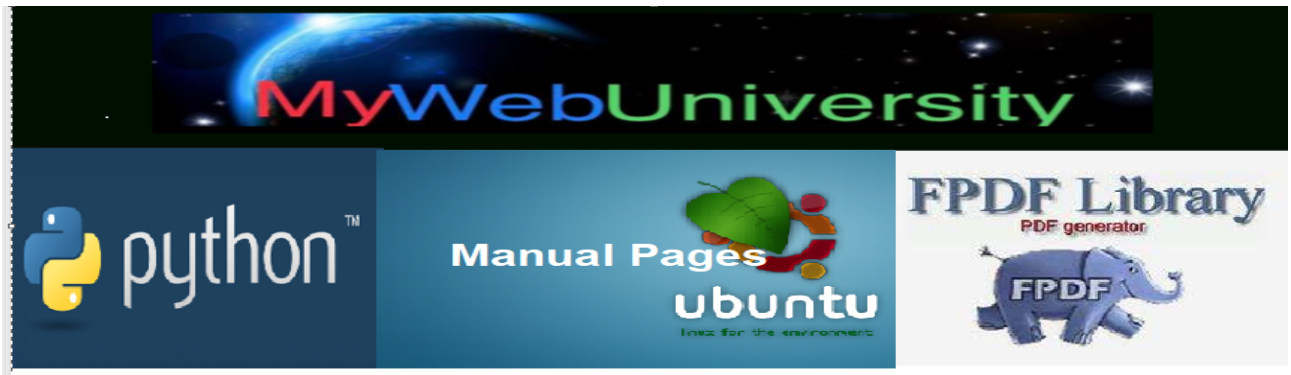

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Linux Ubuntu 26.04 Manual Pages on command 'gtk4-path-tool.1'

$ man gtk4-path-tool.1

gtk4-path-tool(1) GTK commands gtk4-path-tool(1)

Name

gtk4-path-tool - GskPath Utility

SYNOPSIS

gtk4-path-tool <COMMAND> [OPTIONS...] <PATH>

gtk4-path-tool decompose [OPTIONS...] <PATH>

gtk4-path-tool show [OPTIONS...] <PATH>...

gtk4-path-tool render [OPTIONS...] <PATH>...

gtk4-path-tool reverse [OPTIONS...] <PATH>

gtk4-path-tool info [OPTIONS...] <PATH>

DESCRIPTION

gtk4-path-tool can perform various tasks on paths. Paths are specified in SVG syntax, as strings like "M 100 100 C 100 200 200 200 200 100 Z".

To read a path from a file, use a filename that starts with a '.' or a '/'. To read a path from stdin, use '-'.

COMMANDS

Decomposing

The decompose command approximates the path by one with simpler elements. When used without options, the curves of the path are approximated by line segments.

--allow-quad

Allow quadratic B?zier curves to be used in the generated path.

--allow-cubic

Allow cubic B?zier curves to be used in the generated path.

--allow-conic

Allow conic B?zier curves to be used in the generated path.

Showing

The show command displays the given path in a window. The interior of the path is filled. The window allows some interactive control with key bindings: '+'/'-' change the zoom level, 'p' toggles display of points, 'c' toggles display of controls, 'i' toggles display of in? tersections and 'f' changes the fill rule.

--fill

Fill the path (this is the default).

--stroke

Stroke the path instead of filling it.

--points

Show points on the path.

--controls

Show control points.

--intersections

If two paths are given, show their intersections. If one path is given, show its self-in? tersections.

--fill-rule=VALUE

The fill rule that is used to determine what areas are inside the path. The possible values are winding or even-odd. The default is winding.

--fg-color=COLOR

The color that is used to fill the interior of the path or stroke the path. If not spec? ified, black is used.

--bg-color=COLOR

The color that is used to render the background behind the path. If not specified, white is used.

--point-color=COLOR

The color that is used to render the points. If not specified, red is used.

--intersection-color=COLOR

The color that is used to render intersections. If not specified, green is used.

--line-width=VALUE

The line width to use for the stroke. VALUE must be a positive number. The default line

width is 1.

--line-cap=VALUE

The cap style to use at line ends. The possible values are butt, round or square. See the SVG specification for details on these styles. The default cap style is butt.

--line-join=VALUE

The join style to use at line joins. The possible values are miter, miter-clip, round, bevel or arcs. See the SVG specification for details on these styles. The default join style is miter.

--miter-limit=VALUE

The limit at which to clip miters at line joins. The default value is 4.

--dashes=VALUE

The dash pattern to use for this stroke. A dash pattern is specified by a comma-separated list of alternating non-negative numbers. Each number provides the length of alternate "on" and "off" portions of the stroke. If the dash pattern is empty, dashing is dis? abled, which is the default. See the SVG specification for details on dashing.

--dash-offset=VALUE

The offset into the dash pattern where dashing should begin. The default value is 0.

--zoom=NUMBER

Set the zoom level to the given number (between 1 and 20).

Rendering

The render command renders the given path as a PNG image.

--fill

Fill the path (this is the default).

--stroke

Stroke the path instead of filling it.

--points

Show points on the path.

--controls

Show control points.

--intersections

If two paths are given, show their intersections. If one path is given, show its self-in? tersections.

--fill-rule=VALUE

The fill rule that is used to determine what areas are inside the path. The possible values are winding or even-odd. The default is winding.

--fg-color=COLOR

The color that is used to fill the interior of the path or stroke the path. If not specified, black is used.

--bg-color=COLOR

The color that is used to render the background behind the path. If not specified, white is used.

--point-color=COLOR

The color that is used to render the points. If not specified, red is used.

--intersection-color=COLOR

The color that is used to render intersections. If not specified, green is used.

--output-file=FILE

The file to save the PNG image to. If not specified, "path.png" is used.

--line-width=VALUE

The line width to use for the stroke. VALUE must be a positive number. The default line width is 1.

--line-cap=VALUE

The cap style to use at line ends. The possible values are butt, round or square. See the SVG specification for details on these styles. The default cap style is butt.

--line-join=VALUE

The join style to use at line joins. The possible values are miter, miter-clip, round, bevel or arcs. See the SVG specification for details on these styles. The default join style is miter.

--miter-limit=VALUE

The limit at which to clip miters at line joins. The default value is 4.

--dashes=VALUE

The dash pattern to use for this stroke. A dash pattern is specified by a comma-separated list of alternating non-negative numbers. Each number provides the length of alternate "on" and "off" portions of the stroke. If the dash pattern is empty, dashing is disabled, which is the default. See the SVG specification for details on dashing.

--dash-offset=VALUE

The offset into the dash pattern where dashing should begin. The default value is 0.

--zoom=NUMBER

Set the zoom level to the given number (between 1 and 20).

Reversing

The reverse command changes the direction of the path. The resulting paths starts where the original path ends.

Info

The info command shows various information about the given path, such as its bounding box.

REFERENCES

? SVG Path Specification, <https://www.w3.org/TR/SVG2/paths.html>