



How to create SVG images for use in JMobile

What to know

JMobile SVG graphic engine supports the SVG format called "Tiny 1.2".
Any graphic image in SVG format should be provided in a format compliant with this standard.

All the graphics in the JMobile widget gallery are developed and provided in this format.

The typical graphic tools used to develop SVG graphics are the ones from the Adobe Suite (like Illustrator).
The tools have options to save and export in the required format.

There are also tools available on the internet that can be used to create SVG from scratch or edit any existing SVG directly. One of the most popular is Inkscape, freeware software that can be downloaded from the following link:

<http://inkscape.org/download/?lang=en>

When working in Inkscape, the files have to be saved in the "Plain SVG" format.

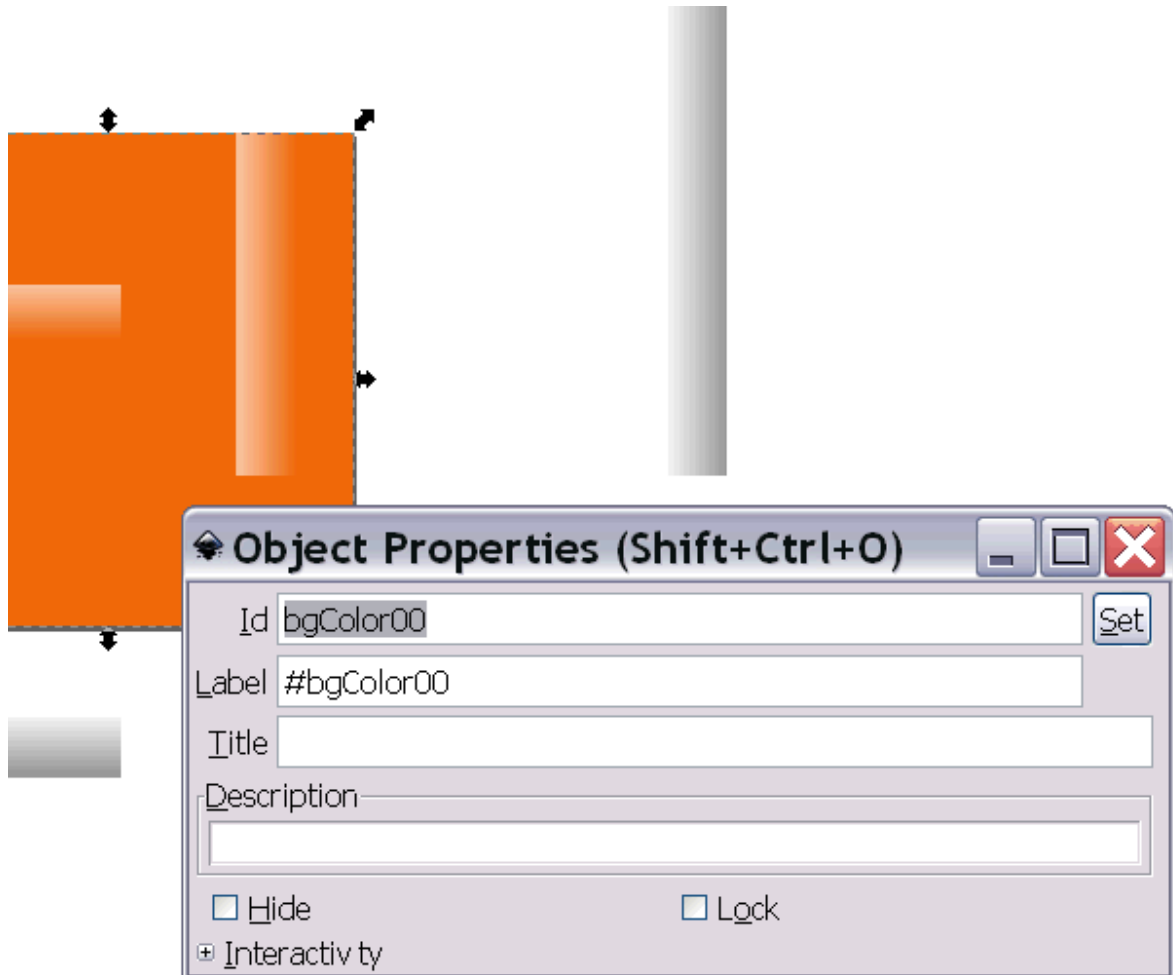
Attached to this FAQ you can find an exe file which is emulating the HMI SVG graphic engine. It can be used on the PC to test the goodness of an SVG.

Note: we provide the file as it is with NO guarantee of any type on its use and its results

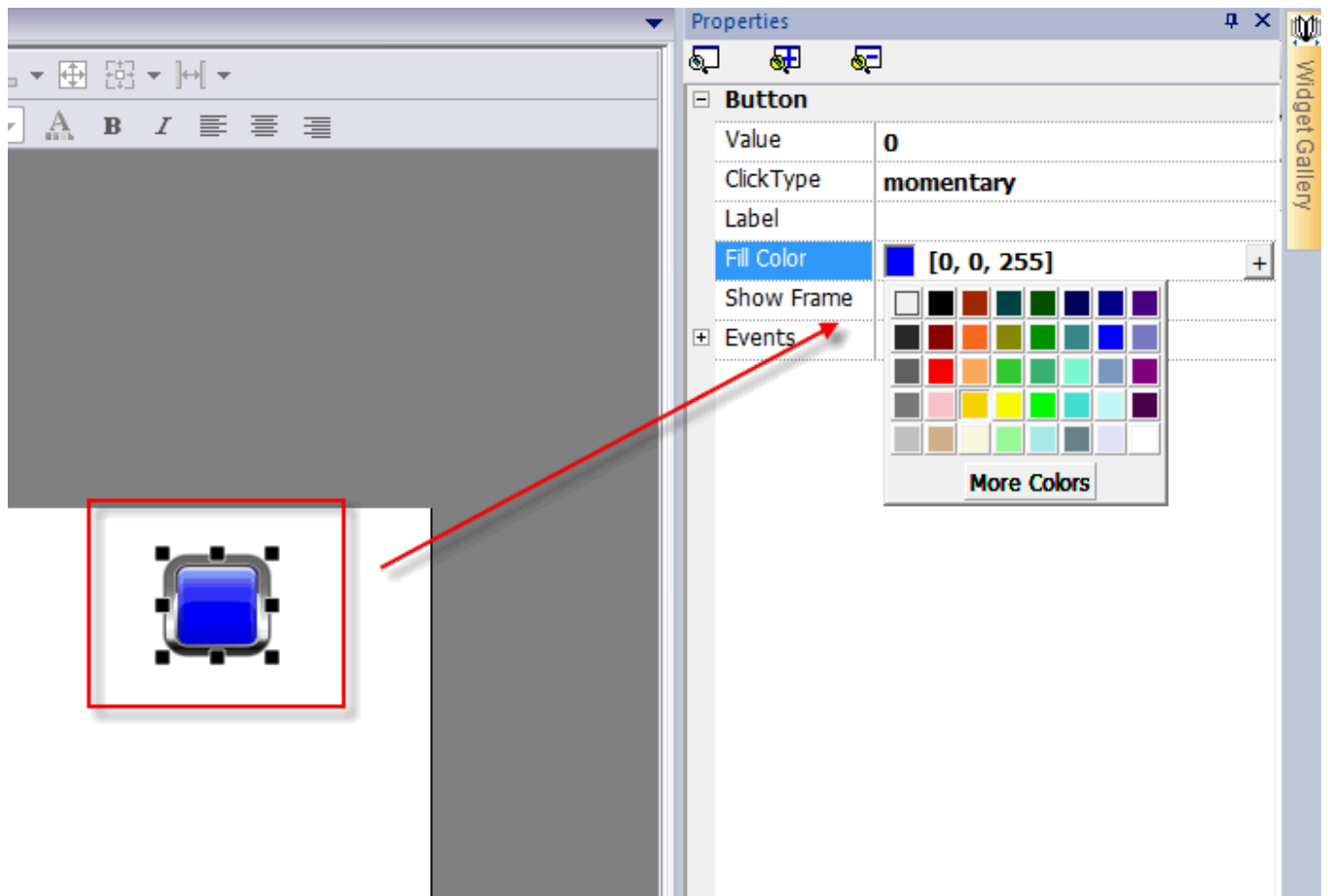
Attached to the message you have a couple of sample SVG files from the JMobile gallery.

They are used for the buttons. As you can see from the following image the 3D effect comes from the overlay of 2 semitransparent gradients.

The solid background on the back is used to give the color.



In the SVG file the background corresponds to an object to which we gave a specific "key" name. The "label" for this object in the SVG file is "#bgColor00"; JMobile recognize this keyword when processing the file and allows to change dynamically the fill color for it, as it is shown in the following figure:



It is in general very important to keep size of the SVG images as small as possible. Note please that even if the JMobile graphic engine is very powerful and very flexible, you always have to deal with calculation time required by the processor to render the image; as a reference, when designing an button image, good results can be achieved if the SVG file size is less than 40KB.

One other very important design note is to avoid the use of raster images embedded or linked in the SVG image.

This will drastically reduce the performances at runtime.

JMobile Studio, starting from version 1.60, implements a filter that block the possibility to import such SVG files.