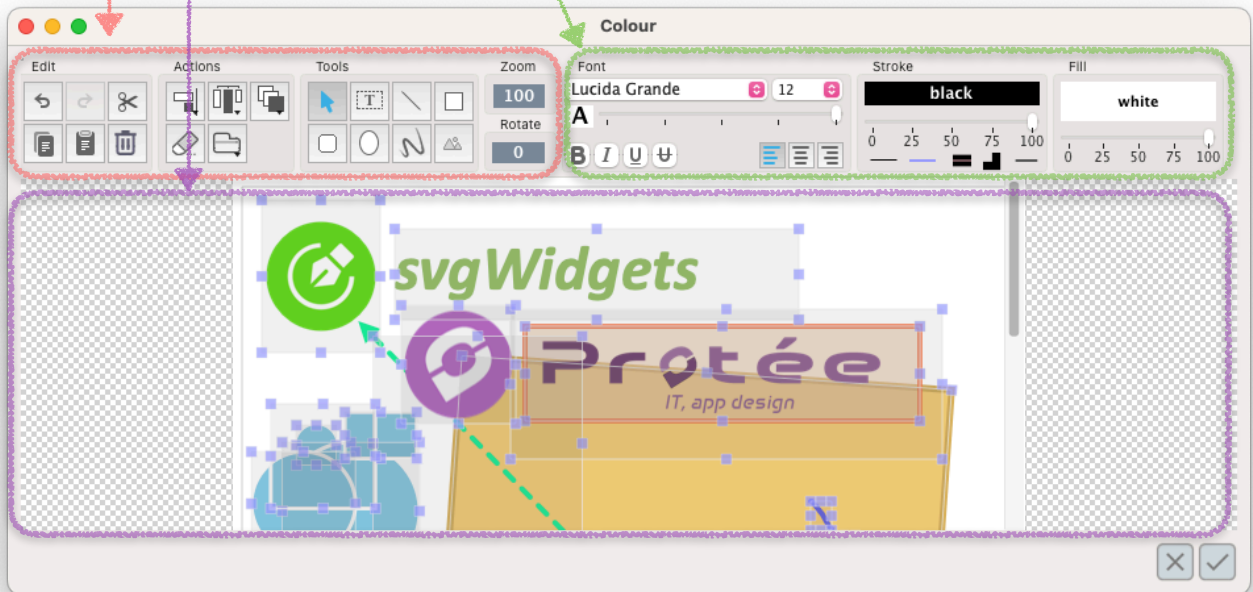


ogSvgEditor



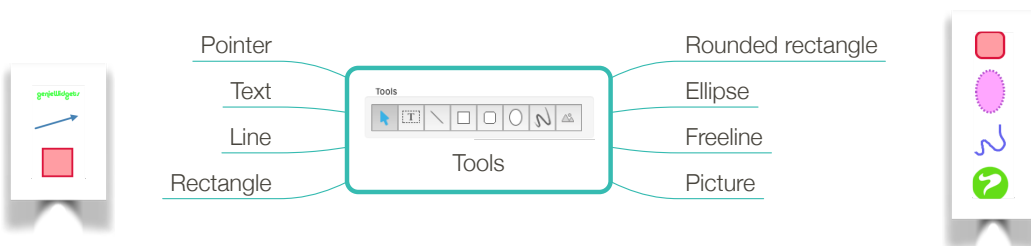
This svgEditor has three parts:

- one with the Tools, Actions, Zoom palettes
- one that is the drawing area
- one with dynamic palettes displayed based on the elements selected.



Tools

Here are the tools you can use.

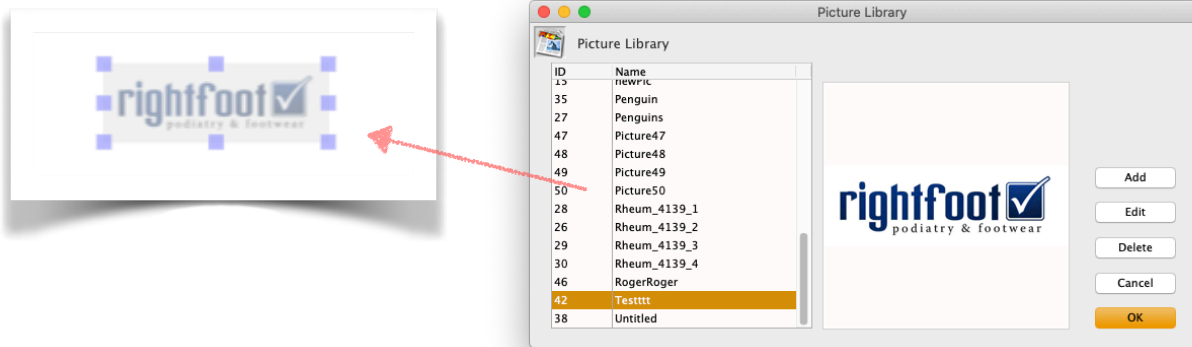


You click on a tool first, then you drag it on the drawing area. Exceptions:

- Pointer is a tool to select elements, by clicking on it, or more than one by dragging a selection rectangle.
- For elements, you choose it, then draw the area.
 - For text, then you type in the selected zone.
 - For picture, it will open first the picture chooser. After taking one, the cursor changes to a “+” that indicates you have to drag that picture in the drawing area.
- The “Shift” key pressed, ellipses are circles, rectangles and round rectangles are squares, and pictures are squared.



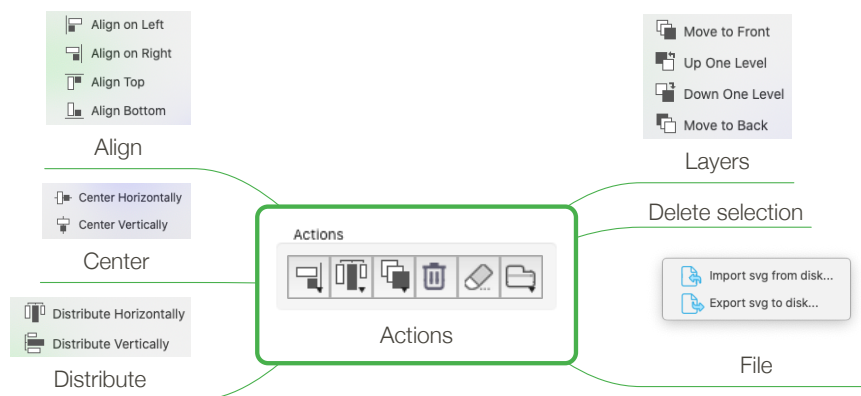
Image tool



Actions

The actions palette propose a set of actions to apply to the selection. Some of them need:

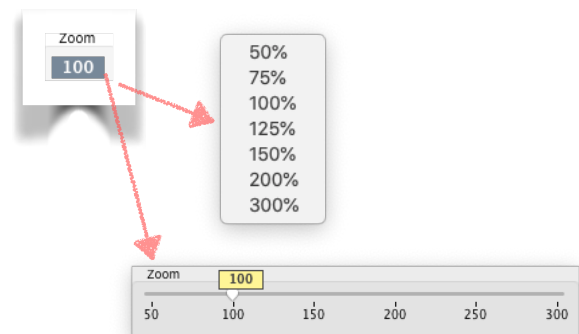
- two or more elements - Align, Center, Distribute
- one or elements - Layers, Delete
- none - File Import/Export



Zoom

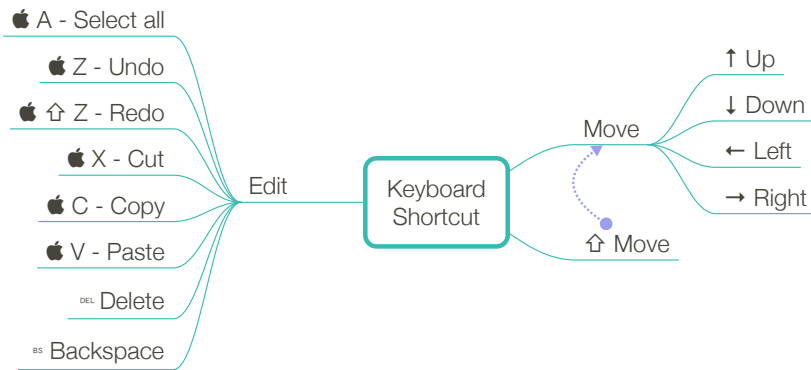
This apply to the drawing area, and you can:

- Move the ruler
- Set with common values in a popup with
 - right click to the ruler
 - click on the square at left





Keyboard Shortcuts



The editing palettes

If you select one element, the editor only displays the palettes that are needed for it.

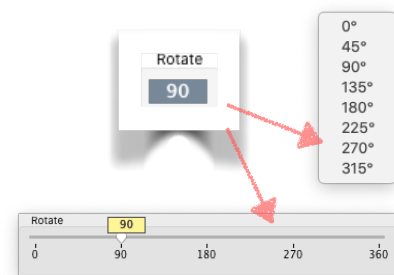
If you select a combination of elements, the editor only displays the palettes that are needed for all of them, and any change to a palette will be reported only to the right elements.



Rotate

You can rotate all the selected elements, and you can:

- Move the ruler
- Set with common values in a popup with
 - right click to the value



Font

In this palette, you can change all the attributes Face, Size, Colour, Opacity, Style, and Align to the selected text areas.

Fill

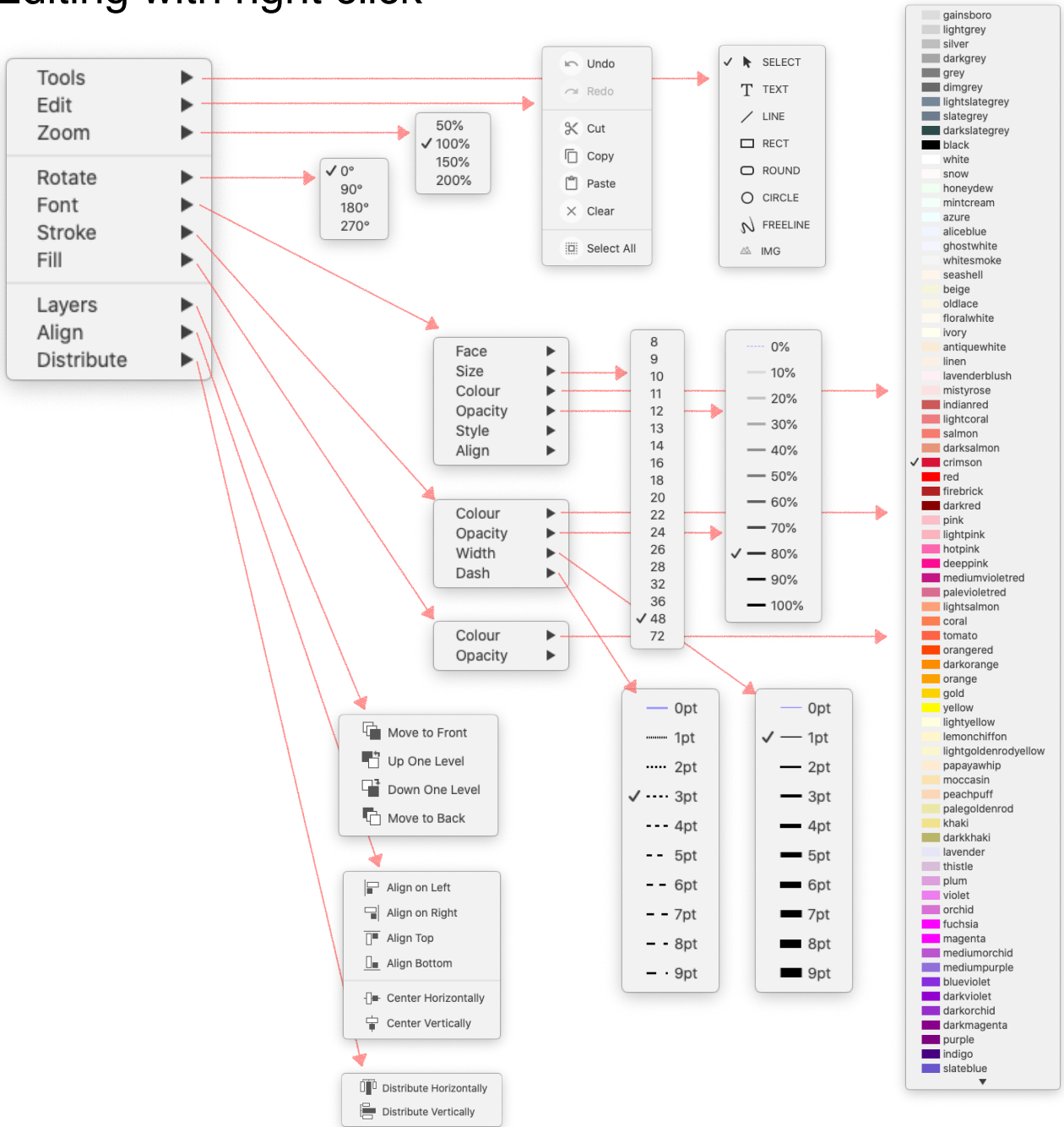
In this palette, you can change the fill attributes Colour and Opacity to the selected elements rectangle, round rectangle, circle, ellipse, free line, picture.

Stroke

In this palette, you can change the fill attributes Colour, Opacity, Width, Dash to the selected elements line, rectangle, round rectangle, circle, ellipse, free line.



Editing with right click

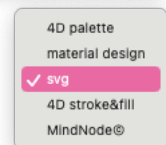
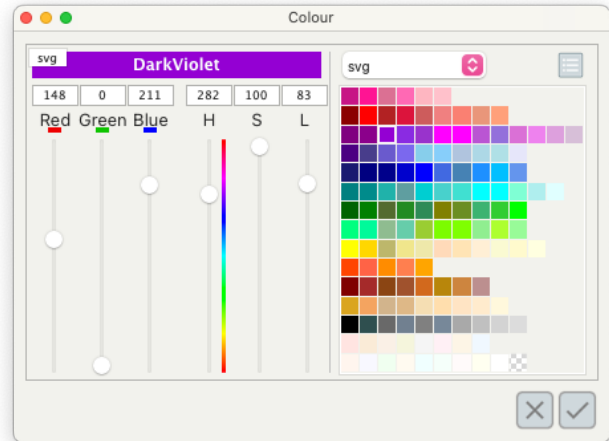




Colour picker

This widget shows a full color widget, with a favorite mosaic picker based on svg named colours, and modifiers like HSL and RGB rulers, fields to edit the colour value.

- RGB is for Red, Green, Blue, the three additive components for colours. You can adjust the rulers or type in a value in the fields.
- HSL is for Hue, Saturation, Luminosity, the three more friendly human components for colours. You can adjust the rulers or type in a value in the fields.
- You can also click on a colour of the mosaic for a predefined space (4D palette, material design, svg, 4D stroke&fill, mindnode©) named colour.



When you edit a colour, if a predefined name exist, it is used instead of the rgb value.