

The packages **svg** and **svg-extract**

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The **svg** package is intended for the automated integration of SVG graphics into L^AT_EX documents. Therefor the capabilities provided by **Inkscape**—or more precisely its command line interface—are used to export the text within a SVG graphic to a separate file, which is then rendered by L^AT_EX. The two commands `\includesvg` and `\includeinkscape` are provided as central user-interface, which are very similar to the `\includegraphics` command of the **graphicx** package.

In addition, the package **svg-extract** allows the extraction of these graphics into independent files in different graphic formats, exactly as it is rendered within the L^AT_EX document. For the creation of these graphics in the well-known formats PDF, EPS and PS, L^AT_EX and possibly conversion tools shipped with the distribution are used. If the graphics are required in other file formats, either **ImageMagick** or **Ghostscript** can be invoked.

The command line interface (CLI) of **Inkscape** 1.0 has changed in comparison to previous versions. In order to provide a comfortable user-interface for invoking **Inkscape**, the used version is detected and if necessary switch to the outdated syntax of the CLI. If this approach fails for some reason, you can set the version of **Inkscape** manually with `inkscapeversion=0` or `inkscapeversion=1`.

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Part I.

User documentation

1. Introduction

The open source program *Inkscape* has provided an excellent resource for the simple and easy creation of images and diagrams using a graphical user-interface. The work by Johan B. C. Engelen has further enhanced the ability of *Inkscape* to split a SVG file into a text component that can be compiled with L^AT_EX, and an image component that can be imported as a PDF file. For further information see the documentation of *svg-inkscape* on CTAN¹. The procedure described therein is taken up and consistently expanded. Thus,

¹<http://www.ctan.org/pkg/svg-inkscape>

it is now possible to include a SVG file into a L^AT_EX document where the text within the SVG graphic will be rendered natively by L^AT_EX.

Both packages **svg** and **svg-extract** rely heavily upon executing commands on shell using the `\ShellEscape` command—or respectively the old known `\write18`—for executing the CLIs of the applications mentioned above. So passing flag `--shell-escape` to the L^AT_EX engine is utterly essential when using package **svg** and/or **svg-extract**. The executed commands and the possibilities to adapt their invocation with the appropriate options are described later on in this documentation. All this is done automatically with the `\includesvg` command. If you don't want to use the `--shell-escape` flag, either for security reasons or because the export of the SVG files is done in another way, there's also the command `\includeinkscape` which includes files already exported by **Inkscape**.

An working installation of **Inkscape** is required for the automated integration of SVG graphics, whereby the installation path must be known to the operating system. This can be checked on shell by typing `inkscape -V`. Moreover, there are some required packages which are loaded by packages **svg** and **svg-extract** to provide the functionality. These are:

iftex for flow control depending on the used L^AT_EX engine

scrbase for the definition and handling of options in key-value-syntax

pdftexcmds, **shellesc** to allocate the same primitives independent of the used L^AT_EX engine

ifplatform to control the file access depending on the operating system

trimspaces to remove unwanted spaces in file paths

graphicx for including the graphic files after the **Inkscape** export

xcolor, **transparent** are possibly needed by the separate L^AT_EX files created by **Inkscape**

xr is used by **svg-extract** in order to include labels within the independent graphic files

If you want to pass options to package **graphicx**, you must either load it before package **svg**

```
\usepackage[options]{graphicx}
...
\usepackage[options]{svg}
```

or use `\PassOptionsToPackage`.

```
\PassOptionsToPackage{options}{graphicx}
...
\documentclass[options]{class}
...
\usepackage[options]{svg}
```

The usage of packages **xcolor** and **transparent** can be switched off while loading package **svg**. See the two options `usexcolor` and `usetransparent` below.

2. Usage of package **svg**

The purpose of this package is to include standalone SVG graphics into a L^AT_EX document. The command `\includesvg` is defined which does all necessary steps for this task. It first launches the export of a SVG file to a supported file format with Inkscape, if necessary, and includes the exported graphic file afterwards. The usage and the syntax is quite similar to the command `\includegraphics` from the **graphicx** package. In fact, the inclusion of the exported graphic file is done with `\includegraphics`.

The packages **xcolor** and **transparent** are loaded by default at the end of package **svg**. The listed options are intended to prevent these packages from loading. They are the only options which have to be given while loading the **svg** package. All supported boolean values (`true/on/yes/false/off/no`) can be assigned to `usexcolor` and `usetransparent`, while `noxcolor` and `notransparent` don't accept any value.

```
\usepackage[options]{svg}
```

2.1. General settings

`\svgsetup` All other options described in detail below can also be changed after loading the package either in the preamble or within the document. They don't have to be given as optional argument to `\usepackage[⟨options⟩]{svg}` but can be set by using macro `\svgsetup{⟨options⟩}` where `⟨options⟩` is a comma separated list of options. Settings with `\svgsetup` are done in the current scope which means globally or within the current group.

```
\svgsetup{⟨options⟩}
```

Further, with the optional argument of commands `\includesvg[⟨options⟩]{⟨svg filename⟩}` or `\includeinkscape[⟨options⟩]{⟨graphic filename⟩}`, it's possible to reset any setting locally for a certain file.

`\svgpath` Most likely you want to organize your SVG files in a separate folder either as a subfolder in the working directory or elsewhere in your local folder structure. For this purpose, a list of root paths to SVG files can be specified using the `\svgpath` command in the same way as `\graphicspath` is used. Every path has to be given in a group of braces `{}`—even if there is only one—and should terminate with a slash. For example:

```
\svgpath{{svg/}{usr/local/svg/}}
```

would cause the system to look first in the subdirectory `svg/` and afterwards in the absolute path `/usr/local/svg/`. Further, if no path was specified with `\svgpath` or the desired file wasn't found, all directories given with `\graphicspath` are searched too. Please keep in mind that the current working directory is browsed first in any case. It is recommended to avoid umlauts or any other Non-ASCII characters as well as any spaces and/or quotes respectively `\dq` both in paths and file names. Especially when DVI output is active using quotes will certainly cause an error.

2.2. Options for the invocation of *Inkscape*

`inkscape` (opt.) This option controls, when the export with *Inkscape* is invoked and is *true* by default.

`false/off/no`

Inkscape won't be invoked in any case, no export is done.

`true/on/yes/newer/onlynewer`

The export with *Inkscape* will only be done, if the exported graphic file either does not exist or the file modification date of the SVG file is newer than that of the exported graphic file. Thus the compilation time of the L^AT_EX document can be reduced to the necessary minimum.

`forced/force/overwrite`

The *Inkscape* export will definitely be done, any already existing exported file will overwritten regardlessly.

In addition to controlling the export behavior, the option `inkscape` can also be used to make additional settings, which then acts as a wrapper for the options described below.

`pdf/eps/ps/png`

see `inkscapeformat=pdf/eps/ps/png`

`latex/nolatem`

see `inkscapelatem=true/false`

`drawing/page`

see `inkscapearea=drawing/page`

`⟨integer⟩dpi`

see `inkscapedpi=⟨integer⟩`

`inkscapepath` (opt.) The option `inkscapepath` specifies, where the resulting files of the *Inkscape* export should be located. The default setting is *basesubdir*, which uses the subfolder `./svg-inkscape/` within the current working directory.

`svgdir/svgpath`

The PDF/EPS/PS/PNG graphic files as well as the L^AT_EX files generated by **Inkscape** will be located in the same directory as the corresponding SVG file.

`svgsubdir/svgsubpath`

Within the folder of the encountered SVG file, all exported files will be located in a subfolder named `svg-inkscape/`.

`basedir/basepath/jobdir/jobpath`

All exported files will be located in the current working directory.

`basesubdir/basesubpath/jobsubdir/jobsubpath`

A subfolder named `svg-inkscape/` within the current working directory will be used for files generated by **Inkscape**.

`/path/to/somewhere/`

It is also possible to give a custom path, either relative to the current working directory (`./relative/path/`) or as an absolute path.

inkscapeexe (opt.) For including a SVG file, **Inkscape** is used to separate the text and image from the SVG file itself. In order to use the command line interface on shell, the path where the executable is located has to be known to the operating system and its name is assumed to be **inkscape** by default.

You can check if the default setting is valid for your system by typing `inkscape -V` into the terminal. If this fails and nothing is returned, you should add the binary directory of **Inkscape** to the environment variable `PATH` on your operating system. If this is not possible or you aren't willing to do so, you can alternatively use option **inkscapeexe** *within the document preamble* to set the absolute path where the executable of **Inkscape** is located.

inkscapeversion (opt.) The command line interface of **Inkscape** changed slightly from version 0.9x to 1.x and makes it necessary to distinguish between the two versions. By default, `inkscapeversion=auto` is set and the used version is automatically detected. This is done by calling **Inkscape-CLI** with parameter `-V` on shell—see option **inkscapeexe** described above. The returned result is evaluated by either piping `stdout` or eventually—if this fails—writing to a temporary file and read this back in (pipes with a potentially quoted path can not be used with MiK_TE_X).² It is also possible to switch off the automatic detection routine by setting the desired version manually with either `inkscapeversion=0` to legacy mode or `inkscapeversion=1` to the current CLI version.

inkscapefilename (opt.) The file names of the **Inkscape** export are derived from the name of the base SVG file by default. Nevertheless, the name of the exported file can be customized with `inkscapefilename=<filename>`. It is possible to use counters for specifying the name of the exported file. Repeatedly specifying the same file name will overwrite previously created files.

inkscapeformat (opt.) With this option, the **Inkscape** export format can be controlled. Valid values are `pdf`, `eps`, `ps` and `png`, where a L^AT_EX export is not possible for `png` and option **inkscapelatex** won't have any effect. By default, `inkscapeformat=pdf` is set unless DVI output was detected. In this case `inkscapeformat=eps` is the default setting.

inkscapelatex (opt.) If option `inkscapelatex=true` is set, the output is split into a separate PDF/EPS/PS file (see option **inkscapeformat**) and a corresponding L^AT_EX file. This is the default setting. Setting `inkscapelatex=false` will result in a single PDF/EPS/PS file, where any contained text won't be rendered by L^AT_EX.

inkscapearea (opt.) This option controls which area of the SVG file should be exported, `drawing` is set by default.

`drawing/crop`

The area exported corresponds to the bounding box of all objects in a drawing, including any that are not on the page.

`page/nocrop`

The area exported will correspond to the defined page area within the SVG file.

²If this fails too, the **Inkscape** version is guessed when macro `\svg@ink@run` is used the very first time.

<code>inkscapepi</code> (opt.)	The resolution used either for PNG export or for fallback rasterization of filtered objects when exporting to PDF/EPS/PS file. For PNG export it is set to 300 dpi by default, if no value was given. The given value should be a positive integer. The default behaviour can be reversed after a given value with <code>inkscapepi=\relax</code> .
<code>inkscapeopt</code> (opt.)	You can use this option to pass additional switches to the Inkscape command line interface. For further information see the documentation of Inkscape ³ .
<code>svgextension</code> (opt.)	The package assumes SVG files with <code>.svg</code> extension as source for the Inkscape export. This option can be used to change this behaviour. For example, in order to process <code>.dia</code> files instead of <code>.svg</code> you could use

```
\includesvg[svgextension=dia,<additional options>]{<filename>}
```

2.3. Options for the graphic inclusion

<code>width</code> (opt.)	The width of the included graphic file can be specified via the <code>width</code> option and the height by the <code>height</code> option. If both the width and height are specified, the figure will be scaled such that neither of the specified dimensions is exceeded, unless option <code>distort=true</code> is given. ⁴ If <code>width</code> and/or <code>height</code> once have been set, this can be undone by setting them to <code>0pt</code> or <code>\relax</code> . If neither <code>width</code> nor <code>height</code> are set, the included graphic file can also be scaled by setting <code>scale</code> to a positive real number.
<code>height</code> (opt.)	
<code>distort</code> (opt.)	
<code>scale</code> (opt.)	
<code>pretex</code> (opt.)	Commands prior and post to the inclusion of the graphic file may be desired, such as font or color commands. The options <code>pretex</code> and <code>apptex</code> are provided where the L ^A T _E X code given to <code>pretex</code> is included before the graphic file and <code>apptex</code> right afterwards. For example, to change the size of the included text one could use:
<code>apptex</code> (opt.)	

```
\includesvg[pretex=\tiny,<additional options>]{<svg filename>}
```

<code>draft</code> (opt.)	This option can be used with boolean values and is equal to the identically named option of the graphicx package. If the <code>draft</code> option is given to graphicx , it's activated for svg as well.
<code>lastpage</code> (opt.)	A bug ⁵ concerning the L ^A T _E X export has been reported for Inkscape 0.91. It may happen that within the exported L ^A T _E X file, it's attempted to include more pages of the PDF graphics than actually exist. The svg package attempts to bypass the resulting error.

Consequently, the total number of pages is read and only existing PDF pages are included, if both options `inkscapeformat=pdf` and `lastpage=true` are set. This is the default setting (unless DVI output is active) and can be switched off with `lastpage=false`. It's also possible to set the number of the last page included of a PDF graphic manually as optional parameter for `\includesvg` or `\includeinkscape`. For details, see the description of the respective commands.

2.4. Including SVG files

<code>\includesvg</code>	The command <code>\includesvg</code> to include a SVG file is quite similar to the <code>\includegraphics</code> command provided by the graphicx package.
--------------------------	---

```
\includesvg[<parameters>]{<svg filename>}
```

<code>inkscape</code> (param.)	It is used right in the same way but where <code><svg filename></code> is the file name of the SVG file, where any given file extension will be replaced with <code>.svg</code> ruthlessly. In order to change the source file format for the Inkscape export, you have to use parameter <code>svgextension</code> .
<code>inkscapeformat</code> (param.)	
<code>inkscapelatex</code> (param.)	
<code>inkscapearea</code> (param.)	
<code>inkscapepi</code> (param.)	If the given file is not located in the current working directory but elsewhere on your file system, the command <code>\svgpath</code> could be used to specify this path. It is recommended to avoid umlauts or any other Non-ASCII characters as well as any spaces and/or quotes
<code>inkscapeopt</code> (param.)	
<code>svgextension</code> (param.)	
<code>width</code> (param.)	³ https://inkscape.org/de/doc/inkscape-man.html
<code>height</code> (param.)	⁴ to provide compatibility for package graphicx , it's possible to use <code>keepaspectratio=true</code> as alias for <code>distort=false</code> and the other way round
<code>distort</code> (param.)	⁵ https://bugs.launchpad.net/ubuntu/+source/inkscape/+bug/1417470
<code>scale</code> (param.)	
<code>pretex</code> (param.)	
<code>apptex</code> (param.)	
<code>draft</code> (param.)	

respectively `\dq` both in paths and file names. Especially when DVI output is active using quotes will certainly cause an error.

The command `\includesvg` is intended to do an automated export with **Inkscape** at first, where the given SVG file is exported to a PDF/EPS/PS/PNG file (see `inkscapeformat`) and perhaps a correlating L^AT_EX file (see `inkscapelatex`). The export with **Inkscape** is only invoked, if the SVG file is newer than the exported graphic file or latter doesn't exist at all. Once the export has been done, the graphic file and maybe the L^AT_EX file are included.

All previously described options can also be used as optional parameters to `\includesvg` and do have the same effect as described before. However, the optional parameters specified have an effect only once when `\includesvg` is executed and remain unchanged afterwards.

<code>lastpage</code> (param.)	In addition to the use of boolean values, the parameter <code>lastpage</code> can also be assigned a specific (integer) page number, which defines the last used page of a PDF graphic. This, just like the identically named option, has an effect only when <code>inkscapeformat=pdf</code> is set.
<code>angle</code> (param.)	Both parameters correlate to the identically named parameters of the <code>\includegraphics</code> command provided by the graphicx package. However, unlike to <code>\includegraphics</code> , they <i>angle</i> and <i>origin</i> are <i>always evaluated after width, height, distort and scale</i> by <code>\includesvg</code> , regardless of the used order of the given parameters. This is mainly due to the inclusion of the L ^A T _E X files corresponding to the graphic files generated by Inkscape .
<code>origin</code> (param.)	

2.5. Including already exported SVG files

<code>\includeinkscape</code>	If you don't want to make use of the automated export with Inkscape but the user-interface provided by the svg package, you can use <code>\includeinkscape</code> instead of <code>\includesvg</code> .
-------------------------------	---

```
\includeinkscape[parameters]{graphic filename}
```

<code>inkscapeformat</code> (param.)	You can use it similar to <code>\includesvg</code> but <code><graphic filename></code> has to be the filename of the already exported graphic file. If a valid file extension (<code>.pdf/.eps/.ps/.png</code>) is given, the current setting for <code>inkscapeformat</code> is overwritten. It's even possible to specify a file extension like <code>.pdf_tex</code> to activate <code>inkscapelatex</code> . Furthermore, all optional parameters for <code>\includeinkscape</code> do have the same effect as described before for command <code>\includesvg</code> once when <code>\includeinkscape</code> is executed and remain unchanged afterwards.
<code>inkscapelatex</code> (param.)	
<code>width</code> (param.)	
<code>height</code> (param.)	
<code>distort</code> (param.)	
<code>scale</code> (param.)	
<code>pretex</code> (param.)	
<code>apptex</code> (param.)	
<code>draft</code> (param.)	
<code>lastpage</code> (param.)	
<code>angle</code> (param.)	This package allows the extraction of independent graphic files out of SVG files which have been included and rendered with L ^A T _E X by the svg package. This is particularly useful when attempting to provide images to journals or collaborators, and one wishes the image to appear exactly as it does within the original L ^A T _E X document.
<code>origin</code> (param.)	

3. Usage of package `svg-extract`

This package allows the extraction of independent graphic files out of SVG files which have been included and rendered with L^AT_EX by the **svg** package. This is particularly useful when attempting to provide images to journals or collaborators, and one wishes the image to appear exactly as it does within the original L^AT_EX document.

In order to extract to PDF, EPS, or PS files the programs `pstoeps`, `pstopdf` and `pdftops` are used which are usually provided by most of the L^AT_EX distributions. In addition, the command line interfaces of **ImageMagick** and **Ghostscript** can be invoked for converting images in formats like PNG, JPG, TIF or something else. It's also possible to create PDF, EPS or PS files with one of the two programs. Therefor the desired program—**magick** and/or **gswin32c/gswin64c** on Windows respectively **convert** and/or **gs** on unix-like operating systems—must be installed. By typing `<program> --version` on shell, this can be checked.

If you want to extract independent graphic files from included SVG files, you only have to load **svg-extract**. All actions for the extraction process will be done by using `\includesvg` or `\includeinkscape`. Without any additional settings, the extraction will render the SVG file to the specified output formats(s) of choice using the same settings as specified within the two commands. Consequently, the scale between the image and text in the extracted files will remain identical to the scale within the document from which the SVG file was extracted.

In contrast to package **svg**, the console commands for graphic extraction are executed with each L^AT_EX run by package **svg-extract** when `--shell-escape` mode is activated. This behaviour can be switched off with option `extract=false`.

Important changes

In version v1.0 of package **svg** the extracted files were named like the numbering of the current **subfig** environment by default. As package **subfig** sometime causes problems and because of the large amount of different L^AT_EX packages which all provide the possibility to include subfigures with very different implemetations, this feature can't be provided reliably by **svg-extract**. See option **extractname** for further information.

3.1. General settings

on (opt.) This options have to be given while loading the **svg-extract** package and are intended to toggle the functionality of this package. As both extracting and converting independent graphic files is invoked with every L^AT_EX run when **--shell-escape** is activated, the option **off** can be given to save compilation time, once the creation of all desired images has been done and they no longer need to be re-generated. The option **on** can be used to reactivate functionality of this package. This can also be done by using **extract=true/false**.

\svgsetup With package **svg-extract** the applicable options for **\svgsetup{<options>}** as well as parameters for the already described macros **\includesvg[<parameters>]{<svg filename>}** and **\includeinkscape[<parameters>]{<graphic filename>}** are extended. They can be used to control the process of graphic extraction and converting.

All option described below can be used togehter with **\svgsetup** and are then valid in the current scope. There also exist identically named parameters for the optional arguments of

```
\includesvg[<parameters>]{<svg filename>}
\includeinkscape[<parameters>]{<graphic filename>}
```

These have an effect only once, when the specific command is executed.

3.2. Extract independent grahic files

extract (opt.) This option can be used with boolean values. Using **extract=true** activates the functionality for both extracting and converting which is the default setting, whereas **extract=false** turns it off completely.

extractpath (opt.) The path where the extracted and converted files are located can be specified with option **extractpath**, whereas **basesubdir** is set by default.

svgdir/svgpath

The extracted and converted independent graphic files are located in the same directory as the corresponding SVG file.

svgsubdir/svgsubpath

Within the folder of the encountered SVG file, all extracted and converted files will be located in a subfolder named **svg-extract/**.

basedir/basepath/jobdir/jobpath

All extracted and converted files will be located in the current working directory.

basesubdir/basesubpath/jobsubdir/jobsubpath

A subfolder named **svg-extract/** within the current working directory will be used for all extracted and converted files.

/path/to/somewhere/

It is also possible to give a custom path, either relative to the current working directory (**./relative/path/**) or as an absolute path.

extractname (opt.) It's also possible to change the name for extracted and converted files. The default setting is **extractname=filenamenumbered**. The appended file extension is derived from option **extractformat**.

filename/name

The name of the exported **Inkscape** file is used and the suffix **-extract** is attached.

`filenamenumbered/namenumbered/numberedfilename/numberedname`

Same as above, but a prefix with the current enumerated count of SVG files is used instead of the suffix.

`numbered/section/numberedsection/sectionnumbered`

The file name is composed by the current enumerated count of SVG files and the present outline numbering.

`<filename>`

You can use any file name. It's possible to use counters for specifying the name of the extracted file. Repeatedly specifying the same file name will overwrite previously created files.

`extractformat` (opt.) The included SVG file can be extracted from the document into an independent graphic file of type PDF, EPS or PS. The option can be used with either a single value (`extractformat=pdf`) or a comma separated list. For example,

```
\includesvg[extractformat={pdf,eps,ps}]{<svg filename>}
```

will extract the SVG file to both PDF and EPS formats and generates two independent graphic files. By default, `extractformat=pdf` is set unless DVI output was detected. In this case `extractformat=eps` is the default setting.

`extractwidth` (opt.) These options can be used to overwrite the settings given for the appearance of a SVG file within the document. For example, a SVG file should cover the entire text width within the document but be extracted to a fixed width. This can be done with:

```
extractheight (opt.)
extractdistort (opt.)
extractscale (opt.)
extractpretex (opt.)
extractapptex (opt.)

\includesvg[width=\textwidth,extractwidth=500pt]{<svg filename>}
```

Assigning the value `inherit` to one of these options—which is set by default—leads to the usage of the corresponding option of package **svg** (`width/height/scale/pretex/apptex`), whereas `extract...=\relax` can be used to ignore a parent option utterly.

`extractpreamble` (opt.) Within the included and extracted SVG files any \LaTeX macro can be used either defined by the user—this should be done in the preamble of the \LaTeX document in which the SVG file is to be included—or provided by a package which is loaded. As the extraction process of the SVG files needs an auxiliary \LaTeX file all used packages and commands have to be known within this file. Consequently, the preamble of the current \LaTeX document is used for the extraction of the SVG file by default.

However, it is possible to specify a different *preamble file* with the option `extractpreamble` where the file to use as the preamble is given as the argument—including maybe path, but file name and file extension in any case. The given preamble file is searched similar to SVG files meaning, every path given with `\svgpath` or `\graphicspath` is examined. The default definition of `extractpreamble` is `\jobname.tex`—more precisely the file extension given by option `latexext` is used—and should suffice for most cases. The preamble up to the line defined by the option `extractpreambleend` will be used, which is set to a default with `\begin{document}`.

`\svghidepreamblestart` In case, the preamble of the current \LaTeX document is used, there are maybe packages included or some parts within the preamble, which should not be used within the separate auxiliary \LaTeX file. These parts can be excluded if they are enclosed by `\svghidepreamblestart` and `\svghidepreambleend`.

For example, your current \LaTeX document uses package **showframe** which causes some problems with the extraction of independent graphic files. So you want to get rid of it within the auxiliary \LaTeX file. This can be done with:

```
\documentclass{<documentclassname>}
...
\usepackage{svg-extract}
...
\svghidepreamblestart
\usepackage{showframe}
\svghidepreambleend
...
```

<code>extractruns</code> (opt.)	When extracting independent graphic files by compiling the generated auxiliary \LaTeX file, it's maybe necessary to do multiple \LaTeX iterations on this. The number of iterations is controlled with option <code>extractruns</code> . It is set to <code>extractruns=2</code> by default.
<code>latexexe</code> (opt.)	For the extraction of an independent graphic file, the \LaTeX program is used which is set by
<code>latexopt</code> (opt.)	the <code>latexexe</code> option. Depending on the \LaTeX engine used for the current \LaTeX document,
<code>latexext</code> (opt.)	it is set to either <i>pdflatex</i> , <i>lualatex</i> , <i>xelatex</i> or <i>latex</i> by default. It's also possible to specify additional flags or switches for the \LaTeX iterations, which are performed during the extraction process by the <code>latexopt</code> option. If you are used to utilize a different extension for \LaTeX files than <code>.tex</code> , option <code>latexext</code> can be used like <code>latexext=ltx</code> .
<code>dvipsopt</code> (opt.)	Depending on the used \LaTeX engine, the file type of the extracted graphic differs. In order to
<code>pstoeps</code> (opt.)	create all formats, requested with option <code>extractformat</code> , several converting tools provided
<code>pstopdf</code> (opt.)	by most of the \LaTeX distributions are maybe invoked. These are <i>dvips</i> , <i>ps2eps</i> , <i>ps2pdf</i>
<code>pdftoept</code> (opt.)	and/or <i>pdftops</i> and can't be changed. It's only possible to specify additional switches for
<code>pdftops</code> (opt.)	every single tool with <code>dvipsopt</code> , <code>pstoeps</code> , <code>pstopdf</code> , <code>pdftoept</code> and <code>pdftops</code> .
<code>clean</code> (opt.)	During the extraction process many files are generated for each SVG file extraction. So it's oftentimes desirable to automatically remove these temporary files. Using the option <code>clean=true</code> will remove any generated files created other than the extracted output format(s) requested. Setting <code>clean=false</code> is useful for debugging and set by default. Additionally, it's possible to use option <code>clean</code> with a list of file extensions in order to specify auxiliary files generated by package <i>svg-extract</i> to be deleted, for example <code>clean={log,aux}</code> .
<code>exclude</code> (opt.)	Sometimes it may be necessary to extract and/or convert a SVG file without including it. If the flag <code>exclude</code> is specified, the SVG file will not be rendered in the current \LaTeX document, but will be extracted and/or converted to the requested output format(s).
<code>\includesvg</code>	As previously mentioned, for extracting independent graphic files it is sufficient to load
<code>\includeinkscape</code>	package <i>svg-extract</i> and afterwards everything necessary is done by just using <code>\includesvg</code> or <code>\includeinkscape</code> .
<code>extractangle</code> (param.)	With this additional parameter the graphic is rotated during the extraction process. The value is not inherited from <code>angle</code> if it was given by default. This can be achieved by setting:

```
\includesvg[angle=<angle>,extractangle=inherit]{<svg filename>}
```

3.3. Convert extracted graphic files

Based on the extraction of independent graphic files, the ***svg-extract*** packages also provides the possibility to convert these extracted graphics in another format than PDF, EPS or PS with either ***ImageMagick***—which is set by default—or ***Ghostscript***.

`convert` (opt.) This option can be used to control the invocation of the conversion process. By default, `convert=false` is set. For Windows, there exist two different versions of ***Ghostscript***, either 64 bit or 32 bit. If it is selected as converting tool the 64 bit executable is set by default. Please note, that option `extract` has to be activated.

`false/off/no`

No conversion is done.

`true/on/yes`

The conversion will be done with the current chosen converting tool.

`magick/imagemagick/convert`

The conversion is activated and ***ImageMagick*** is selected.

`gs/ghostscript`

The conversion is activated and ***Ghostscript*** is selected.

`gs64/ghostscript64`

This value activates ***Ghostscript*** as conversion tool and sets `gsexe=gswin64c`. On unix-like operating systems, the value for `gsexe` remains unchanged.

`gs32/ghostscript32`

The same as for the latter case applies, only option `gsexe=gswin32c` is set on Windows.

`convertformat` (opt.) With this option, the desired output format(s) can be given. Multiple graphic formats can be specified in a list, for example something like `convertformat={png,jpg,tif}`. The value specified in `extractformat` is used as the source format for the conversion. If `extractformat` itself contains a file list, the first value within this list is considered. If `extractformat` is defined empty, the file generated anyway during the extraction is used.

Settings for specific converting formats

Maybe it's desired to apply varying settings for different output formats. Therefore some options described below can either be set for all converted files or for a specific output format. In particular, these are the options `convertdpi` as well as `magicksetting`, `magickoperator`, `gsdevice` and `gsopt`. All these mentioned options can be used like either `<option>=<value>` or `<option>={<outputformat>=<value>}` and even `<option>={<outputformat>+=<value>}` where the desired output format is trailed with + as inner key.

The first variant is applied to all output formats in general. If one of these mentioned options is evaluated and an output format specific value was given like in the second variant, the general setting is overwritten. If the general setting should be used and extended by an additional output format specific settings, then the third variant is to be used. In this case, no output format specific setting (second variant) must not have been used.

If you want to reverse any setting, you only have to use `\relax` as a value, either for a general option (`<option>=\relax`) or a specific one (`<option>={<outputformat>[+]=\relax}`).

`convertdpi` (opt.) This option controls the used density for all file formats or a specific one, whether **ImageMagick** or **Ghostscript** is used for the graphic conversion. The desired resolution of the converted file is given in dots per inch (DPI) either as a scalar value (e.g. `convertdpi=600`) or with different resolutions in x- and y-direction (e.g. `convertdpi=600x400`).

As described before, it's also possible to declare a specific resolution for each desired converting format. For example, you want to set different resolution for PNG and JPG formats and something for all other formats:

```
\svgsetup{%
  convertdpi={png=600},%
  convertdpi={jpg=150},%
  convertdpi=300%
}%
```

If a setting for a specific output format is given, any unspecific setting is overwritten, when the conversion to this format is done. With `convertdpi={<outputformat>=\relax}` a specific setting can be reversed.

Please note that not every graphic format support different resolutions in x- and y-direction. So using a value like `convertdpi=600x400` may not necessarily lead to the desired result. However, this is then due to the used conversion tool and not to the processing of the option.

3.3.1. Settings for the invocation of *ImageMagick*

`magickexe` (opt.) The conversion with **ImageMagick** via the `magick` or `convert` command line interface can be controlled with these options. The option `magickexe` determines the used executable and is set to `magick` on Windows and otherwise to `convert` by default. Additionally, there are the two options `magicksetting` and `magickoperator` which can be used to define *settings* and *operators* for the conversion process. As described before, the two options `magicksetting` and `magickoperator` can be set for all output formats or a *specific* one either resetting or extending the general settings. For further information see the documentation of **ImageMagick command line interface**⁶.

⁶<http://www.imagemagick.org/script/command-line-processing.php>

3.3.2. Settings for the invocation of *Ghostscript*

`gsexe` (opt.) The conversion with *Ghostscript* is done with command line interface `gswin64c` or
`gsdevice` (opt.) `gswin32c` on Windows and `gs` on unix-like operating systems. The executable can be
`gsopt` (opt.) changed with option `gsexe`. Because *Ghostscript* requires the specification of a device,
there are some predefined for the most common output formats. These are:

```
\svgsetup{%  
  gsdevice={png=png16m},gsdevice={jpeg=jpeg},gsdevice={jpg=jpeg},%  
  gsdevice={tif=tiff48nc},gsdevice={tiff=tiff48nc},%  
  gsdevice={eps=eps2write},gsdevice={ps=ps2write}%  
}%
```

Furthermore, with `gsopt` additional switches for *Ghostscript* can be set. As described before, both `gsdevice` and `gsopt` can be defined in general or for specific output formats. For further information see the documentation of *Ghostscript*⁷.

⁷<https://ghostscript.com/doc/current/Use.htm>

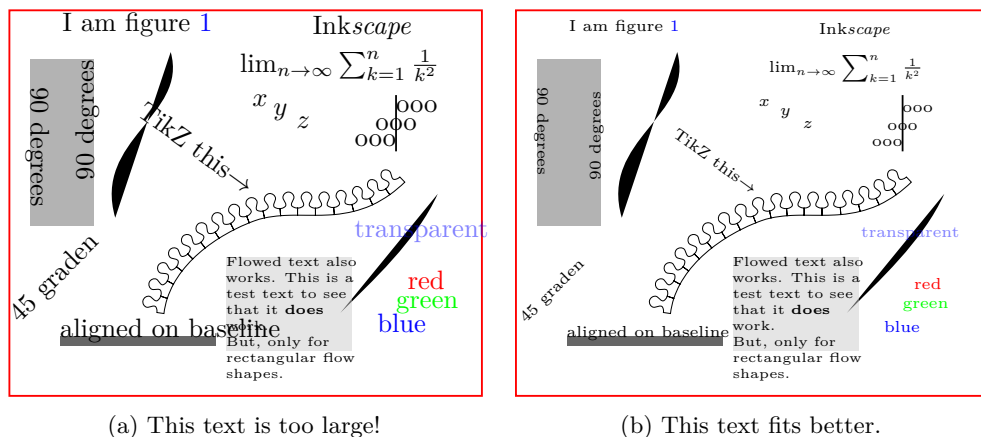


Figure 1: An example figure with \LaTeX support

4. Example

As an minimal example⁸ take the following lines of code:

```
\documentclass{article}
\usepackage[T1]{fontenc}
\usepackage{svg}
\usepackage[off]{svg-extract}
\svgsetup{clean=true}
%\pdfsuppresswarningpagegroup=1
\usepackage{relsize}
\usepackage{subcaption}
\begin{document}
\begin{figure}
\begin{minipage}{\dimexpr\linewidth/2\relax}
\includesvg[width=\linewidth]{svg-example}%
\subcaption{This text is too large!}%
\end{minipage}%
\begin{minipage}{\dimexpr\linewidth/2\relax}
\includesvg[width=\linewidth,pretext=\relscale{0.6}]{svg-example}%
\subcaption{This text fits better.}%
\end{minipage}
\caption{An example figure with \LaTeX-support\label{fig:example}}%
\end{figure}
\begin{figure}\centering
\includesvg[%
width=.5\linewidth,inkscapelatex=false,extractformat={pdf,eps}%
]{svg-example}%
\caption{The same example figure without \LaTeX-support}%
\end{figure}
\end{document}
```

The output is shown in Figure 1 and Figure 2. Within this example the file `svg-example.svg` was included three times using the `\includesvg` command.

If you are willing to compile the example, there are two aspects to consider. First, the included SVG file `svg-example.svg` has to be located in the current folder and is located in `(texmf)/doc/latex/svg/`. Second, you have to run the desired \LaTeX engine with flag `--shell-escape`.

As you can see, Figure 1a is created with default settings, except the width specification. The *Inkscape* export with \LaTeX support is done and the extraction of an independent graphic file in PDF format as the **svg-extract** package was loaded.

⁸The image used here is a slightly modified version of the image used in the initial documentation on how to include a SVG file in \LaTeX by Johan B. C. Engelen available as package **svg-inkscape** on CTAN.

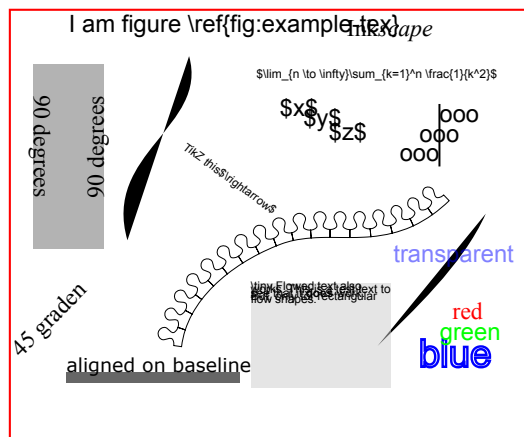


Figure 2: The same example figure without L^AT_EX support

However, the text is slightly overrunning the margins of the image, and so [Figure 1b](#)—which again uses the same **Inkscape** export results—decreases the font size of the text within the image relative using the `pretex` option together with the `relscale` command provided by the **resize** package.

In [Figure 2](#) the same SVG file was used but without the export of a separate L^AT_EX file containing all text elements.

Feel free to use this given example to try out all the options and possibilities described in [section 2](#) for package **svg**. Especially if you want to use package **svg-extract** for the automated extraction of independent graphics ([subsection 3.2](#)) and their conversion to different graphic formats with **ImageMagick** and/or **Ghostscript** ([subsection 3.3](#)), this example can be easily used for the first steps.

5. Troubleshooting and reporting issues

When using the packages **svg** and **svg-extract**, the most likely occurring problems will be caused by calling the external programs. For this reason, a short package information is written into the log file right before each call of an external program on shell. If a file should have been created, both packages check after the external call, whether this file exists or not and raise an error or at least a warning, if this file is missing. If you got such a message, please check the log file for lines like:

Package **svg** Info: or Package **svg-extract** Info:

Right afterwards, there should appear `runsystem(<command>)...executed.` which you should try to execute manually at the terminal in the right directory. In most cases, the problem will be an invalid command call. If something goes wrong during the extraction/-converting process of package **svg-extract**, it would make sense to set option `clean=false` to not delete any auxiliary files that might be needed.

If you are sure that the problem is not caused by the configuration of your operating system, you can send an error report either via email or create a new issue on GitHub. Both addresses can be found on the title.

When using pdfL^AT_EX there are a lot of warnings

It may happen that several warnings like

pdfTeX warning: pdflatex.exe(file <filename>.pdf): PDF inclusion:
multiple pdfs with page group included in a single page

occur when including the PDF graphics exported with **Inkscape**. This is related to the handling of transparency effects within PDF files. Since pdfT_EX version 1.40.15 or later,

you can get rid of these messages by using `\pdfsuppresswarningpagegroup=1`. See also the discussion on [LaTeX Stack Exchange](https://tex.stackexchange.com/questions/76273/)⁹ for more information.

6. Include SVG files created with *ROOT*

This section was originally written by Philip Ilten. In the hope that since then nothing has changed fundamentally in the described procedure. This passage remains in the documentation, even if it will almost certainly be relevant to experimental particle physicists only, who frequently use the analysis package *ROOT*.

ROOT has the ability to export directly to a SVG file, which means that it is possible to completely by-pass all of *ROOT*'s internal text rendering machinery, and let \LaTeX handle the text natively. This means that all of the ugly fonts that are rendered by *ROOT* can now be completely avoided, with the additional bonus of being able to add references within plots. So how does one go about using this package with *ROOT*?

1. Create the plot with *ROOT* as normal, but turn off all \LaTeX interpretation of text strings. This is a bit tricky, but can be accomplished by setting the font in *ROOT* to a precision of zero as described in the documentation for `TAttFill`¹⁰. Remember that the font is set by using the function `(TAttFill*)->SetTextFont(i)` with

$$i = (\text{font type}) \times 10 + (\text{font precision})$$

In the following lines of code, a `TStyle` is defined which sets the font to type “Courier New” with a precision of zero.

```
TStyle *style = new TStyle("style","style"); int FONT = 80;
style->SetTextFont(FONT);
style->SetLabelFont(FONT,"XYZ");
style->SetTitleFont(FONT,"XYZ");
style->SetTitleFont(FONT,"");
gROOT->SetStyle("style");
gROOT->ForceStyle();
```

Now, you can just use the well-known standard \LaTeX syntax for creating labels, etc. Note however, that backslashes have to be escaped due to interpretation of special characters by *C++*.

2. Print the plot as a SVG file.

```
gPad->Print("foo.svg");
```

3. Include the SVG file within the document using this package.

```
\usepackage{svg}
\usepackage{svg-extract}
\svgsetup{clean=true}
...
\includesvg[width=\linewidth]{foo}
```

Consider the following example image produced by *ROOT* in [Figure 3](#). This figure was generated by the *ROOT* macro `root.C`, provided within `<texmf>/doc/latex/svg/`, which produces the file `root.svg` when run. The code used to produce this SVG file from within *ROOT* is

```
void root() {

    // Set the style.
    gStyle->SetTextFont(80);      gStyle->SetLabelFont(80,"XYZ");
    gStyle->SetTitleFont(80,"");  gStyle->SetTitleFont(80,"XYZ");
    gStyle->SetPalette(1);        gStyle->SetOptStat(0);
```

⁹[http://tex.stackexchange.com/questions/76273/](https://tex.stackexchange.com/questions/76273/)

¹⁰<http://root.cern.ch/root/html/TAttText.html>

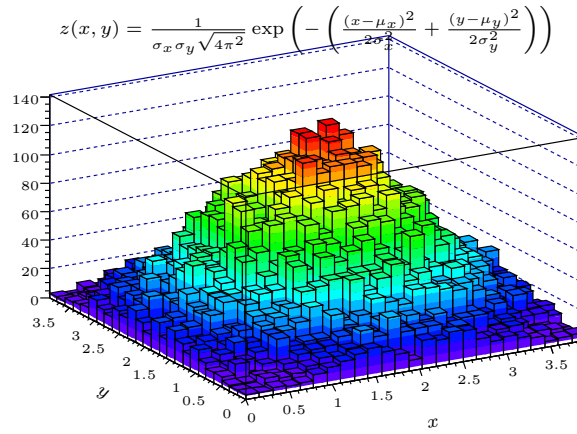


Figure 3: Rendering of a **ROOT** plot—no more *Comic CERNs*

```
// Draw the plot.
TH2D *h = new TH2D("", "", 25, 0, 3.9, 25, 0, 3.9); TRandom r;
for (int i = 0; i < 30000; i++) h->Fill(r.Gaus(2.,1), r.Gaus(2.,1));
h->GetXaxis()->CenterTitle(); h->GetXaxis()->SetTitleOffset(2.5);
h->GetYaxis()->CenterTitle(); h->GetYaxis()->SetTitleOffset(2.5);
h->GetXaxis()->SetTitle("\\larger[2]$x$");
h->GetYaxis()->SetTitle("\\larger[2]$y$");
h->Draw("LEG02");

// Draw additional text.
TText *t = new TText(); t->SetTextAlign(31);
t->DrawText(0.7, 0.9, "\\larger[2]$z(x,y) = \\frac{1}{\\sigma_x\\sigma_y} \\exp\\left(-\\frac{(x-\\mu_x)^2}{2\\sigma_x^2} - \\frac{(y-\\mu_y)^2}{2\\sigma_y^2}\\right)$");

// Print the plot.
gPad->Print("root.svg");
}
```

where the text produced within the **ROOT** plot is set to a precision of zero.

The plot was then included within this document using the following L^AT_EX code

```
\begin{figure}
\centering%
\includesvg[%
  inkscapearea=page,height=6cm,pretex=\tiny,convertformat=png%
]{root}%
\caption{%
  Rendering of a \app{ROOT} plot---no more \emph{Comic CERNs}%
  \label{fig:root}%
}%
\end{figure}
```

which includes the graphic as well as the L^AT_EX file exported by **Inkscape**, produces the extracted PDF image (`root.pdf`) and converts this to a PNG image (`root.png`) by using **ImageMagick**. Enjoy plots from **ROOT** with natively rendered L^AT_EX!

Part II.

Implementation

A. Initialization

A.1. Packages

The package **svg** mainly requires **scrbase** for options processing and **graphicx** for the inclusion of the exported graphic files.

The packages **iftex** and **pdftexcmds** are needed to detect the used L^AT_EX engine on the one hand and enabling pdfT_EX primitives independent of the used L^AT_EX engine on the other hand. Additionally, **trimspaces** is responsible for string manipulation. Both packages **shellesc** and **ifplatform** are used for engine independent access to systems commands and files. The package **svg-extract** only needs package **svg** itself, which is loaded during initialization.

```
1 (*main)
2 \RequirePackage{iftex}[2020/03/06]
3 \RequirePackage{scrbase}[2020/04/19]
4 \RequirePackage{pdftexcmds}[2019/11/24]
5 \RequirePackage{trimspaces}[2009/09/17]
6 \RequirePackage{graphicx}[2019/11/30]
7 \RequirePackage{shellesc}[2019/11/08]
```

In order to do not raise a warning, package **ifplatform** is only used if `--shell-escape` flag is enabled.

```
8 \ifnum\pdf@shellescape=\@ne\relax
9   \RequirePackage{ifplatform}[2017/10/13]
10 \fi
11 \</main>
```

A.2. Dealing with catcodes

The catcode for double quotes are temporarily changed and restored at the very end of both packages.

```
12 \edef\svg@catcodecodes@restore{%
13   \catcode'\noexpand\"the\catcode'\\"relax%
14 }
15 \@makeother\"%
16 \AtEndOfPackage{\svg@catcodecodes@restore}
```

A.3. General macros

<code>\svg@tempa</code>	Internal temporary macros.
<code>\svg@tempb</code>	
<code>\if@svg@tempswa</code>	
	<code>17 \newcommand*\svg@tempa{}</code>
	<code>18 \newcommand*\svg@tempb{}</code>
	<code>19 \newif\if@svg@tempswa</code>

A.3.1. Macros for process control

`\svg@ifwindowsdetected` Do some Windows specific stuff if it was detected.

```
20 \newcommand*\svg@ifwindowsdetected{\@secondoftwo}
21 \AfterPackage*{ifplatform}{%
22   \renewcommand*\svg@ifwindowsdetected{%
23     \ifwindows%
24       \expandafter\@firstoftwo%
25     \else%
26       \expandafter\@secondoftwo%
27     \fi%
28   }%
29 }
```

`\svg@ifvalueisrelax` For some keys the usage of `\relax` as a value should lead to a special reaction, such as restoring to default behavior or resetting the key. Therefore, `\svg@ifvalueisrelax` checks, whether `\relax` was used as value or not.

```
30 \newcommand*\svg@ifvalueisrelax[1]{%
31   \begingroup%
32   \def\svg@tempa{#1}%
33   \def\svg@tempb{\relax}%
34   \ifx\svg@tempa\svg@tempb%
35     \aftergroup\@firstoftwo%
36   \else%
37     \aftergroup\@secondoftwo%
38   \fi%
39   \endgroup%
40 }
```

`\svgx@ifkeyandval` It is checked whether a key was given as $\langle key \rangle = \langle value \rangle$ or like $\langle key \rangle = \{ \langle format \rangle = \langle value \rangle \}$.
`\svgx@@ifkeyandval`

```
41 \newcommand*\svgx@@ifkeyandval{}
42 \newcommand*\svgx@ifkeyandval[3]{%
43   \def\svgx@@ifkeyandval##1=##2=##3\@nil{\IfArgIsEmpty{##3}{#3}{#2}}%
44   \svgx@@ifkeyandval#1==\@nil%
45 }
```

A.3.2. String manipulation

Both packages **svg** and **svg-extract** should be able to handle user-defined input and output paths. As there is the possibility for users to provide paths with or without quotes to L^AT_EX, this is taken into account.

`\svg@deactivate@dq` In order to avoid errors concerning file names with package **babel** and it's active double quotes, this command is defined.

```
46 \newcommand*\svg@deactivate@dq{}
47 \AfterPackage+{babel}{%
48   \renewcommand*\svg@deactivate@dq{\bbl@deactivate{}}%
49   \providecommand*\bbl@deactivate[1]{}%
50 }
```

`\svg@sanitize@dq` Save expansion of the second argument in the macro from the first argument with deactivated double quotes.

```
51 \newcommand*\svg@sanitize@dq[2]{%
52   \begingroup%
53   \svg@deactivate@dq%
54   \edef\svg@tempa{\endgroup\def\noexpand#1{#2}}%
55   \svg@tempa%
56 }
```

`\svg@quotes@check` During the treatment of paths, it may be necessary to temporarily remove quotes and, if
`\svg@quotes@@check` required, add them again later. For this purpose, the switch `\if@svg@quotes@found` as
`\if@svg@quotes@found` well as the commands `\svg@quotes@check` and `\svg@quotes@@check`, which controls the
switch, are defined. As before, the string is passed in a macro to `\svg@quotes@check`.

```

57 \newif\if@svg@quotes@found
58 \newcommand*\svg@quotes@check[1]{%
59   \expandafter\svg@quotes@@check#1"\@nil%
60 }
61 \newcommand*\svg@quotes@@check{%
62   \def\svg@quotes@@check#1"#2\@nil{%
63     \IfArgIsEmpty{#2}{\@svg@quotes@foundfalse}{\@svg@quotes@foundtrue}%
64   }

```

`\svg@quotes@remove` These two commands are used to remove all occurring quotes within a string. The only
`\svg@quotes@@remove` argument passed to `\svg@quotes@remove` is not the string itself but a macro in which a
string is stored.

```

65 \newcommand*\svg@quotes@remove[2][]{%
66   \begingroup%
67   \IfArgIsEmpty{#1}{\def\svg@tempb{#2}}{\def\svg@tempb{#1}}%
68   \svg@sanitize@dq\svg@tempa{\svg@tempb}%
69   \expandafter\svg@quotes@check\expandafter{\svg@tempa}%
70   \expandafter\svg@quotes@@remove\svg@tempa""\@nil%
71   \edef\svg@tempb{%
72     \endgroup%
73     \def\noexpand#2{\svg@tempa}%
74     \if@svg@quotes@found%
75       \noexpand\@svg@quotes@foundtrue%
76     }%
77     \noexpand\@svg@quotes@foundfalse%
78     \fi%
79   }%
80   \svg@tempb%
81 }
82 \newcommand*\svg@quotes@@remove{%
83   \def\svg@quotes@@remove#1"#2"#3\@nil{%
84     \IfArgIsEmpty{#2}{%
85       \edef\svg@tempa{#1}%
86     }{%
87       \svg@quotes@@remove#1#2#3""\@nil%
88     }%
89 }

```

`\svg@remove@leadingchar` This command removes the single character in given with the first argument from the
expanded macro in the second argument.

```

90 \newcommand*\svg@remove@leadingchar[2]{%
91   \begingroup%
92   \svg@sanitize@dq\svg@tempa{#2}%
93   \def\svg@tempb{%
94     \def\svg@tempa####1\@nil{\def\svg@tempa{####1}}%
95     \kernel@ifnextchar#1%
96       {\expandafter\svg@tempa\@gobble}%
97       {\svg@tempa}%
98   }%
99   \expandafter\svg@tempb\svg@tempa\@nil%
100   \edef\svg@tempb{%
101     \endgroup%
102     \def\noexpand#2{\svg@tempa}%
103   }%
104   \svg@tempb%
105 }

```

A.3.3. File handling

`\svg@filename@parse` As the internal L^AT_EX command `\filename@parse` is not able to split a given file name containing quotes, `\svg@filename@parse` is defined to resolve this problem. The optional argument can be used to give a specific file extension, which should be searched within `\filename@ext`. If found at the very end, the previous part is appended to `\filename@base`.

```
106 \newcommand*\svg@filename@parse[2][]{%
107   \begingroup%
```

The given path and file is parsed with `\filename@parse`.

```
108   \svg@sanitize@dq\svg@tempa{#2}%
109   \expandafter\filename@parse\expandafter{\svg@tempa}%
110 % If there are quotes in the file path, the closing one will be found as first
111 % character in \cs{filename@base} as \cs{filename@area} is splitted at the last
112 % slash. This leading quote is removed from \cs{filename@base} with
113 % \cs{svg@remove@leadingchar}.
114 %   \begin{macrocode}
115   \svg@quotes@remove{\filename@area}%
116   \if@svg@quotes@found%
117     \edef\filename@area{"\filename@area"%
118     \svg@remove@leadingchar"\filename@base%
119   \fi%
```

The found extension is parsed against the optional argument. If a double quote was found within the extension, it actually belongs to `\filename@base`.

```
120   \ifx\filename@ext\relax\else%
121     \svg@quotes@remove{\filename@ext}%
122     \svg@extension@parse{#1}%
123     \if@svg@quotes@found%
124       \edef\filename@base{\filename@base"}%
125     \fi%
126   \fi%
```

Quotes within `\filename@base` are normalized.

```
127   \svg@quotes@remove{\filename@base}%
128   \if@svg@quotes@found%
129     \edef\filename@base{"\filename@base"%
130   \fi%
```

With `\svg@tempa` the group is closed and the results are saved in the macros `\filename@...`

```
131   \edef\svg@tempa{%
132   \endgroup%
133   \def\noexpand\filename@area{\filename@area}%
134   \def\noexpand\filename@base{\filename@base}%
135   \ifx\filename@ext\relax%
136     \let\noexpand\filename@ext\noexpand\relax%
137   \else%
138     \def\noexpand\filename@ext{\filename@ext}%
139   \fi%
140   }%
141   \svg@tempa%
142 }
```

`\svg@extension@parse` These macros are used to permit multiple dots in file names. The content of `\filename@ext` is split at each occurrence of `.` and the trailing part is compared against the content of the argument of `\svg@extension@parse`, which is probably `\svg@file@ext`. If they are equal, the previous part is appended to `\filename@base` and `\filename@ext` is set to the content of the first argument.

```
143 \newcommand*\svg@extension@parse[1]{%
144   \IfArgIsEmpty{#1}{-}{%
```



```

145 \expandtwoargs\Ifstr%
146 {\detokenize\expandafter{\filename@ext}}{\detokenize\expandafter{#1}}{\}%
147 \begingroup%

```

Macro `\svg@tempa` is used to temporarily store anything before the searched extension at the end of `\filename@ext` and `\svg@tempb` is set to the actual searched extension if found.

```

148 \edef\svg@tempa{%
149 \def\noexpand\svg@tempa{%
150 \let\noexpand\svg@tempb\relax%
151 \noexpand\svg@extension@@parse%
152 \filename@ext.\noexpand\@nil#1\noexpand\@nil%
153 }%
154 \svg@tempa%
155 \edef\svg@tempa{%
156 \endgroup%

```

If the trailing extension was found, `\filename@base` and `\filename@ext` are adopted.

```

157 \def\noexpand\filename@base{\filename@base\svg@tempa}%
158 \ifx\svg@tempb\relax%
159 \let\noexpand\filename@ext\relax%
160 \else%
161 \def\noexpand\filename@ext{\svg@tempb}%
162 \fi%
163 }%
164 \svg@tempa%
165 }%
166 }%
167 }

```

Macro `\svg@extension@@parse` is recursively called as long as there are any dots or the searched extension is found.

```

168 \newcommand*\svg@extension@@parse{}
169 \def\svg@extension@@parse#1.#2\@nil#3\@nil{%
170 \edef\svg@tempa{\svg@tempa.#1}%
171 \IfArgIsEmpty{#2}{\}%
172 \Ifstr{\detokenize{#2}}{\detokenize{#3}}{\}%

```

If the trailing extension is found, `\svg@tempb` is defined.

```

173 \edef\svg@tempb{#3}%
174 }{\%
175 \svg@extension@@parse#2\@nil#3\@nil%
176 }%
177 }%
178 }

```

`\svg@iffilenewer` The macro `\svg@iffilenewer` is used to decide, whether the export with *Inkscape* is necessary due to an updated SVG file. This can only be done, if `\pdf@filemoddate` or `\filemoddate` is defined.

```

179 \newcommand*\svg@iffilenewer[2]{\@gobbletwo}
180 \ifx\pdf@filemoddate\undefined
181 \ifx\filemoddate\undefined\else
182 \ifx\strcmp\undefined\else
183 \renewcommand*\svg@iffilenewer[2]{%
184 \begingroup%
185 \edef\svg@tempa{\filemoddate{#1}}%
186 \edef\svg@tempb{\filemoddate{#2}}%
187 \ifnum\strcmp{\svg@tempa}{\svg@tempb}>\z@\relax%
188 \aftergroup\@firstoftwo%
189 \else%
190 \aftergroup\@secondoftwo%
191 \fi%

```

```

192     \endgroup%
193   }%
194   \fi
195 \fi
196 \else
197   \ifx\pdf@strcmp\undefined\else
198     \renewcommand*{svg@iffilenewer}[2]{%
199       \begingroup%
200         \edef\svg@tempa{\pdf@filemoddate{#1}}%
201         \edef\svg@tempb{\pdf@filemoddate{#2}}%
202         \ifnum\pdf@strcmp{\svg@tempa}{\svg@tempb}>\z@ \relax%
203           \aftergroup\@firstoftwo%
204         \else%
205           \aftergroup\@secondoftwo%
206         \fi%
207       \endgroup%
208     }%
209   \fi
210 \fi

```

\svg@shell@mkdir Finally, platform dependent macros for creating directories as well as moving and deleting files are provided.

```

\svg@shell@mkdir
\svg@shell@mmdir
\svg@shell@mv
\svg@shell@mv 211 \newcommand*{svg@shell@mkdir}[1]{%
\svg@shell@rm 212 \begingroup%
\svg@shell@rm
\svg@shell@rm
\svg@shell@rm
\svg@shell@rm

```

A directory should only be created, if it isn't the current working directory.

```

213   \svg@quotes@remove[#{1}]{\svg@tempa}%
214   \@svg@tempswatrue%
215   \Ifstr{\svg@tempa}{\@svg@tempswafalse}{%
216     \Ifstr{\svg@tempa}{.}{\@svg@tempswafalse}{%
217       }}%
218   \if@svg@tempswa%
219     \ShellEscape{\svg@shell@mkdir{\svg@tempa}}%
220   \fi%
221 \endgroup%
222 }
223 \newcommand*{svg@shell@mv}[2]{%
224   \ShellEscape{\svg@shell@mv\space"#1"\space"#2"}%
225 }
226 \newcommand*{svg@shell@rm}[1]{%
227   \ShellEscape{\svg@shell@rm\space"#1"}%
228 }

```

The platform dependent commands for file access.

```

229 \svg@ifwindowsdetected{%
230   \newcommand*{svg@shell@mkdir}[1]{if not exist "#1" mkdir "#1"}%
231   \newcommand*{svg@shell@mv}{move}%
232   \newcommand*{svg@shell@rm}{del}%
233 }{%
234   \newcommand*{svg@shell@mkdir}[1]{mkdir -p "#1"}%
235   \newcommand*{svg@shell@mv}{mv}%
236   \newcommand*{svg@shell@rm}{rm}%
237 }

```

\svg@normalize@path If any path is given, a trailing slash is needed. These two macros ensure that this condition is fulfilled in any case, even if this is not considered by the user. As before, a macro containing the path string is passed to \svg@normalize@path.

```

238 \newcommand*{svg@normalize@path}[1]{%
239   \begingroup%
240   \svg@quotes@remove[#{1}]{\svg@tempa}%
241   \ifx\svg@tempa\@empty \relax%

```

```

242     \def\svg@tempa{.}%
243     \fi%
244     \expandafter\svg@normalize@@path\svg@tempa//\@nil%
245     \edef\svg@tempb{%
246       \endgroup%
247       \if@svg@quotes@found%
248         \def\noexpand#1{"\svg@tempa"}%
249       \else%
250         \def\noexpand#1{\svg@tempa}%
251       \fi%
252     }%
253     \svg@tempb%
254 }
255 \newcommand*\svg@normalize@@path{}
256 \def\svg@normalize@@path#1/#2/\@nil{%
257   \IfArgIsEmpty{#2}{%
258     \IfArgIsEmpty{#1}{\def\svg@tempa{}}{\def\svg@tempa{#1/}}%
259   }{%
260     \svg@normalize@@path#2/\@nil%
261     \edef\svg@tempa{#1/\svg@tempa}%
262   }%
263 }

```

A.3.4. List handling

`\svgx@ifinlist` Check, if the first argument is included in a comma-separated list in the second argument. Keep in mind that the first argument is not expanded at all, the second one exactly once.

```

264 \newcommand*\svgx@ifinlist[2]{%
265   \begingroup%
266   \def\svg@tempa##1,##2\@nil{%
267     \IfArgIsEmpty{##2}{%
268       \aftergroup\@secondoftwo%
269     }{%
270       \aftergroup\@firstoftwo%
271     }%
272   }%
273   \expandafter\svg@tempa\expandafter,#2,#1,\@nil%
274   \endgroup%
275 }

```

B. Including SVG files with package `svg`

B.1. Options

All options, which can be set either as package options or with `\svgsetup`, as well as the optional parameters for both user commands `\includesvg[⟨parameters⟩]{⟨svg filename⟩}` and `\includeinkscape[⟨parameters⟩]{⟨graphic filename⟩}` are defined with the interface provided by package **scrbase**.

```

276 \DefineFamily{SVG}
277 \DefineFamilyMember{SVG}

```

`\svg@deprecated@key` With version v2.00 the whole user-interface was renewed. For reasons of compatibility, outdated options and parameters from version v1.0 are also provided. If an old key was given, a warning is issued and the valid key is used.

```

278 \newcommand*\svg@deprecated@key[3][svg]{%
279   \PackageWarning{#1}{%
280     The option key ‘#2’ is deprecated. \MessageBreak%
281     It’s recommended to use ‘#3’\MessageBreak%
282     instead%

```

```

283 }%
284 \FamilyOptions{SVG}{#3}%
285 }

```

Within the exported L^AT_EX files of **Inkscape**, some commands are used out of additional packages. But maybe the user doesn't want to load this packages anyhow.

<pre> usexcolor (opt.) noxcolor (opt.) \if@svg@use@xcolor usetransparent (opt.) notransparent (opt.) \if@svg@use@transparent </pre>	<pre> Options for preventing packages xcolor and transparent to be loaded. 286 \newif\if@svg@use@xcolor 287 \FamilyBoolKey{SVG}{usexcolor}{@svg@use@xcolor} 288 \DeclareOption{noxcolor}{\FamilyOptions{SVG}{usexcolor=false}} 289 \newif\if@svg@use@transparent 290 \FamilyBoolKey{SVG}{usetransparent}{@svg@use@transparent} 291 \DeclareOption{notransparent}{\FamilyOptions{SVG}{usetransparent=false}} </pre>
---	---

They are only available during the loading process of package **svg**.

```

292 \AtEndOfPackage{%
293   \RelaxFamilyKey{SVG}{usexcolor}%
294   \RelaxFamilyKey{SVG}{usetransparent}%
295   \if@svg@use@xcolor%
296     \RequirePackage{xcolor}[2016/05/11]%
297   \else%
298     \AfterPackage*{xcolor}{%
299       \PackageWarning{svg}{Package 'xcolor' was loaded anyway}%
300     }%
301   \fi%
302   \if@svg@use@transparent%
303     \RequirePackage{transparent}[2019/11/29]%
304   \else%
305     \AfterPackage*{transparent}{%
306       \PackageWarning{svg}{Package 'transparent' was loaded anyway}%
307     }%
308   \fi%

```

There is an issue¹¹ with package **transparent**, which currently implements an *invalid* check relying on internal commands of package **pgfsys**, whereas these have changed in the latest version.

```

309 \AfterPackage*{transparent}{%
310   \@ifpackagelater{transparent}{2018/11/19}{\RequirePackage{pgfsys}}%
311 }%
312 }

```

B.1.1. The invocation of **Inkscape**

The Application **Inkscape** is used to create includable graphic files in a desired format (PDF/EPS/PS/PNG) out of files in SVG format, whereas the support of L^AT_EX can optionally be used.

<pre> inkscape (opt.) \svg@ink@mode </pre>	<pre> The intension of option inkscape is to control the running behaviour of Inkscape. It can be switched off at all (inkscape=false) or invoked only if necessary (inkscape=true) and even be forced with every L^AT_EX run (inkscape=forced). Additionally, option inkscape can be used as wrapper for options inkscapeformat, inkscapectex, inkscapearea and inkscaledpi, which are declared later. </pre>
--	--

```

313 \newcommand*\svg@ink@mode{}
314 \DefineFamilyKey{SVG}{inkscape}[true]{%
315   \svg@sanitize@dq\svg@tempb{#1}%
316   \FamilySetNumerical{SVG}{inkscape}{svg@tempa}{%
317     {false}{0},{off}{0},{no}{0},%

```

¹¹<https://github.com/ho-tex/oberdiek/issues/62>

```

318 {true}{1},{on}{1},{yes}{1},{auto}{1},{onlynewer}{1},{newer}{1},%
319 {forced}{2},{force}{2},{overwrite}{2},%
320 {pdf}{3},{PDF}{3},{eps}{4},{EPS}{4},{ps}{5},{PS}{5},{png}{6},{PNG}{6},%
321 {drawing}{7},{crop}{7},%
322 {page}{8},{nocrop}{8},%
323 {tex}{9},{latex}{9},{exportlatex}{9},{latexexport}{9},%
324 {notex}{10},{nolatemx}{10},{noexportlatex}{10},{nolatemxexport}{10},%
325 {latexnoexport}{10},{raw}{10},{plain}{10},{simple}{10}%
326 }\svg@tempb}%
327 \ifx\FamilyKeyState\FamilyKeyStateProcessed%

```

Setting the mode for invoking *Inkscape*...

```

328 \ifnum\svg@tempa<\thr@@\relax%
329 \let\svg@ink@mode\svg@tempa%
330 \else%

```

...and the part as wrapper for different options.

```

331 \ifcase\svg@tempa\relax\or\or\or% pdf
332 \FamilyOptions{SVG}{inkscapeformat=pdf}%
333 \or% eps
334 \FamilyOptions{SVG}{inkscapeformat=eps}%
335 \or% ps
336 \FamilyOptions{SVG}{inkscapeformat=ps}%
337 \or% png
338 \FamilyOptions{SVG}{inkscapeformat=png}%
339 \or% drawing
340 \FamilyOptions{SVG}{inkscapearea=drawing}%
341 \or% page
342 \FamilyOptions{SVG}{inkscapearea=page}%
343 \or% tex
344 \FamilyOptions{SVG}{inkscapelatex=true}%
345 \or% notex
346 \FamilyOptions{SVG}{inkscapelatex=false}%
347 \fi%
348 \fi%

```

It's also possible to set the option `inkscape dpi` by passing a number followed by `dpi` like `inkscape=300dpi`.

```

349 \else% dpi
350 \def\svg@tempa##1dpi##2\@nil{%
351 \Ifstr{##2}{dpi}{\FamilyOptions{SVG}{inkscape dpi=##1}}{}%
352 }%
353 \lowercase{\expandafter\svg@tempa\svg@tempb dpi\@nil}%

```

In version v1.0 the option `inkscape` was used to set both the executable and options for *Inkscape*. This is taken into account here.

```

354 \ifx\FamilyKeyState\FamilyKeyStateProcessed\else% legacy option

```

Splitting executable from options with delimited macros. After calling `\svg@tempa` with the given value, the part for the executable is stored in `\svg@tempa` and the option part—which is recognized by the first `-` character—in `\svg@tempb`.

```

355 \svg@quotes@remove[#{1}]{\svg@tempb}%
356 \def\svg@tempa##1-##2\@nil{%
357 \IfArgIsEmpty{##2}{\let\svg@tempb\empty}{%
358 \def\svg@tempa####1-\@nil{\def\svg@tempb{-####1}}%
359 \svg@tempa##2\@nil%
360 }%
361 \edef\svg@tempa{\trim@spaces{##1}}%
362 }%
363 \edef\svg@tempb{%
364 \noexpand\svg@tempa\svg@tempb-\noexpand\@nil%
365 }%

```

```

366 \svg@tempb%
367 \if@svg@quotes@found%
368 \edef\svg@tempa{"\svg@tempa"}%
369 \fi%
370 \PackageWarning{svg}{%
371   Setting the executable%
372   \ifx\svg@tempb\@empty\else%
373     \space and associated options%
374   \fi%
375   \MessageBreak%
376   for Inkscape should be done with options\MessageBreak%
377   'inkscapeexe=\svg@tempa'%
378   \ifx\svg@tempb\@empty\else%
379     \MessageBreak and 'inkscapeopt=\svg@tempb'%
380   \fi.\MessageBreak%
381   Nevertheless, this was done by now anyway%
382 }%
383 \edef\svg@tempa{%
384   \noexpand\FamilyOptions{SVG}{inkscapeexe=\svg@tempa}%
385   \ifx\svg@tempb\@empty\else%
386     \noexpand\FamilyOptions{SVG}{inkscapeopt=\svg@tempb}%
387   \fi%
388 }%
389 \svg@tempa%
390 \fi%
391 \fi%
392 }

```

on (opt.) Package options which can be used to switch functionality on or off during the loading of
off (opt.) package **svg**.

```

393 \DeclareOption{on}{\FamilyOptions{SVG}{inkscape=true}}
394 \DeclareOption{off}{\FamilyOptions{SVG}{inkscape=false}}

```

inkscapeversion (opt.) With these options, the executed command for invoking *Inkscape* as well as additional
options can be defined.

```

\svg@ink@ver 395 \newcommand*\svg@ink@ver{\m@ne}
inkscapeexe (opt.) \svg@ink@exe 396 \DefineFamilyKey{SVG}{inkscapeversion}[true]{%
\svg@ink@opt 397 \FamilySetNumerical{SVG}{inkscape}{\svg@tempa}{%
398 {true}{0},{on}{0},{yes}{0},{auto}{0},{detect}{0},{determine}{0},{fetch}{0},%
399 {enquire}{0},{identify}{0},{request}{0},{retrieve}{0},{obtain}{0}%
400 }{#1}%
401 \ifx\FamilyKeyState\FamilyKeyStateProcessed%
402 \renewcommand*\svg@ink@ver{\m@ne}%
403 \else%
404 \def\svg@tempa##1.##2\@nil{%
405 \Ifnumber{##1}{%
406 \renewcommand*\svg@ink@ver{##1}%
407 \FamilyKeyStateProcessed%
408 }{}}%
409 }%
410 \svg@tempa#1.\@nil%
411 \fi%
412 }
413 \newcommand*\svg@ink@exe{inkscape}
414 \DefineFamilyKey{SVG}{inkscapeexe}{%
415 \svg@sanitize@dq\svg@ink@exe{#1}%
416 \FamilyKeyStateProcessed%
417 }
418 \newcommand*\svg@ink@opt{}
419 \DefineFamilyKey{SVG}{inkscapeopt}{%
420 \renewcommand*\svg@ink@opt{#1}%
421 \FamilyKeyStateProcessed%
422 }

```


The two options `inkscapeversion` and `inkscapeexe` can only be used within the preamble.

```

423 \def\svg@tempa#1{%
424   \AtBeginDocument{%
425     \DefineFamilyKey[] {SVG}{#1} [] {%
426       \PackageError{svg}{Option ‘#1’ too late}{%
427         Option ‘#1’ can only be set within\MessageBreak%
428         the preamble but you have tried to set it up later.%
429       }%
430     \FamilyKeyStateProcessed%
431   }%
432 }%
433 }
434 \svg@tempa{inkscapeexe}
435 \svg@tempa{inkscapeversion}

```

`inkscapeformat` (opt.) With option `inkscapeformat` the output format of the *Inkscape* export function, which is called via `\ShellEscape`, can be configured. It is set to `pdf` or, if dvi output could be detected, to `eps` during initialization.

```

436 \newcommand*\svg@ink@format{pdf}
437 \ifxetex\else\ifpdf\else
438   \renewcommand*\svg@ink@format{eps}
439 \fi\fi
440 \DefineFamilyKey{SVG}{inkscapeformat}{%
441   \FamilySetNumerical{SVG}{inkscapeformat}{svg@tempa}{%
442     {pdf}{0},{PDF}{0},{eps}{1},{EPS}{1},{ps}{2},{PS}{2},{png}{3},{PNG}{3}%
443   }{#1}%
444   \ifx\FamilyKeyState\FamilyKeyStateProcessed%
445     \ifcase\svg@tempa\relax% latex
446       \renewcommand*\svg@ink@format{pdf}%
447     \or% eps
448       \renewcommand*\svg@ink@format{eps}%
449     \or% ps
450       \renewcommand*\svg@ink@format{ps}%
451     \or% png
452       \renewcommand*\svg@ink@format{png}%
453   \fi%
454   \fi%
455 }

```

`inkscapelatex` (opt.) This option controls whether the *Inkscape* export will be invoked with or without the generation of a separate L^AT_EX file.

```

latex (opt.)
tex (opt.)
\svg@ink@latex
456 \newif\if@svg@ink@latex
457 \FamilyBoolKey{SVG}{inkscapelatex}{@svg@ink@latex}
458 \FamilyBoolKey{SVG}{latex}{@svg@ink@latex}
459 \FamilyBoolKey{SVG}{tex}{@svg@ink@latex}

```

`inkscapearea` (opt.) The exported area for an *Inkscape* graphic can be set with this option.

```

\svg@ink@area
460 \newcommand*\svg@ink@area{}
461 \DefineFamilyKey{SVG}{inkscapearea}{%
462   \FamilySetNumerical{SVG}{inkscapearea}{svg@tempa}{%
463     {drawing}{0},{crop}{0},%
464     {page}{1},{nocrop}{1}%
465   }{#1}%
466   \ifx\FamilyKeyState\FamilyKeyStateProcessed%
467     \ifcase\svg@tempa\relax% drawing
468       \renewcommand*\svg@ink@area{-D}%
469     \else% page
470       \renewcommand*\svg@ink@area{-C}%
471     \fi%
472   \fi%
473 }

```

`inkscapepi` (opt.) A density can be chosen, which is used during export with **Inkscape** for bitmaps and
`inksapedensity` (opt.) rasterization of filters.

```
\svg@ink@dpi
474 \newcommand*\svg@ink@dpi{}
475 \let\svg@ink@dpi\relax
476 \DefineFamilyKey{SVG}{inkscapepi}{%
477   \FamilyKeyStateUnknownValue%
478   \svg@ifvalueisrelax{#1}{%
479     \let\svg@ink@dpi\relax%
480     \FamilyKeyStateProcessed%
481   }{%
482     \def\svg@tempa##1dpi##2\@nil{\def\svg@tempa{##1}}%
483     \lowercase{\svg@tempa#1dpi\@nil}%
484     \Ifnumber{\svg@tempa}{%
485       \edef\svg@ink@dpi{\svg@tempa}%
486       \FamilyKeyStateProcessed%
487     }{}%
488   }%
489 }
490 \DefineFamilyKey{SVG}{inksapedensity}{\FamilyOptions{SVG}{inkscapepi=#1}}
```

`\svg@ink@cmd` The actual usage of the **Inkscape** command line interface.

```
491 \newcommand*\svg@ink@cmd[2]{%
492   \svg@ink@exe\space"#1.\svg@file@ext"\space\svg@ink@area\space%
493   \ifx\svg@ink@dpi\relax\else--export-dpi=\svg@ink@dpi\space\fi%
494   \if\svg@ink@latex--export-latex\space\fi%
495   \ifx\svg@ink@opt\@empty\else\svg@ink@opt\space\fi%
496   \ifnum\svg@ink@ver=\z@%
497     --without-gui\space%
498     --export-\svg@ink@format="#2.\svg@ink@format"%
499   \else%
500     --export-filename="#2.\svg@ink@format"%
501   \fi%
502 }
```

B.1.2. Setting input folder and file

`svgpath` (opt.) In version v1.0 setting the path to SVG files was done via option. So this method is provided as well.

```
503 \DefineFamilyKey{SVG}{svgpath}{%
504   \PackageWarning{svg}{%
505     The key 'svgpath' is deprecated. It's recommended\MessageBreak%
506     to use '\string\svgpath' instead%
507   }%
508   \ifx\svgpath\@undefined%
509     \AtEndOfPackage{\svgpath{#1}}}%
510   \else%
511     \svgpath{#1}%
512   \fi%
513   \FamilyKeyStateProcessed%
514 }
```

`svgextension` (opt.) This option modifies the expected extension for the input file which is exported with
`extension` (opt.) **Inkscape**. It is set to `svg` by default.

```
ext (opt.)
\svg@file@ext
515 \newcommand*\svg@file@ext{svg}
516 \DefineFamilyKey{SVG}{svgextension}{%
```

The extension should be in lower case letters.

```
517   \lowercase{\svg@quotes@remove[#{1}]{\svg@file@ext}}%
```

Remove leading dots from the extension.

```

518 \svg@remove@leadingchar.\svg@file@ext%
519 }
520 \DefineFamilyKey{SVG}{extension}{\FamilyOptions{SVG}{svgextension=#1}}
521 \DefineFamilyKey{SVG}{ext}{\FamilyOptions{SVG}{svgextension=#1}}

```

B.1.3. Setting output folder and file

`inkscapepath` (opt.) The option `inkscapepath` controls, in which folder the results of the **Inkscape** export will be located.

`\svg@out@path`

```

522 \newcommand*\svg@out@path{
523 \DefineFamilyKey{SVG}{inkscapepath}{%
524 \svg@sanitize@dq\svg@tempb{#1}%
525 \FamilySetNumerical{SVG}{inkscapepath}{svg@tempa}{%
526 {svgpath}{0},{svgdir}{0},%
527 {svgsubpath}{1},{svgsubdir}{1},%
528 {basepath}{2},{basedir}{2},{jobpath}{2},{jobdir}{2},%
529 {basesubpath}{3},{basesubdir}{3},{jobsubpath}{3},{jobsubdir}{3}%
530 }{\svg@tempb}%
531 \ifx\FamilyKeyState\FamilyKeyStateProcessed%
532 \ifcase\svg@tempa\relax% svgpath
533 \renewcommand*\svg@out@path{\svg@file@path}%
534 \or% svgsubpath
535 \renewcommand*\svg@out@path{\svg@file@path svg-inkscape/}%
536 \or% basepath
537 \renewcommand*\svg@out@path{./}%
538 \or% basesubpath
539 \renewcommand*\svg@out@path{./svg-inkscape/}%
540 \fi%
541 \else%
542 \edef\svg@out@path{\svg@tempb}%
543 \svg@normalize@path{\svg@out@path}%
544 \FamilyKeyStateProcessed%
545 \fi%
546 }

```

`inkscapepath` (opt.) With option `inkscapepath` the name of the exported file can be changed.

`\svg@out@name`

`\svg@out@base`

```

547 \newcommand*\svg@out@name{\svg@file@name\svg@file@suffix}
548 \newcommand*\svg@out@base{\svg@out@path\svg@out@name.\svg@ink@format}
549 \DefineFamilyKey{SVG}{inkscapepath}{%
550 \renewcommand*\svg@out@name{#1\svg@file@suffix}%
551 \FamilyKeyStateProcessed%
552 }

```

B.1.4. Options for the inclusion of graphics

After the graphic export with **Inkscape**, the inclusion of those graphics can be controlled with the following options.

<p><code>width</code> (opt.)</p> <p><code>\svg@param@width</code></p> <p><code>height</code> (opt.)</p> <p><code>\svg@param@width</code></p> <p><code>distort</code> (opt.)</p> <p><code>keepaspectratio</code> (opt.)</p> <p><code>\if@svg@param@distort</code></p> <p><code>scale</code> (opt.)</p> <p><code>\svg@param@scale</code></p>	<p>These options determine the size of the included graphics. The usage of <code>\relax</code> as value resets the respective option to the default behavior.</p> <pre> 553 \newcommand*\svg@param@width{\z@} 554 \DefineFamilyKey{SVG}{width}{% 555 \FamilyKeyStateUnknownValue% 556 \svg@ifvalueisrelax{#1}{% 557 \renewcommand*\svg@param@width{\z@}% 558 \FamilyKeyStateProcessed% 559 }{% 560 \FamilySetLengthMacro{SVG}{width}{\svg@param@width}{#1}% </pre>
--	--

```

561 \ifx\FamilyKeyState\FamilyKeyStateProcessed%
562 \ifdim\svg@param@width<\z@\relax%
563 \FamilyKeyStateUnknownValue%
564 \fi%
565 \fi%
566 }%
567 }
568 \newcommand*\svg@param@height{\z@}
569 \DefineFamilyKey{SVG}{height}{%
570 \FamilyKeyStateUnknownValue%
571 \svg@ifvalueisrelax{#1}{%
572 \renewcommand*\svg@param@height{\z@}%
573 \FamilyKeyStateProcessed%
574 }{%
575 \FamilySetLengthMacro{SVG}{height}{\svg@param@height}{#1}%
576 \ifx\FamilyKeyState\FamilyKeyStateProcessed%
577 \ifdim\svg@param@height<\z@\relax%
578 \FamilyKeyStateUnknownValue%
579 \fi%
580 \fi%
581 }%
582 }
583 \newif\if@svg@param@distort
584 \FamilyBoolKey{SVG}{distort}{@svg@param@distort}
585 \DefineFamilyKey{SVG}{keepaspectratio}[true]{%
586 \FamilySetBool{SVG}{keepaspectratio}{@svg@tempswa}{#1}%
587 \ifx\FamilyKeyState\FamilyKeyStateProcessed%
588 \if@svg@tempswa%
589 \FamilyExecuteOptions[.svg.sty]{SVG}{distort=false}%
590 \else%
591 \FamilyExecuteOptions[.svg.sty]{SVG}{distort=true}%
592 \fi%
593 \fi%
594 }
595 \newcommand*\svg@param@scale{1}
596 \DefineFamilyKey{SVG}{scale}{%
597 \FamilyKeyStateUnknownValue%
598 \svg@ifvalueisrelax{#1}{%
599 \renewcommand*\svg@param@scale{1}%
600 \FamilyKeyStateProcessed%
601 }{%
602 \Ifisdimension{#1\p@}{%
603 \ifdim\dimexpr#1\p@>\z@\relax%
604 \renewcommand*\svg@param@scale{#1}%
605 \FamilyKeyStateProcessed%
606 \fi%
607 }{%
608 }%
609 }

```

`pretex` (opt.)
`\svg@param@pretex`
`apptex` (opt.)
`\svg@param@apptex`
`postex` (opt.)

For executing code right before or after the graphic inclusion, two hooks are defined.

```

610 \newcommand*\svg@param@pretex{}
611 \let\svg@param@pretex\relax
612 \DefineFamilyKey{SVG}{pretex}{%
613 \svg@ifvalueisrelax{#1}{%
614 \let\svg@param@pretex\relax%
615 }{%
616 \def\svg@param@pretex{#1}%
617 }%
618 \FamilyKeyStateProcessed%
619 }
620 \newcommand*\svg@param@apptex{}
621 \let\svg@param@apptex\relax
622 \DefineFamilyKey{SVG}{apptex}{%

```

```

623 \svg@ifvalueisrelax{#1}{%
624 \let\svg@param@apptex\relax%
625 }{%
626 \def\svg@param@apptex{#1}%
627 }%
628 \FamilyKeyStateProcessed%
629 }
630 \DefineFamilyKey{SVG}{postex}{%
631 \svg@deprecated@key{postex=#1}{apptex=#1}%
632 }

```

`lastpage` (opt.) For **Inkscape** 0.91 a bug concerning the L^AT_EX export has been reported (<https://bugs.launchpad.net/ubuntu/+source/inkscape/+bug/1417470>). Sometimes the L^AT_EX file created by **Inkscape** tries to include more pages than actually are present in the PDF file. To work around this problem, a patch is provided. For this purpose, the total page number is read from the PDF file.

```

633 \newcounter{svg@param@lastpage}
634 \DefineFamilyKey{SVG}{lastpage}[true]{%
635 \FamilySetNumerical{SVG}{lastpage}{svg@tempa}{%
636 {false}{0},{off}{0},{no}{0},{ignore}{0},%
637 {true}{1},{on}{1},{yes}{1},{auto}{1}%
638 }{#1}%
639 \ifx\FamilyKeyState\FamilyKeyStateProcessed%
640 \ifcase\svg@tempa\relax% false
641 \FamilySetCounter{SVG}{lastpage}{svg@param@lastpage}{\m@ne}%
642 \or% true
643 \FamilySetCounter{SVG}{lastpage}{svg@param@lastpage}{\z@}%
644 \fi%
645 \fi%
646 }

```

`draft` (opt.) The option `draft` has the same effect as the eponymous option of package **graphicx**.
`\if@svg@draft`

```

647 \newif\if@svg@draft
648 \FamilyBoolKey{SVG}{draft}{@svg@draft}
649 \AfterPackage*{graphicx}{\ifGin@draft\@svg@drafttrue\fi}

```

B.2. User commands

B.2.1. Optional parameters for user commands

The family member is defined for both **svg** and **svg-extract**.

```

650 ⟨*package & body⟩
651 \DefineFamilyMember[.param]{SVG}
652 ⟨/package & body⟩

```

`\svg@local@param@def` Most of the package options can also be used as optional parameters for `\includesvg` or `\includeinkscape`. Some of them are overloaded for the usage as optional argument and there are some keys, which *only* can be used as optional parameters. This is realized in such a way that `\svg@local@param@use` is extended with `\svg@local@param@def` by the definition of local keys during the loading of package **svg**.

```

653 \newcommand*\svg@local@param@use{}
654 \newcommand*\svg@local@param@def[1]{%
655 \edef\svg@local@param@use{%
656 \unexpanded\expandafter{\svg@local@param@use}\unexpanded{#1}%
657 }%
658 }
659 \newcommand*\svg@local@param@set[1]{%
660 \svg@local@param@use%
661 \FamilyOptions{SVG}{#1}%

```

As `\svg@local@param@set` is always used in a local group, it is possible to set `inkscapelatex` to `false`, if the output format was set to `png` with option `inkscapeformat`.

```
662 \Ifstr{\svg@ink@format}{png}{\FamilyOptions{SVG}{inkscapelatex=false}}{}%
```

Using `distort=true` is only reasonable, if `height` and `width` are given.

```
663 \@svg@tempswatrue%
664 \ifdim\svg@param@width>\z@\relax\ifdim\svg@param@height>\z@\relax%
665   \@svg@tempswafalse%
666 \fi\fi%
667 \if@svg@tempswa%
668   \FamilyExecuteOptions[.svg.sty]{SVG}{distort=false}%
669 \fi%
670 }
```

`\svg@deprecated@param` This macro checks, if `\svgwidth` or `\svgscale` are defined. In this case, the given values are passed to the correlating parameters and a warning is raised.

```
671 \newcommand*\svg@deprecated@param{%
672   \@svg@tempswafalse%
673   \ifx\svgwidth\@undefined\else%
674     \edef\svg@tempa{\noexpand\FamilyOptions{SVG}{width=\svgwidth}}%
675     \svg@tempa%
676     \@svg@tempswatrue%
677   \fi%
678   \ifx\svgscale\@undefined\else%
679     \edef\svg@tempa{\noexpand\FamilyOptions{SVG}{scale=\svgscale}}%
680     \svg@tempa%
681     \@svg@tempswatrue%
682   \fi%
683   \if@svg@tempswa%
684     \PackageWarning{svg}{%
685       You should specify the image size with parameters\MessageBreak%
686       ‘width’ and ‘height’ or ‘scale’ instead of using\MessageBreak%
687       ‘\string\svgscale’ or ‘\string\svgwidth’%
688     }%
689     \let\svgwidth\@undefined%
690     \let\svgscale\@undefined%
691   \fi%
692 }
```

B.2.2. Definition of user commands

`\svgsetup` The macro `\svgsetup` can be used to change options after loading the package **svg** both in preamble and the document body. For compatibility reasons, `\setsvg` is also defined.

```
693 \newcommand*\svgsetup{\FamilyOptions{SVG}}
694 \newcommand*\setsvg{\FamilyOptions{SVG}}
```

`\svgpath` With `\svgpath` the user can give several root paths to SVG files in the same way as `\graphicspath` is used. The only difference is that a missing slash is added at the end of the path, if needed.

```
695 \newcommand*\svg@input@path{}
696 \let\svg@input@path\input@path
697 \newcommand*\svgpath[1]{%
698   \def\svg@tempa##1\@nil{%
699     \ifx\svg@tempb\bgroup%
700       \def\svg@input@path{#1}%
701     \else%
702       \def\svg@input@path{{#1}}%
703     \fi%
704   }%
705 }
```



```

705 \futurelet\svg@tempb\svg@tempa#1\@nil%
706 }

```

`\includesvg` For the inclusion of SVG files the command `\includesvg` is defined.

```

707 \newcommand*\includesvg[2] [] {%
708 \begingroup%

```

Checking for deprecated commands `\svgwidth` and `\svgscale`.

```

709 \svg@deprecated@param%

```

`inkscape` (param.) Most of the optional parameters have the same effect as the identically named options.
`inkscapeformat` (param.) Only parameter `lastpage` is extended (see below). Moreover, there are some additional
`inkscapelatex` (param.) parameters, which can only be used as optional argument for `\includesvg` (`angle` and
`inkscapearea` (param.) `origin`) but not as an option. Now all parameters are set in local context (within a group).

```

inkscapepi (param.)
inksapedpi (param.)
inksapeopt (param.)
710 \svg@local@param@set{#1}%

```

`svgextension` (param.) The file suffix used by both packages **svg** and **svg-extract**.
`width` (param.)

```

height (param.)
distort (param.)
711 \if@svg@ink@latex%
712 \edef\svg@file@suffi{_{\svg@file@ext-tex}%
scale (param.)
713 \else%
714 \edef\svg@file@suffi{_{\svg@file@ext-raw}%
pretex (param.)
715 \fi%
apptex (param.)
draft (param.)
716 \@onelevel@sanitize\svg@file@suffi%

```

Searching all given paths for the relevant SVG file.

```

717 \svg@get@path{#2}{}%
718 \if@svg@file@found%

```

Running the export with **Inkscape** (if necessary) and checking the required files for graphic inclusion.

```

719 \svg@ink@run%
720 \IfFileExists{\svg@out@base}{}%
721 \@svg@file@foundfalse%
722 \svg@file@missing{\svg@out@base}{\svg@file@base.\svg@file@ext}%
723 }%
724 \if@svg@ink@latex%
725 \IfFileExists{\svg@out@base_tex}{}%
726 \@svg@file@foundfalse%
727 \svg@file@missing{\svg@out@base_tex}{\svg@file@base.\svg@file@ext}%
728 }%
729 \fi%

```

Include the resulting graphic file and maybe extract independent files.

```

730 \if@svg@file@found%
731 \svg@input{\svg@out@base}%
732 \svg@extract{\svg@out@base}%
733 \fi%
734 \else%

```

Raise an error, if the requested SVG file wasn't found.

```

735 \svg@file@missing[\svg@file@ext]{\svg@file@base}{}%
736 \fi%
737 \endgroup%
738 }

```

`lastpage` (param.) In addition to the automatic finding of the last page, which is included, it can also be given directly as parameter.

```
739 \svg@local@param@def{%
740   \FamilyCounterKey[.param]{SVG}{lastpage}{svg@param@lastpage}%
741 }
```

`angle` (param.) The parameters `angle` and `origin` are defined as pendants to the keys provided by `origin` (param.) `\includegraphics`.

```
742 \newcommand*\svg@param@angle{0}
743 \svg@local@param@def{%
744   \DefineFamilyKey[.param]{SVG}{angle}{%
745     \FamilyKeyStateUnknownValue%
746     \Ifisdimension{#1\p@}{%
747       \renewcommand*\svg@param@angle{#1}%
748       \FamilyKeyStateProcessed%
749     }{}%
750   }%
751 }
752 \newcommand*\svg@param@origin{c}
753 \svg@local@param@def{%
754   \DefineFamilyKey[.param]{SVG}{origin}{c}{%
755     \renewcommand*\svg@param@origin{#1}%
756     \FamilyKeyStateProcessed%
757   }%
758 }
```

`\includeinkscape` The command `\includeinkscape` can be used for including the export results of **Inkscape**, if this part of the job was done in another way.

```
759 \newcommand*\includeinkscape[2][]{%
760   \begingroup%
```

Checking for deprecated commands `\svgwidth` and `\svgscale`.

```
761   \svg@deprecated@param%
```

The given file extension is examined, where a known extension overwrites the current setting for `inkscapeformat`. If there's a suffix `_tex`, the option `inkscapelatex` is set to `true` by default.

```
762   \svg@filename@parse{#2}%
763   \ifx\filename@ext\relax\else%
764     \svg@quotes@remove{\filename@ext}%
765     \expandafter\lowercase\expandafter{%
766       \expandafter\def\expandafter\filename@ext\expandafter{\filename@ext}%
767     }%
768     \def\svg@tempb##1_tex##2@nil{%
769       \IfArgIsEmpty{##1}{\def\filename@ext{##1}}%
770       \Ifstr{##2}{_tex}{\@svg@tempswatruetrue}{\@svg@tempswafalse}%
771     }%
772     \@svg@tempswafalse%
773     \@tfor\svg@tempa:={pdf}{eps}{ps}{png}\do{%
774       \begingroup%
775         \expandafter\svg@tempb\filename@ext_tex@nil%
776         \svg@extension@parse{\svg@tempa}%
777         \ifx\filename@ext\relax%
778           \def\svg@tempb{\endgroup}%
779         \else%
780           \edef\svg@tempb{%
781             \endgroup%
782             \noexpand\FamilyOptions{SVG}{inkscapeformat=\svg@tempa}%
783             \if@svg@tempswa%
784               \noexpand\FamilyOptions{SVG}{inkscapelatex=true}%

```

```

785         \fi%
786         \def\noexpand\filename@base{\filename@base}%
787         \def\noexpand\filename@ext{\filename@ext}%
788         \noexpand\@svg@tempswattrue%
789     }%
790     \fi%
791     \svg@tempb%

```

Break for loop, if valid extension was found.

```

792     \if@svg@tempswa%
793         \break@tfor%
794     \fi%
795 }%

```

If no valid extension was found, it is set to the specified format and the actual found one is appended to `cssvg.dtx@base`.

```

796     \if@svg@tempswa\else%
797         \svg@extension@parse{\svg@ink@format}%
798     \fi%
799     \fi%

```

`inkscapeformat` (param.) Parameters, which are supported by `\includesvg`, can also be used with `\includeinkscape` even if some of them—more precisely those that control the export with *Inkscape*—don't have an effect at all. Nevertheless, they are set right now in local context (within a group).

`inkscapelatex` (param.)

`width` (param.)

`height` (param.)

`distort` (param.) 800 `\svg@local@param@set{#1}%`

`scale` (param.) Searching all given paths for the relevant PDF/EPS file.

`pretex` (param.)

`apptex` (param.) 801 `\svg@get@path[\svg@ink@format]{\filename@area\filename@base}{\svg@out@path}%`

`draft` (param.) 802 `\if@svg@file@found%`

`lastpage` (param.)

`angle` (param.) Checking the required files for graphic inclusion.

`origin` (param.)

```

803     \edef\svg@out@name{\svg@file@name}%
804     \edef\svg@out@base{\svg@file@path\svg@file@name.\svg@ink@format}%
805     \if@svg@ink@latex%
806         \IfFileExists{\svg@out@base_tex}{\fi}%
807         \@svg@file@foundfalse%
808         \svg@file@missing{\svg@out@base_tex}{\svg@out@base}%
809     }%
810     \fi%

```

Include the resulting graphic file and maybe extract independent files.

```

811     \if@svg@file@found%
812         \svg@input{\svg@out@base}%
813         \svg@extract{\svg@out@base}%
814     \fi%
815     \else%

```

Raise an error, if the requested PDF/EPS file wasn't found.

```

816     \svg@file@missing[\svg@ink@format]{\svg@file@base}{\svg@out@path}%
817     \fi%
818     \endgroup%
819 }

```

B.3. Auxiliary macros

`\svg@ink@run` The command, which performs the call of *Inkscape* via `\ShellEscape`.
`\if@svg@ink@run`

```

820 \newif\if@svg@ink@run
821 \newcommand*\svg@ink@run{%
822   \ifnum\svg@ink@mode>\z@\relax%
823     \begingroup%
```

If the mode for *inkscape* was set to forced, *Inkscape* will be called in any case. Otherwise, some checks are performed to detect, if a run of *Inkscape* is actually necessary.

```

824   \@svg@ink@runtrue%
825   \ifnum\svg@ink@mode=\tw@\relax\else%
```

This is the case when the SVG file is newer than the corresponding exported file, or if the latter isn't present at all.

```

826     \svg@iffilenewer{\svg@file@base.\svg@file@ext}{\svg@out@base}{-}%
827     \@svg@ink@runfalse%
828   }%
```

The same is true, when the associated L^AT_EX file is missing. But when this file already exists, maybe the user did some changes to this file. In this case, overwriting this file is maybe not intended.

```

829   \if@svg@ink@latex%
830     \IfFileExists{\svg@out@base_tex}{-}%
831     \ifnum\pdf@shellescape=\@ne\relax\if@svg@ink@run%
832       \svg@iffilenewer{\svg@out@base_tex}{\svg@out@base}{-}%
833       \@svg@ink@runfalse%
834       \svg@quotes@remove[\svg@out@base]{\svg@tempa}%
835       \PackageWarning{svg}{%
836         Since the encountered filedate of file\MessageBreak%
837         '\svg@tempa_tex' is newer than \MessageBreak%
838         '\svg@tempa' it's supposed that\MessageBreak%
839         you customized this file. To avoid an accidental\MessageBreak%
840         overwriting of this file, the Inkscape export\MessageBreak%
841         won't be done. If you want to overwrite the\MessageBreak%
842         existing file please choose the parameter\MessageBreak%
843         'inkscape=force'%
844       }%
845     }{}%
846   \fi\fi%
847   }{\@svg@ink@runtrue}%
848 \fi%
849 \fi%
```

If all checks were positive, the export with *Inkscape* can be done in case flag `--shell-escape` is used.

```

850   \if@svg@ink@run%
851     \ifnum\pdf@shellescape=\@ne\relax%
```

For exporting PNG files, the used density is set to 300dpi, if no value was given.

```

852   \ifx\svg@ink@dpi\relax%
853     \Ifstr{\svg@ink@format}{png}{-}%
854     \FamilyOptions{SVG}{inkscape=300}%
855   }{}%
856 \fi%
857 \PackageInfo{svg}{%
858   Calling Inkscape%
859   \ifx\svg@ink@opt\@empty\else%
860     \space with added options '\svg@ink@opt'%
861   \fi%
862 }%
```

Executing **Inkscape** on shell. Afterwards, the export results are moved into the given output path.

```
863      \svg@quotes@remove[\svg@file@base]{\svg@tempa}%
864      \svg@quotes@remove[\svg@out@name]{\svg@tempb}%
```

The last try to detect the version automatically, if this wasn't succesful until now. We try to create the desired file by invoking the **Inkscape** command line interface for both versions. If the desired file was created the used version is stored in `\svg@ink@ver`.

```
865      \ifnum\svg@ink@ver=\m@ne\relax%
866      \begingroup%
867      \@svg@tempswafalse%
868      \@tfor\svg@ink@ver:={1}{0}\do{%
869      \ShellEscape{\svg@ink@cmd{\svg@tempa}{\svg@tempb}}%
870      \IfFileExists{\svg@out@name.\svg@ink@format}{%
871      \@svg@tempswatrue%
872      }{}%
873      \if@svg@tempswa%
874      \@break@tfor%
875      \fi%
876      }%
```

If even this attempt does not lead to a valid version, an error message is shown.

```
877      \if@svg@tempswa%
878      \xdef\svg@ink@ver{\svg@ink@ver}%
879      \else%
880      \PackageError{svg}{Inkscape version not detected}{%
881      It was tried to invoke '\svg@ink@exe'\MessageBreak%
882      for file "\svg@tempa.\svg@file@ext"\MessageBreak%
883      but no result was produced. Check the log file\MessageBreak%
884      and set 'inkscapeversion=<version>' manually.%
885      }%
886      \fi%
887      \endgroup%
```

If we already do have a valid version, we on have to invoke the CLI itself.

```
888      \else%
889      \ShellEscape{\svg@ink@cmd{\svg@tempa}{\svg@tempb}}%
890      \fi%
891      \IfFileExists{\svg@out@name.\svg@ink@format}{%
892      \edef\svg@tempb{\svg@tempb.\svg@ink@format}%
893      \svg@quotes@remove{\svg@out@base}%
894      \svg@shell@mkdir{\svg@out@path}%
895      \svg@shell@mv{\svg@tempb}{\svg@out@base}%
896      \if@svg@ink@latex%
897      \svg@shell@mv{\svg@tempb_tex}{\svg@out@base_tex}%
898      \fi%
899      }{%
900      \gdef\svg@ink@ver{\m@ne}%
901      \PackageWarning{svg}{%
902      The export with Inkscape failed for file\MessageBreak%
903      '\svg@tempa.\svg@file@ext'\MessageBreak%
904      Troubleshooting: Please check in the log file how\MessageBreak%
905      the invocation of Inkscape took place and try to\MessageBreak%
906      execute it yourself in the terminal%
907      }%
908      }%
```

If `--shell-escape` wasn't enabled, a warning is issued.

```
909      \else%
910      \svg@quotes@remove[\svg@file@base]{\svg@tempa}%
911      \PackageWarning{svg}{%
912      You didn't enable 'shell escape' (or 'write18')\MessageBreak%
```

```

913         so it wasn't possible to launch the Inkscape export\MessageBreak%
914         for '\svg@tempa.\svg@file@ext'%
915     }%
916     \fi%
917     \fi%
918     \endgroup%
919 \fi%
920 }

```

`\svg@input` With `\svg@@input` the export results of **Inkscape** are included. The macro `\svg@input`
`\svg@@input` is defined in order to realize the option `exclude` for package **svg-extract**. The macro
`\svg@box` `\svg@set@input@path` is called to support commands like `\input{<tex filename>}` within
 SVG files.

```

921 \newsavebox\svg@box
922 \newcommand*\svg@input{\svg@@input}
923 \newcommand*\svg@@input[2][]{%
924   \IfArgIsEmpty{#1}{}{\svg@local@param@set{#1}}%
925   \svg@set@input@path%
926   \@svg@tempswattrue%
927   \if@svg@draft%
928     \@svg@tempswafalse%
929   \fi%
930   \if@svg@ink@latex\else%
931     \@svg@tempswafalse%
932   \fi%
933   \edef\svg@tempa{#2}%

```

If the export with **Inkscape** was done with L^AT_EX support enabled, the corresponding file
 will be used together with `\input`. The necessary patches to environment `picture` as well
 as command `\includegraphics` are made beforehand with `\svg@patches`.

```

934   \if@svg@tempswa%
935     \svg@patches{\svg@tempa}%
936     \ifnum\value{svg@param@lastpage}=\z@%relax%
937       \expandafter\svg@get@lastpage\expandafter{\svg@tempa}%
938     \fi%
939     \edef\svg@tempa{%
940       \ifx\svg@param@pretex\relax\else%
941         \noexpand\svg@param@pretex%
942       \fi%
943       \noexpand\input{\svg@tempa_tex}%
944       \ifx\svg@param@apptex\relax\else%
945         \noexpand\svg@param@apptex%
946       \fi%
947     }%

```

If `distort=true` is desired, the input is resized with `\resizebox*`.

```

948     \if@svg@param@distort%
949       \def\svg@tempb{\resizebox*{\svg@param@width}{\svg@param@height}}%
950     \else%
951       \let\svg@tempb\@firstofone%
952     \fi%
953     \sbox\svg@box{\svg@tempb{\svg@tempa}}%

```

If a rotation angle was given, the input is done within `\rotatebox`.

```

954     \ifdim\dimexpr\svg@param@angle\p@%relax=\z@%relax%
955       \let\svg@tempb\@firstofone%
956     \else%
957       \edef\svg@tempb{%
958         \noexpand\rotatebox[origin=\svg@param@origin]{\svg@param@angle}%
959       }%
960     \fi%
961     \svg@tempb{\usebox\svg@box}%

```

962 \else%

If the export with *Inkscape* was done without L^AT_EX support, the resulting graphic file will be included with \includegraphics.

```

963 \svg@wrn@scale%
964 \edef\svg@tempb{%
965   draft\if@svg@draft\else=false\fi,%
966   scale=\svg@param@scale,%
967   keepaspectratio\if@svg@param@distort=false\fi%
968 }%
969 \ifdim\svg@param@height>\z@\relax%
970   \edef\svg@tempb{\svg@tempb,height=\svg@param@height}%
971 \fi%
972 \ifdim\svg@param@width>\z@\relax%
973   \edef\svg@tempb{\svg@tempb,width=\svg@param@width}%
974 \fi%
975 \ifdim\dimexpr\svg@param@angle\p@\relax=\z@\relax\else%
976   \edef\svg@tempb{%
977     \svg@tempb,origin=\svg@param@origin,angle=\svg@param@angle%
978   }%
979 \fi%
980 \expandafter\includegraphics\expandafter[\svg@tempb]{\svg@tempa}%
981 \fi%
982 }

```

`\svg@wrn@scale` The option `scale` respectively the parameter `scale` is only considered if the size was not specified.

```

983 \newcommand*\svg@wrn@scale{%
984   \ifdim\dimexpr\svg@param@scale\p@\relax=\p@\relax\else%
985     \@svg@tempswafalse%
986     \ifdim\svg@param@width>\z@\relax%
987       \@svg@tempswatruetrue%
988     \fi%
989     \ifdim\svg@param@height>\z@\relax%
990       \@svg@tempswatruetrue%
991     \fi%
992     \if@svg@tempswa%
993       \PackageWarning{svg}{%
994         The parameter ‘scale’ is only considered if neither\MessageBreak%
995         ‘width’ nor ‘height’ are specified%
996       }%
997     \fi%
998   \fi%
999 }

```

`\svg@get@lastpage` This macro is used to circumvent the multiple pages bug for PDF files of *Inkscape* 0.91, when the the L^AT_EX export was enabled. For this purpose, the total page number is read from the PDF file.

```

1000 \newcommand*\svg@get@lastpage[1]{%
1001   \Ifstr{\svg@ink@format}{pdf}{%
1002     \begingroup%
1003       \@tempcnta=\m@ne\relax%
1004       \ifx\XeTeXpdfpagecount\@undefined%
1005         \ifpdf%
1006           \ifx\pdfximage\@undefined%
1007             \ifx\saveimageresource\@undefined\else%
1008               \saveimageresource{#1}%
1009               \@tempcnta=\lastsavedimageresourcepages\relax%
1010             \fi%
1011           \else%
1012             \pdfximage{#1}%
1013             \@tempcnta=\pdfastximagepages\relax%

```

```

1014         \fi%
1015     \fi%
1016 \else%
1017     \@tempcnta=\XeTeXpdfpagecount#1\relax%
1018 \fi%
1019 \ifnum\@tempcnta=\m@ne\relax%
1020     \PackageWarning{svg}{%
1021         It wasn't possible to detect the last page\MessageBreak%
1022         of '#1'%
1023     }%
1024 \else%
1025     \PackageInfo{svg}{Last page of '#1' is \the\@tempcnta}%
1026 \fi%
1027 \edef\svg@tempa{%
1028     \endgroup%
1029     \noexpand\FamilyOptions{SVG}{lastpage=\the\@tempcnta}%
1030 }%
1031 \svg@tempa%
1032 }{%
1033 }

```

`\svg@file@missing` The error message, which is raised, if a file is missing either after the export with *Inkscape* or in general.

```

1034 \newcommand*\svg@file@missing[3][{}]{%
1035     \begingroup%
1036     \svg@quotes@remove[{#2}]{\svg@tempa}%
1037     \svg@filename@parse[{#1}]{\svg@tempa}%
1038     \IfArgIsEmpty{#1}{%
1039         \svg@quotes@remove[{#3}]{\svg@tempb}%
1040         \def\svg@tempa{%
1041             Did you run the export with Inkscape? There's no file\MessageBreak%
1042             '\filename@area\filename@base.\filename@ext'\MessageBreak%
1043             although '\svg@tempb' was found.%
1044         }%
1045     }{%
1046         \edef\filename@ext{#1}%
1047         \Ifstr{\filename@area}{.}{\let\filename@area\@empty}{}%

```

Collecting all considered path for the error message.

```

1048         \edef\svg@tempb{#3}%
1049         \Ifstr{\svg@tempb}{.}{\let\svg@tempb\@empty}{}%
1050         \ifx\svg@tempb\@empty%
1051             \svg@set@input@path%
1052         \else%
1053             \svg@set@input@path[\svg@tempb]%
1054         \fi%
1055         \ifx\input@path\@undefined%
1056             \def\svg@tempb{No additional path was given.}%
1057         \else%
1058             \def\svg@tempb{Following folders have additionally been searched:}%
1059             \expandafter\@tfor\expandafter\svg@tempa\expandafter:\expandafter=%
1060             \input@path\do{%
1061                 \edef\svg@tempb{\svg@tempb\noexpand\MessageBreak\svg@tempa}%
1062             }%
1063         \fi%

```

The error message itself.

```

1064         \def\svg@tempa{%
1065             There's no file '\filename@base.\filename@ext'\MessageBreak%
1066             \ifx\filename@area\@empty%
1067                 neither in the current directory nor any other searched\MessageBreak%
1068                 path given by \string\svgpath\space or \string\graphicspath.%
1069             \MessageBreak\svg@tempb%

```



```

1070         \else%
1071             in folder '\filename@area'.%
1072         \fi%
1073     }%
1074 }%
1075 \PackageError{svg}{%
1076     File '\filename@base.\filename@ext' is missing%
1077 }{\svg@tempa}%
1078 \endgroup%
1079 }

```

`\svg@ink@ver@settings` As the command line interface of **Inkscape** has changed between versions 0.x and 1.x,
`\svg@ink@ver@detect` option `inkscapeversion=detect` allows to detect the used version of **Inkscape** in order to
`\svg@ink@ver@detect` define the calling macro `\svg@ink@cmd`. The obtained version is stored in `\svg@ink@ver`,
`\if@svg@ink@ver@detect` whereas the following meanings are applied:

-1 version check has not be done or **Inkscape** could not be found/executed

0 **Inkscape** version 0.x was found

1 **Inkscape** version 1.x or later was found

All necessary information are stored within `\svg@ink@ver@settings` as three arguments, whereas the first one is the manually set version, the second is the used `inkscapeexe` for automatic detection and the third one is the detected version itself.

```

1080 \newcommand*\svg@ink@ver@settings{{\svg@ink@ver}{\svg@ink@exe}{\m@ne}}
1081 \newif\if@svg@ink@ver@detect

```

In order to run the check for **Inkscape** version at the beginning of the document only if needed, changes of both `inkscapeversion`—at this point stored in `\svg@ink@ver`— as well as `inkscapeexe` are detected and are triggering the version check. After evaluating the triggers, the current values set are stored as two tokens in `\svg@ink@ver@settings`. If a check has been triggered, the detected version will be evaluated further on and is stored in the third token of `\svg@ink@ver@settings`.

```

1082 \newcommand*\svg@ink@ver@detect[3]{%
1083     \@svg@ink@ver@detectfalse%
1084     \ifnum\pdf@shellescape=\@ne\relax%
1085         \ifnum\svg@ink@ver=\m@ne\relax%

```

If `inkscapeexe` was not changed...

```

1086         \svg@sanitize@dq\svg@tempa{#2}%
1087         \ifx\svg@tempa\svg@ink@exe%

```

...then enforce the check after a change of mode to `detect`...

```

1088         \ifnum#1>\m@ne\relax%
1089         \@svg@ink@ver@detecttrue%

```

...or if detection was never invoked, do so.

```

1090         \else%
1091             \ifnum#3=\m@ne\relax%
1092                 \@svg@ink@ver@detecttrue%
1093             \fi%
1094         \fi%

```

Enforce the check after a change of `inkscapeexe`.

```

1095         \else%
1096             \@svg@ink@ver@detecttrue%
1097         \fi%
1098     \fi%
1099 \fi%

```

After evaluating the last settings and maybe setting the trigger for version detection, the current settings are stored in the main aux file. The detected version will be expanded during the write to the aux file.

```
1100 \edef\svg@ink@ver@settings{%
1101   {\svg@ink@ver}{\svg@ink@exe}{\noexpand\svg@ink@ver}%
1102 }%
```

Run detection if necessary and store the result in \svg@ink@ver...

```
1103 \if@svg@ink@ver@detect%
1104   \svg@@ink@ver@detect%
1105 \else%
```

...or otherwise set previous detected version in automatic mode.

```
1106   \ifnum\svg@ink@ver=\m@ne\relax%
1107     \def\svg@ink@ver{#3}%
1108   \fi%
1109 \fi%
1110 }
```

If the switch \if@svg@ink@ver@detect was set by \svg@ink@ver@detect during the evaluation of \svg@ink@settings, which holds the settings of the last run. The call of *Inkscape* stored in \svg@ink@exe is done with \@input|''...' -V in order to read from stdout.

```
1111 \newcommand*\svg@@ink@ver@detect{%
1112   \begingroup%
1113   \@makeother\|%
1114   \endlinechar=\m@ne%
1115   \everyeof{\noexpand}%
1116   \svg@quotes@remove{\svg@ink@exe}%
1117   \edef\svg@tempa{%
1118     \edef\noexpand\svg@tempa{\noexpand\@input|'''\svg@ink@exe'\space-V" }%
1119   }%
1120   \svg@tempa%
```

The invocation of commands through a pipe is buggy for MiKTeX so we try to deal with this workaround: <https://github.com/MiKTeX/miktex/issues/532>

```
1121   \ifx\svg@tempa\@empty%
1122     \svg@ifwindowsdetected{%
1123       \def\svg@tempb{\jobname.svg.ink.ver.aux}%
1124       \IfFileExists{\svg@tempb}{%
1125         \ShellEscape{call "\svg@ink@exe" -V > \svg@tempb}%
1126         \openin\@inputcheck=\svg@tempb%
1127         \read\@inputcheck to\svg@tempa%
1128         \closein\@inputcheck%
1129         \ShellEscape{del \svg@tempb}%
1130       }%
1131     }{%
1132       \fi%
```

The found version is stored in \svg@tempa and parsed afterwards.

```
1133   \def\svg@tempb Inkscape ##1.##2\@nil{%
1134     \gdef\svg@ink@ver{##1}%
1135   }%
1136   \expandafter\svg@tempb\svg@tempa Inkscape \m@ne.\@nil%
1137 \endgroup%
1138 }
```

Comparing the stored settings from last the last run with current settings.

```
1139 \AtBeginDocument{\expandafter\svg@ink@ver@detect\svg@ink@ver@settings}
```

Writing \svg@ink@exe and \svg@ink@ver to the main aux-file.

```
1140 \BeforeClosingMainAux{%
1141   \if@filesw%
1142     \immediate\write\@mainaux{%
1143       \string\gdef\string\svg@ink@ver@settings{\svg@ink@ver@settings}%
1144     }%
1145   \fi%
1146 }
```

B.4. Handling path and file names

\svg@set@input@path In order to import SVG files from different folders, \svg@set@input@path evaluates several macros, which are supposed to be used for holding different search folders. Any given path will be handled by \svg@normalize@path. The optional argument can be used to append an additional search path.

```
1147 \newcommand*\svg@set@input@path[1][]{%
1148   \begingroup%
1149   \svg@deactivate@dq%
```

If a path was already found and stored within \svg@file@path, it is searched first and wrapped in curly braces. This is necessary for using commands like \input{<tex filename>} within SVG files.

```
1150   \ifx\svg@file@path\@empty\else%
1151     \svg@normalize@path{\svg@file@path}%
1152     \edef\svg@file@path{\{\svg@file@path\}}%
1153   \fi%
```

Afterwards, several search paths are appended. If \svgpath was used, it is searched next. If nothing was found, \graphicspath is considered if defined followed by a path given in the third argument. If nothing was found yet, the standard \input@path is searched last.

```
1154   \svg@append@input@path{\svg@file@path}{\svg@input@path}%
1155   \svg@append@input@path{\svg@file@path}{\Ginput@path}%
1156   \IfArgIsEmpty{#1}{\{\svg@append@input@path{\svg@file@path}{\{#1\}}}%
1157   \svg@append@input@path{\svg@file@path}{\input@path}%
```

Finally, \input@path is set.

```
1158   \edef\svg@tempa{%
1159     \endgroup%
1160     \ifx\svg@file@path\@empty\else%
1161       \def\noexpand\input@path{\svg@file@path}%
1162     \fi%
1163   }%
1164   \svg@tempa%
1165 }
```

Only, if a certain search path is defined, it is added. The paths given in the first argument are compared to each path in the second argument and only new ones are added.

```
1166 \newcommand*\svg@append@input@path[2]{%
1167   \ifx#2\undefined\else%
1168     \edef\svg@tempb{#2}%
1169     \expandafter\@tfor\expandafter\svg@tempa\expandafter:\expandafter=%
1170     \svg@tempb\do{%
```

Passing each new path to \svg@normalize@path. If a path already exists, switch \if@svg@tempswa is set to false.

```
1171     \ifx\svg@tempa\@empty\else%
1172       \@svg@tempswatrue%
1173       \svg@normalize@path{\svg@tempa}%
```

```

1174 \expandafter\@tfor\expandafter\svg@tempb\expandafter:\expandafter=%
1175 #1\do{%
1176 \ifx\svg@tempa\svg@tempb%
1177 \@svg@tempswafalse%
1178 \@break@tfor%
1179 \fi%
1180 }%
1181 \if@svg@tempswa%
1182 \edef#1{#1{\svg@tempa}}%
1183 \fi%
1184 \fi%
1185 }%
1186 \fi%
1187 }

```

`\svg@get@path` The command `\svg@get@path` tries to find a given SVG file. If the searched file wasn't found in the current path, all paths given with `\svg@path` are evaluated. If there was no appropriate file again, all paths given by `\graphicspath` are examined. In the last step, a given path within the second mandatory argument is browsed. The results for file path and name are stored in `\svg@file@path` and `\svg@file@name` as well as the compound of both is saved in `\svg@file@base`.

```

1188 \newif\if@svg@file@found
1189 \newcommand*\svg@file@path{}
1190 \newcommand*\svg@file@name{}
1191 \newcommand*\svg@file@base{}
1192 \newcommand*\svg@file@suffix{}
1193 \newcommand*\svg@get@path[3][\svg@file@ext]{%
1194 \begingroup%
1195 \svg@filename@parse[{#1}]{#2}%
1196 \IfArgIsEmpty{#1}{%
1197 \edef\svg@tempa{\filename@area\filename@base.\filename@ext}%
1198 }{%
1199 \edef\svg@tempa{\filename@area\filename@base.#1}%
1200 }%

```

After calling `\svg@set@input@path`, all search paths are stored in `\input@path`, a single path given in the third argument will also be considered.

```

1201 \svg@set@input@path[{#3}]%

```

The specified file is searched with `\IfFileExists`. If the file search was successful, the macro `\svg@filename@parse` is called with the result.

```

1202 \@svg@tempswafalse%
1203 \expandafter\IfFileExists\expandafter{\svg@tempa}{%
1204 \expandafter\svg@quotes@check\expandafter{\svg@tempa}%
1205 \if@svg@quotes@found\else%
1206 \svg@quotes@remove{\@filef@und}%
1207 \fi%
1208 \@svg@tempswatrue%
1209 \edef\@filef@und{\expandafter\trim@spaces\expandafter{\@filef@und}}%
1210 \svg@filename@parse[{#1}]{\@filef@und}%
1211 }{}%
1212 \edef\svg@tempa{%
1213 \endgroup%
1214 \if@svg@tempswa%
1215 \noexpand\@svg@file@foundtrue%
1216 \def\noexpand\svg@file@path{\filename@area}%
1217 \def\noexpand\svg@file@name{\filename@base}%
1218 \def\noexpand\svg@file@base{\filename@area\filename@base}%
1219 \else%
1220 \noexpand\@svg@file@foundfalse%
1221 \def\noexpand\svg@file@path{}%
1222 \def\noexpand\svg@file@name{#2}%

```

```

1223         \def\noexpand\svg@file@base{#2}%
1224         \fi%
1225     }%
1226     \svg@tempa%
1227 }

```

B.5. Patches

`\svg@patches` For including the export results from *Inkscape* with L^AT_EX support enabled, there are some patches necessary for environment `picture` and `\includegraphics`. These patches are done with `\svg@patches`.

```

1228 \newcommand*\svg@picture@savet{}
1229 \let\svg@picture@savet\picture
1230 \newcommand*\svg@includegraphics@savet{}
1231 \let\svg@includegraphics@savet\includegraphics
1232 \newcommand*\svg@patches[1]{%
1233     \let\picture\svg@picture@patched%
1234     \let\includegraphics\svg@includegraphics@patched%
1235     \edef\svg@includegraphics@file{#1}%
1236 }

```

`\svg@picture@patched` In order to provide the possibility specify the desired width of a graphic, the appropriate `\unitlength` is calculated at the beginning of the `picture` environment.

```

\svg@pictur@patched
1237 \newcommand*\svg@picture@patched{}
1238 \newcommand*\svg@pictur@patched{}
1239 \long\def\svg@picture@patched#1{\svg@pictur@patched@#1}
1240 \def\svg@pictur@patched@(#1,#2){%
1241     \svg@wrn@scale%

```

If a desired height is present, the resulting `\unitlength` is calculated with the ratio of the coordinates of the `picture` environment given as arguments for x- and y-direction by using `\Gscale@div`. With this factor, `\unitlength`—which is connected to the x-coordinate—can be scaled in a suitable manner.

```

1242     \ifdim\svg@param@height>\z@\relax%
1243         \Gscale@div\svg@tempa{#1\p@}{#2\p@}%
1244         \setlength\unitlength{\svg@param@height}%
1245         \setlength\unitlength{\svg@tempa\unitlength}%
1246     \ifdim\svg@param@width>\z@\relax%
1247         \ifdim\unitlength>\svg@param@width\relax%
1248             \setlength\unitlength{\svg@param@width}%
1249         \fi%
1250     \fi%
1251 \else%

```

If no height is given, `\unitlength` can be set easily.

```

1252     \ifdim\svg@param@width>\z@\relax%
1253         \setlength\unitlength{\svg@param@width}%
1254     \else%
1255         \setlength\unitlength{\svg@param@scale\unitlength}%
1256     \fi%
1257 \fi%

```

After setting `\unitlength`, the `picture` environment can be called with its original definition.

```

1258     \svg@picture@savet(#1,#2)%
1259 }

```

`\svg@includegraphics@patched` The patch to `\includegraphics` is meant to dissolve the *Inkscape* bug concerning the
`\svg@includegraphics@file` inclusion of more PDF pages than actually are existing.

The given optional parameters to `\includegraphics` are processed and the counter `svg@param@currpage` is set to the value of a given `page`. The value of parameter `width` is ignored.

```

1260 \DefineFamily{SVGpatch}
1261 \DefineFamilyMember{SVGpatch}
1262 \newcounter{svg@param@currpage}
1263 \setcounter{svg@param@currpage}{\m@ne}
1264 \FamilyCounterKey{SVGpatch}{page}{svg@param@currpage}
1265 \DefineFamilyKey{SVGpatch}{width}{\FamilyKeyStateProcessed}
1266 \newcommand*\svg@includegraphics@file{}
1267 \newcommand*\svg@includegraphics@patched[2][]{%
1268   \FamilyOptions{SVGpatch}{#1}%

```

If option `lastpage` was set to `false`, each page is included—even if it doesn’t exist, which may cause errors.

```

1269   \ifnum\value{svg@param@lastpage}<\z@ \relax%
1270     \FamilySetCounter{SVGpatch}{page}{svg@param@currpage}{%
1271       \the\value{svg@param@lastpage}%
1272     }%
1273   \fi%

```

Only if counter `svg@param@lastpage` is smaller than `svg@param@currpage`, pages are included, where `svg@param@lastpage` was either given as a number with parameter `lastpage` or was automatically calculated with `\svg@get@lastpage`.

```

1274   \ifnum\value{svg@param@currpage}>\value{svg@param@lastpage} \relax \else%

```

A page is included with the original definition of `\includegraphics`. All optional parameters are passed.

```

1275     \svg@includegraphics@saved[{#1}]{\svg@includegraphics@file}%
1276   \fi%
1277 }

```

C. Extracting independent graphic files with `svg-extract`

C.1. Options

For package **svg-extract** the user-interface is extended. The following options can either be set with `\svgsetup` or be used as local optional parameters for `\includesvg` and `\includeinkscape`.

`\svg@dummy@key` If package **svg-extract** wasn’t loaded, the following options are defined for package **svg** in order to raise a warning message. Primarily this is done for compatibility reasons.

```

1278 (*main)
1279 \DefineFamilyMember[.dummy]{SVG}
1280 \newcommand*\svg@dummy@key[2][]{%
1281   \@ifpackageloaded{svg-extract}{}{%
1282     \IfArgIsEmpty{#1}{%
1283       \DefineFamilyKey[.dummy]{SVG}{#2}{%
1284         \PackageWarning{svg}{%
1285           The option key ‘#2’ can only\MessageBreak%
1286           be used with package ‘svg-extract’, but\MessageBreak%
1287           you didn’t load it%
1288         }%
1289       \FamilyKeyStateProcessed%
1290     }%

```

```

1291 }{%
1292   \DefineFamilyKey[.dummy]{SVG}{#2}{{#1}}{%
1293     \PackageWarning{svg}{%
1294       The option key ‘#2’ can only\MessageBreak%
1295       be used with package ‘svg-extract’, but\MessageBreak%
1296       you didn’t load it%
1297     }%
1298     \FamilyKeyStateProcessed%
1299   }%
1300 }%

```

Before package **svg-extract** the given key #2 of family member .dummy is relaxed.

```

1301   \AfterPackage{svg-extract}{\RelaxFamilyKey[.dummy]{SVG}{#2}}%
1302 }%
1303 }
1304 </main>

```

C.1.1. Controlling the extract process

extract (opt.) With option **extract** it can be controlled, if the extraction of independent graphic files
\if@svgx@run should be done.

```

1305 <*main>
1306 \svg@dummy@key[true]{extract}
1307 </main>
1308 <*extract>
1309 \newif\if@svgx@run
1310 \DefineFamilyKey{SVG}{extract}[true]{%
1311   \lowercase{\def\svg@tempa{#1}}%
1312   \FamilySetNumerical{SVG}{extract}{svg@tempa}{%
1313     {false}{0},{off}{0},{no}{0},%
1314     {true}{1},{on}{1},{yes}{1},{onlynewer}{1},{newer}{1},%
1315     {overwrite}{1},{force}{1},{forced}{1},%
1316     {pdf}{2},{eps}{3},{ps}{4}}%
1317 }{\svg@tempa}%
1318 \ifx\FamilyKeyState\FamilyKeyStateProcessed%
1319   \ifcase\svg@tempa\relax% false
1320     \@svgx@runfalse%
1321   \or% true
1322     \@svgx@runtrue%
1323   \or% pdf
1324     \FamilyOptions{SVG}{extractformat=pdf}%
1325   \or% eps
1326     \FamilyOptions{SVG}{extractformat=eps}%
1327   \or% ps
1328     \FamilyOptions{SVG}{extractformat=ps}%
1329   \fi%
1330 \fi%
1331 }
1332 </extract>

```

on (opt.) Package options which can be used to switch functionality on or off during the loading of
off (opt.) package **svg-extract**.

```

1333 <*extract>
1334 \DeclareOption{on}{\FamilyOptions{SVG}{extract=true}}
1335 \DeclareOption{off}{\FamilyOptions{SVG}{extract=false}}
1336 </extract>

```

extractformat (opt.) Option **extractformat** controls the output format (pdf/eps/ps). It is set to **pdf** or, if dvi
\svgx@format output could be detected, to **eps** during initialization.

pdf (opt.)
eps (opt.)

```

1337 <*main>

```

```

1338 \svg@dummy@key{extractformat}
1339 \svg@dummy@key[true]{pdf}
1340 \svg@dummy@key[true]{eps}
1341 \</main>
1342 \<extract>
1343 \newcommand*\svgx@format{pdf}
1344 \ifxetex\else\ifpdf\else
1345   \renewcommand*\svgx@format{eps}
1346 \fi\fi
1347 \DefineFamilyKey{SVG}{extractformat}{%
1348   \lowercase{\edef\svgx@format{#1}}%
1349   \FamilyKeyStateProcessed%
1350 }
1351 \DefineFamilyKey{SVG}{pdf}[true]{%
1352   \FamilySetBool{SVG}{pdf}{@svg@tempswa}{#1}%
1353   \ifx\FamilyKeyState\FamilyKeyStateProcessed%
1354     \if@svg@tempswa%
1355       \svgx@ifinlist{pdf}{\svgx@format}{}%
1356       \edef\svgx@format{\svgx@format,pdf}%
1357     }%
1358     \svg@deprecated@key{pdf}{extractformat={\svgx@format}}%
1359   \else%
1360     \FamilyKeyStateUnknownValue%
1361   \fi%
1362 \fi%
1363 }
1364 \DefineFamilyKey{SVG}{eps}[true]{%
1365   \FamilySetBool{SVG}{eps}{@svg@tempswa}{#1}%
1366   \ifx\FamilyKeyState\FamilyKeyStateProcessed%
1367     \if@svg@tempswa%
1368       \svgx@ifinlist{eps}{\svgx@format}{}%
1369       \edef\svgx@format{\svgx@format,eps}%
1370     }%
1371     \svg@deprecated@key{eps}{extractformat={\svgx@format}}%
1372   \else%
1373     \FamilyKeyStateUnknownValue%
1374   \fi%
1375 \fi%
1376 }
1377 \</extract>

```

`extractpreamble` (opt.) For the extraction process, a preamble is necessary for a separate auxiliary L^AT_EX file.
`preamble` (opt.) By default, the preamble of the main document is used, which end is detected at
`\svgx@preamble` `\begin{document}`.

`extractpreambleend` (opt.)
`end` (opt.)
`\svgx@endpreamble`

```

1378 \<main>
1379 \svg@dummy@key{extractpreamble}
1380 \svg@dummy@key{preamble}
1381 \svg@dummy@key{extractpreambleend}
1382 \svg@dummy@key{end}
1383 \</main>
1384 \<extract>
1385 \newcommand*\svgx@preamble{\jobname.\svgx@latex@ext}%
1386 \DefineFamilyKey{SVG}{extractpreamble}{%
1387   \renewcommand*\svgx@preamble{#1}%
1388   \FamilyKeyStateProcessed%
1389 }
1390 \DefineFamilyKey{SVG}{preamble}{%
1391   \svg@deprecated@key[svg-extract]{preamble=#1}{extractpreamble=#1}%
1392 }
1393 \newcommand*\svgx@endpreamble{}
1394 \expandafter\def\expandafter\svgx@endpreamble\expandafter{%
1395   \csname begin\endcsname{document}%
1396 }
1397 \DefineFamilyKey{SVG}{extractpreambleend}{%

```


	1398 \renewcommand*\svgx@endpreamble{#1}%
	1399 \FamilyKeyStateProcessed%
	1400 }
	1401 \DefineFamilyKey{SVG}{end}{%
	1402 \svg@deprecated@key[svg-extract]{end=#1}{extractpreambleend=#1}%
	1403 }
	1404 \</extract>
extractruns (opt.)	With this option, the number of L ^A T _E X runs for the separate auxiliary file can be set.
svgx@runs (counter)	<pre> 1405 <*main> 1406 \svg@dumy@key{extractruns} 1407 </main> 1408 <*extract> 1409 \newcounter{svgx@runs} 1410 \DefineFamilyKey{SVG}{extractruns}{% 1411 \FamilySetCounter{SVG}{extractruns}{svgx@runs}{#1}% 1412 \ifx\FamilyKeyState\FamilyKeyStateProcessed% 1413 \ifnum\value{svgx@runs}<\@ne\relax% 1414 \PackageWarning{svg-extract}{% 1415 The count for runs has to be at least one% 1416 }% 1417 \FamilySetCounter{SVG}{extractruns}{svgx@runs}{\@ne}% 1418 \fi% 1419 \fi% 1420 } 1421 </extract> </pre>
latexexe (opt.)	The command and facultative options for the L ^A T _E X call of the separate auxiliary file. The
pdflatex (opt.)	default is set according to the currently used engine.
\svgx@latex@exe	
latexext (opt.)	<pre> 1422 <*main> 1423 \svg@dumy@key{latexexe} 1424 \svg@dumy@key{pdflatex} 1425 \svg@dumy@key{latexext} 1426 \svg@dumy@key{latexopt} 1427 </main> 1428 <*extract> 1429 \ifxetex 1430 \newcommand*\svgx@latex@exe{xelatex} 1431 \else\ifluatex 1432 \ifpdf 1433 \newcommand*\svgx@latex@exe{lualatex} 1434 \else 1435 \newcommand*\svgx@latex@exe{lualatex --output-format=dvi} 1436 \fi 1437 \else\ifpdf 1438 \newcommand*\svgx@latex@exe{pdflatex} 1439 \else 1440 \newcommand*\svgx@latex@exe{latex} 1441 \fi\fi\fi 1442 \DefineFamilyKey{SVG}{latexexe}{% 1443 \renewcommand*\svgx@latex@exe{#1}% 1444 \FamilyKeyStateProcessed% 1445 } 1446 \DefineFamilyKey{SVG}{pdflatex}{% 1447 \svg@deprecated@key[svg-extract]{pdflatex=#1}{latexexe=#1}% 1448 } 1449 \newcommand*\svgx@latex@ext{tex} 1450 \DefineFamilyKey{SVG}{latexext}{% 1451 \renewcommand*\svgx@latex@ext{#1}% 1452 \FamilyKeyStateProcessed% 1453 } 1454 \newcommand*\svgx@latex@opt{} 1455 \DefineFamilyKey{SVG}{latexopt}{% </pre>

```

1456 \renewcommand*\svgx@latex@opt{#1}%
1457 \FamilyKeyStateProcessed%
1458 }
1459 </extract>

dvipsopt (opt.) Options and macros for calling convert commands, which are supplied by most LATEX distri-
\svgx@dvi@exe butions. These are used to generate all files, which are supported by option extractformat,
\svgx@dvi@opt as they don't need an additional application.
pstoeps (opt.)
\svgx@pstoeps@exe
\svgx@pstoeps@opt
pstopdf (opt.)
\svgx@pstopdf@exe
\svgx@pstopdf@opt
pdftops (opt.)
\svgx@pdftops@exe
\svgx@pdftops@opt
pdftops (opt.)
1460 (*main)
1461 \svg@dummy@key{dvipsopt}
1462 \svg@dummy@key{pstoeps}
1463 \svg@dummy@key{pstopdf}
1464 \svg@dummy@key{pdftops}
1465 \svg@dummy@key{pdftops}
1466 \svg@dummy@key{pdftops}
1467 </main>
1468 (*extract)
1469 \newcommand*\svgx@dvi@exe{dvips}
1470 \newcommand*\svgx@dvi@opt{}
1471 \DefineFamilyKey{SVG}{dvipsopt}{%
1472 \renewcommand*\svgx@dvi@opt{#1}%
1473 \FamilyKeyStateProcessed%
1474 }
1475 \newcommand*\svgx@pstoeps@exe{ps2eps}
1476 \newcommand*\svgx@pstoeps@opt{-B -C}
1477 \DefineFamilyKey{SVG}{pstoeps}{%
1478 \renewcommand*\svgx@pstoeps@opt{#1}%
1479 \FamilyKeyStateProcessed%
1480 }
1481 \newcommand*\svgx@pstopdf@exe{ps2pdf}
1482 \newcommand*\svgx@pstopdf@opt{}
1483 \DefineFamilyKey{SVG}{pstopdf}{%
1484 \renewcommand*\svgx@pstopdf@opt{#1}%
1485 \FamilyKeyStateProcessed%
1486 }
1487 \newcommand*\svgx@pdftops@exe{pdftops -eps}
1488 \newcommand*\svgx@pdftops@opt{}
1489 \DefineFamilyKey{SVG}{pdftops}{%
1490 \renewcommand*\svgx@pdftops@opt{#1}%
1491 \FamilyKeyStateProcessed%
1492 }
1493 \newcommand*\svgx@pdftops@exe{pdftops}
1494 \newcommand*\svgx@pdftops@opt{}
1495 \DefineFamilyKey{SVG}{pdftops}{%
1496 \renewcommand*\svgx@pdftops@opt{#1}%
1497 \FamilyKeyStateProcessed%
1498 }
1499 \DefineFamilyKey{SVG}{pdftops}{%
1500 \PackageWarning{svg-extract}{%
1501 The option key 'pdftops' is deprecated. \MessageBreak%
1502 You should use either 'pdftops' or \MessageBreak%
1503 'pdftops' instead. See the manual for \MessageBreak%
1504 more. Nothing was done%
1505 }%
1506 \FamilyKeyStateProcessed%
1507 }
1508 </extract>

```

C.1.2. Invoking external application for graphic conversion

Besides the use of a conversion tool supplied by the L^AT_EX distribution, the applications *ImageMagick* and *Ghostscript* can be used for converting graphics.

`convert` (opt.) The option `convert` can be used to define, which of both applications should be use.
`\if@svgx@cnv@run` **ImageMagick** is set by default.

```

\svgx@cnv@cmd
1509 (*main)
1510 \svg@dummy@key[true]{convert}
1511 \main)
1512 (*extract)
1513 \newif\if@svgx@cnv@run
1514 \newcommand*\svgx@cnv@cmd{
1515 \DefineFamilyKey{SVG}{convert}[true]{%
1516 \FamilySetNumerical{SVG}{convert}{svg@tempa}{%
1517 {false}{0},{off}{0},{no}{0},%
1518 {true}{1},{on}{1},{yes}{1},{onlynewer}{1},{newer}{1},%
1519 {overwrite}{1},{force}{1},{forced}{1},%
1520 {magick}{2},{imagemagick}{2},{convert}{2},%
1521 {gs}{3},{ghostscript}{3},%
1522 {gs64}{4},{ghostscript64}{4},%
1523 {gs32}{5},{ghostscript32}{5}%
1524 }{#1}%
1525 \ifx\FamilyKeyState\FamilyKeyStateProcessed%
1526 \ifcase\svg@tempa\relax% false
1527 \@svgx@cnv@runfalse%
1528 \or% true
1529 \@svgx@cnv@runtrue%
1530 \or% magick
1531 \@svgx@cnv@runtrue%
1532 \renewcommand*\svgx@cnv@cmd{\svgx@magick@cmd}%
1533 \or% gs
1534 \@svgx@cnv@runtrue%
1535 \renewcommand*\svgx@cnv@cmd{\svgx@gs@cmd}%
1536 \or% gs64
1537 \@svgx@cnv@runtrue%
1538 \renewcommand*\svgx@cnv@cmd{\svgx@gs@cmd}%
1539 \svg@ifwindowsdetected{%
1540 \renewcommand*\svgx@gs@exe{gswin64c}%
1541 }{}%
1542 \or% gs32
1543 \@svgx@cnv@runtrue%
1544 \renewcommand*\svgx@cnv@cmd{\svgx@gs@cmd}%
1545 \svg@ifwindowsdetected{%
1546 \renewcommand*\svgx@gs@exe{gswin32c}%
1547 }{}%
1548 \fi%

```

In version v1.0 the option `convert` was used to set both the executable and options for the conversion application, meant for the usage of **ImageMagick**. This is taken into account here.

```

1549 \else% legacy option

```

Same doing like with legacy part of option `inkscape`.

```

1550 \def\svg@tempa##1-##2\@nil{%
1551 \IfArgIsEmpty{##2}{\def\svg@tempb{}}{%
1552 \def\svg@tempa##1####1\@nil{\def\svg@tempb{####1}}%
1553 \svg@tempa#1\@nil%
1554 }%
1555 \def\svg@tempa{##1}%
1556 }%
1557 \svg@tempa#1-\@nil%
1558 \PackageWarning{svg-extract}{%
1559 Setting the executable%
1560 \ifx\svg@tempb\@empty\else%
1561 \space and associated options%
1562 \fi%
1563 \MessageBreak%

```

```

1564     for ImageMagick should be done with options\MessageBreak%
1565     'magickexe=\svg@tempa'%
1566     \ifx\svg@tempb\@empty\else%
1567         \MessageBreak and 'magicksetting' and/or 'magickoperator'%
1568     \fi.\MessageBreak%
1569     Nevertheless, this was done by now%
1570     \ifx\svg@tempb\@empty\else%
1571         , whereby \MessageBreak 'magicksetting=\svg@tempb' was used%
1572     \fi%
1573 }%
1574 \FamilyOptions{SVG}{convert=magick}%
1575 \edef\svg@tempa{%
1576     \noexpand\FamilyOptions{SVG}{magickexe=\svg@tempa}%
1577     \ifx\svg@tempb\@empty\else%
1578         \noexpand\FamilyOptions{SVG}{magicksetting=\svg@tempb}%
1579     \fi%
1580 }%
1581 \svg@tempa%
1582 \fi%
1583 }
1584 \extract

```

`convertformat` (opt.) Option `convertformat` controls the output format for converted files. It is set to `png` by default.

`\svgx@cnv@format`

`png` (opt.)

```

1585 (*main)
1586 \svg@dummy@key{convertformat}
1587 \svg@dummy@key[true]{png}
1588 \main
1589 (*extract)
1590 \newcommand*\svgx@cnv@format{png}
1591 \DefineFamilyKey{SVG}{convertformat}{%
1592     \lowercase{\edef\svgx@cnv@format{#1}}%
1593     \ifx\svgx@cnv@format\@empty\else%
1594         \@svgx@cnv@runtrue%
1595     \fi%
1596     \FamilyKeyStateProcessed%
1597 }
1598 \DefineFamilyKey{SVG}{png}[true]{%
1599     \FamilySetBool{SVG}{png}{@svg@tempswa}{#1}%
1600     \ifx\FamilyKeyState\FamilyKeyStateProcessed%
1601         \if@svg@tempswa%
1602             \svgx@ifinlist{png}{\svgx@cnv@format}{-}{%
1603                 \edef\svgx@cnv@format{\svgx@cnv@format,png}%
1604             }%
1605             \svg@deprecated@key{png}{convertformat={\svgx@cnv@format}}%
1606         \else%
1607             \FamilyKeyStateUnknownValue%
1608         \fi%
1609     \fi%
1610 }
1611 \extract

```

`convertdpi` (opt.) The option `convertdpi` is meant to define the used density during the conversion process. It can be set either for all designated output formats or targeted for a specific format. It's also possible to use something like `500x300`. Given values are resolved by `\svgx@cnv@get@dpi`.

`convertdensity` (opt.) It's used like `convertdpi=300` or `convertdpi={png=600}` If the option is used for a specific or for all output formats is recognized by `\svgx@ifkeyandval`.

`\svgx@cnv@dpi`

`\svgx@cnv@get@dpi`

```

1612 (*main)
1613 \svg@dummy@key{convertdpi}
1614 \svg@dummy@key{convertdensity}
1615 \main
1616 (*extract)
1617 \newcommand*\svgx@cnv@dpi{}

```

```

1618 \let\svgx@cnv@dpi\relax
1619 \DefineFamilyKey{SVG}{convertdpi}{%
1620   \FamilyKeyStateUnknownValue%
1621   \svgx@ifkeyandval{#1}{%
1622     \svgx@cnv@get@dpi{##2}%
1623     \ifx\svg@tempa\relax\else%
1624       \expandafter\edef\csname svgx@cnv@dpi@##1\endcsname{\svg@tempa}%
1625       \FamilyKeyStateProcessed%
1626     \fi%
1627   }{%
1628     \svgx@cnv@get@dpi{##1}%
1629     \ifx\svg@tempa\relax\else%
1630       \edef\svgx@cnv@dpi{\svg@tempa}%
1631       \FamilyKeyStateProcessed%
1632     \fi%
1633   }%
1634 }
1635 \DefineFamilyKey{SVG}{convertdensity}{\FamilyOptions{SVG}{convertdpi=#1}}

```

This macro is used to resolve a given value to set the density for the conversion. The delimited macros `\svg@tempa` and `\svg@tempb` are defined to first crop any given suffix `dpi` and second to split two numbers at `x`, if present. Pay attention how both macros are invoked. In the end, a passed value in any of the forms `300`, `300dpi`, `300x400` or `300x400dpi` and even `300dpix400dpi` is possible. The result is stored in `\svg@tempa`.

```

1636 \newcommand*\svgx@cnv@get@dpi[1]{%
1637   \begingroup%
1638   \def\svg@tempa##1dpi##2x##3dpi##4\@nil{%
1639     \edef\svg@tempa{##1}%

```

Switch `\if@svg@tempswa` as `\iftrue` means, a valid value was found.

```

1640   \@svg@tempswafalse%

```

If only the first argument is a number and third is empty, a single number was given and there's nothing more to do. If the argument is something like `300dpix400dpi`, the third argument is the second number.

```

1641   \Ifnumber{##1}{%
1642     \IfArgIsEmpty{##3}{\@svg@tempswatrue}{%
1643       \Ifnumber{##3}{\edef\svg@tempa{##1x##3}}{}}%
1644     }%
1645   }{%
1646     \if@svg@tempswa\else%
1647       \expandafter\svg@tempb\svg@tempa xx\@nil%
1648     \fi%
1649   }%

```

Macro `\svg@tempb` splits at `x` and checks, if something valid like `300x400` was given. If true, the value is stored in `\svg@tempa`.

```

1650   \def\svg@tempb##1x##2x##3\@nil{%
1651     \Ifstr{##3}{x}{%
1652       \@svg@tempswatrue%
1653       \IfArgIsEmpty{##1}{\@svg@tempswafalse}{%
1654         \Ifnumber{##1}{\@svg@tempswafalse}%
1655       }%
1656       \IfArgIsEmpty{##2}{\@svg@tempswafalse}{%
1657         \Ifnumber{##2}{\@svg@tempswafalse}%
1658       }%
1659       \if@svg@tempswa%
1660       \edef\svg@tempa{##1x##2}%
1661     \fi%
1662   }{%
1663   }%
1664   \IfArgIsEmpty{#1}{%

```

```

1665     \let\svg@tempa\@empty%
1666   }{%
1667     \lowercase{\svg@tempa#1dpi#1xdpi\@nil}%
1668     \if@svg@tempa\else%
1669       \let\svg@tempa\relax%
1670     \fi%
1671   }%
1672   \edef\svg@tempb{%
1673     \endgroup%
1674     \ifx\svg@tempa\relax%
1675       \let\noexpand\svg@tempa\noexpand\relax%
1676     \else%
1677       \def\noexpand\svg@tempa{\svg@tempa}%
1678     \fi%
1679   }%
1680   \svg@tempb%
1681 }
1682 </extract>

```

`\svgx@setformatkey` With `\svgx@setformatkey` the—maybe output format depend—keys for the conversion tools are set. First argument contains the value given to a key, second the command sequence name of the macro, to whom the value shall be allocated.

```

1683 \newcommand*\svgx@setformatkey[2]{%

```

A key of the form $\langle key \rangle = \{ \langle format \rangle = \langle value \rangle \}$ is given. The desired output format can be accessed with `##1`, the value with `##2` within the arguments of `\svgx@ifkeyandval`.

```

1684   \svgx@ifkeyandval{#1}{%
1685     \svg@ifvalueisrelax{##2}{%
1686       \expandafter\let\csname #2@##1\endcsname\relax%
1687     }{%
1688       \@namedef{#2@##1}{##2}%
1689     }%

```

A key of the form $\langle key \rangle = \{ \langle format \rangle = \langle value \rangle \}$ is given. The value can be used with `##1`.

```

1690   }{%
1691     \svg@ifvalueisrelax{##1}{%
1692       \expandafter\let\csname #2\endcsname\relax%
1693     }{%
1694       \@namedef{#2}{##1}%
1695     }%
1696   }%
1697 }

```

The command `\svgx@useformatkey` checks, if a format specific key was defined with `\svgx@setformatkey`, whereas the format is given in the second argument. If this is not the case, the setting for all output formats is used. After that, a specific key appended with a `+` can be used to do some additional stuff.

```

1698 \newcommand*\svgx@useformatkey[3]{%
1699   \scr@ifundefinedorrelax{#1@#2}{%
1700     \scr@ifundefinedorrelax{#1}{}%
1701     \expandafter\ifx\csname #1\endcsname\@empty\else%
1702       #3\@nameuse{#1}\space%
1703     \fi%
1704   }%
1705   \scr@ifundefinedorrelax{#1@#2+}{}%
1706   \expandafter\ifx\csname #1@#2+\endcsname\@empty\else%
1707     #3\@nameuse{#1@#2+}\space%
1708   \fi%
1709   }%
1710 }%

```

If a format specific key was defined, it is used.

```

1711 \expandafter\ifx\csname #1@#2\endcsname\@empty\else%
1712 #3\@nameuse{#1@#2}\space%
1713 \fi%
1714 }%
1715 }

```

magickexe (opt.) Setting the command including maybe the path to **ImageMagick**. The keys `magicksetting` and `magickoperator` should be used to add optional arguments before (*Settings*) or after (*Operators*) the input file. They can either be set for all or a specific output format as like option `convertdpi`. For this `\svgx@setformatkey` is used.

```

\svgx@magick@exe
magicksetting (opt.)
\svgx@magick@set
magickoperator (opt.)
\svgx@magick@opr
\svgx@magick@cmd
1716 (*main)
1717 \svg@dummy@key{magickexe}
1718 \svg@dummy@key{magicksetting}
1719 \svg@dummy@key{magickoperator}
1720 </main>
1721 (*extract)
1722 \svg@ifwindowsdetected{%
1723 \newcommand*\svgx@magick@exe{magick}%
1724 }{%
1725 \newcommand*\svgx@magick@exe{convert}%
1726 }
1727 \DefineFamilyKey{SVG}{magickexe}{%
1728 \renewcommand*\svgx@magick@exe{#1}%
1729 \FamilyKeyStateProcessed%
1730 }
1731 \newcommand*\svgx@magick@set{}
1732 \DefineFamilyKey{SVG}{magicksetting}{%
1733 \svgx@setformatkey{#1}{svgx@magick@set}%
1734 \FamilyKeyStateProcessed%
1735 }
1736 \newcommand*\svgx@magick@opr{}
1737 \DefineFamilyKey{SVG}{magickoperator}{%
1738 \svgx@setformatkey{#1}{svgx@magick@opr}%
1739 \FamilyKeyStateProcessed%
1740 }
1741 \newcommand*\svgx@magick@cmd[3]{%
1742 \svgx@magick@exe\space%
1743 \svgx@useformatkey{svgx@cnv@dpi}{#3}{-density }%
1744 \svgx@useformatkey{svgx@magick@set}{#3}{}%
1745 "#1.#2"\space%
1746 \svgx@useformatkey{svgx@magick@opr}{#3}{}%
1747 "#1.#3"%
1748 }
1749 </extract>

```

gsexe (opt.) Options to set the command including maybe the path to **Ghostscript**. As **Ghostscript** needs a specific device defined for different output formats, the option `gsdevice` can be used. It can either be set for all or a specific output format just like `gsopt` in the same manner like option `convertdpi`.

```

\svgx@gs@exe
gsopt (opt.)
\svgx@gs@opt
gsdevice (opt.)
\svgx@gs@device
\svgx@gs@cmd
1750 (*main)
1751 \svg@dummy@key{gsexe}
1752 \svg@dummy@key{gsopt}
1753 \svg@dummy@key{gsdevice}
1754 </main>
1755 (*extract)
1756 \svg@ifwindowsdetected{%
1757 \newcommand*\svgx@gs@exe{gswin64c}%
1758 }{%
1759 \newcommand*\svgx@gs@exe{gs}%
1760 }
1761 \DefineFamilyKey{SVG}{gsexe}{%

```

```

1762 \renewcommand*\svgx@gs@exe{#1}%
1763 \FamilyKeyStateProcessed%
1764 }
1765 \newcommand*\svgx@gs@opt{}
1766 \DefineFamilyKey{SVG}{gs@opt}{%
1767 \svgx@setformatkey{#1}{\svgx@gs@opt}%
1768 \FamilyKeyStateProcessed%
1769 }
1770 \newcommand*\svgx@gs@device{}
1771 \DefineFamilyKey{SVG}{gs@device}{%
1772 \svgx@setformatkey{#1}{\svgx@gs@device}%
1773 \FamilyKeyStateProcessed%
1774 }
1775 \newcommand*\svgx@gs@cmd[3]{%
1776 \svgx@gs@exe\space-dSAFER -dBATCh -dNOPAUSE\space%
1777 \svgx@useformatkey{\svgx@gs@device}{#3}{-sDEVICE=}%
1778 \svgx@useformatkey{\svgx@cnv@dpi}{#3}{-r}%
1779 \svgx@useformatkey{\svgx@gs@opt}{#3}{}%
1780 -sOutputFile="#1.#3"\space"#1.#2"%
1781 }
1782 </extract>

```

C.1.3. Setting output folder

`extractpath` (opt.) The option `extractpath` controls, in which folder the results both of the extraction as well as the conversion of *ImageMagick* or *Ghostscript* will be located.

```

\path (opt.)
\svgx@out@path
1783 (*main)
1784 \svg@dummy@key{extractpath}
1785 \svg@dummy@key{path}
1786 </main>
1787 <*extract>
1788 \newcommand*\svgx@out@path{}
1789 \DefineFamilyKey{SVG}{extractpath}{%
1790 \svg@sanitize@dq\svg@tempb{#1}%
1791 \FamilySetNumerical{SVG}{extractpath}{\svg@tempa}{%
1792 {svgpath}{0},{svgdir}{0},%
1793 {svgsubpath}{1},{svgsubdir}{1},%
1794 {basepath}{2},{basedir}{2},{jobpath}{2},{jobdir}{2},%
1795 {basesubpath}{3},{basesubdir}{3},{jobsubpath}{3},{jobsubdir}{3}%
1796 }{\svg@tempb}%
1797 \ifx\FamilyKeyState\FamilyKeyStateProcessed%
1798 \ifcase\svg@tempa\relax% svgpath
1799 \renewcommand*\svgx@out@path{\svg@file@path}%
1800 \or% svgsubpath
1801 \renewcommand*\svgx@out@path{\svg@file@path svg-extract/}%
1802 \or% basepath
1803 \renewcommand*\svgx@out@path{./}%
1804 \or% basesubpath
1805 \renewcommand*\svgx@out@path{./svg-extract/}%
1806 \fi%
1807 \else%
1808 \edef\svgx@out@path{\svg@tempb}%
1809 \svg@normalize@path{\svgx@out@path}%
1810 \FamilyKeyStateProcessed%
1811 \fi%
1812 }
1813 \DefineFamilyKey{SVG}{path}{%
1814 \svg@deprecated@key[svg-extract]{path=#1}{extractpath=#1}%
1815 }
1816 </extract>

```


<code>extractname (opt.)</code>	With option <code>extractname</code> the name of the extracted and maybe converted file itself can be
<code>name (opt.)</code>	changed.

```

\svgx@out@name
\if@svgx@out@sec
svgx@out@count (counter)
\svgx@out@sec
1817 (*main)
1818 \svg@dummy@key{extractname}
1819 \svg@dummy@key{name}
1820 \main
1821 (*extract)
1822 \newcommand*\svgx@out@name{}
1823 \newif\if@svgx@out@sec
1824 \newcounter{svgx@out@count}
1825 \newcommand*\svgx@out@sec{unknown}
1826 \DefineFamilyKey{SVG}{extractname}{%
1827   \svg@quotes@remove[{#1}]{\svg@tempb}%
1828   \FamilySetNumerical{SVG}{extractname}{svg@tempa}{%
1829     {filename}{0},{name}{0},%
1830     {filenamenumbered}{1},{namenumbered}{1},%
1831     {numberedfilename}{1},{numberedname}{1},%
1832     {numbered}{2},{section}{2},{numberedsection}{2},{sectionnumbered}{2}%
1833   }{\svg@tempb}%
1834   \@svgx@out@secfalse%
1835   \ifx\FamilyKeyState\FamilyKeyStateProcessed%
1836     \ifcase\svg@tempa\relax% filename
1837       \renewcommand*\svgx@out@name{\svg@out@name-extract}%
1838       \or% filenamenumbered
1839         \renewcommand*\svgx@out@name{\the\value{svgx@out@count}-\svg@out@name}%
1840       \or% numbered
1841         \renewcommand*\svgx@out@name{\the\value{svgx@out@count}-\svgx@out@sec}%
1842         \@svgx@out@sectrue%
1843       \fi%
1844     \else%
1845       \if@svg@quotes@found%
1846         \edef\svgx@out@name{"\svg@tempb"}%
1847       \else%
1848         \edef\svgx@out@name{\svg@tempb}%
1849       \fi%
1850       \FamilyKeyStateProcessed%
1851     \fi%
1852   }
1853 \DefineFamilyKey{SVG}{name}{%
1854   \svg@deprecated@key[svg-extract]{name=#1}{extractname=#1}%
1855 }
1856 \end{extract}

```

C.1.4. Options for the extraction of graphics

<code>extractwidth (opt.)</code>	For graphic extraction, the given settings regarding the size for inclusion can be overwritten
<code>\svgx@param@width</code>	with these options. Using <code>\relax</code> as value leads to resetting an option as unset, regardless of
<code>extractheight (opt.)</code>	what was previously given. The value <code>inherit</code> means, that the actual option for including
<code>\svgx@param@width</code>	is used for extraction as well. This is the default setting.

```

extractdistort (opt.)
extractkeepaspectratio (opt.)
\svgx@param@distort
extractscale (opt.)
\svgx@param@scale
1857 (*main)
1858 \svg@dummy@key{extractwidth}
1859 \svg@dummy@key{extractheight}
1860 \svg@dummy@key{extractdistort}
1861 \svg@dummy@key{extractkeepaspectratio}
1862 \svg@dummy@key{extractscale}
1863 \main
1864 (*extract)
1865 \newcommand*\svgx@param@width{\svg@param@width}
1866 \DefineFamilyKey{SVG}{extractwidth}{%
1867   \FamilyKeyStateUnknownValue%
1868   \svg@ifvalueisrelax{#1}{%
1869     \renewcommand*\svgx@param@width{\z}%

```

```

1870 \FamilyKeyStateProcessed%
1871 }{%
1872 \Ifstr{#1}{inherit}{%
1873 \renewcommand*\svgx@param@width{\svg@param@width}%
1874 \FamilyKeyStateProcessed%
1875 }{%
1876 \FamilySetLengthMacro{SVG}{extractwidth}{\svgx@param@width}{#1}%
1877 \ifx\FamilyKeyState\FamilyKeyStateProcessed%
1878 \ifdim\svgx@param@width<\z@relax%
1879 \FamilyKeyStateUnknownValue%
1880 \fi%
1881 \fi%
1882 }%
1883 }%
1884 }
1885 \newcommand*\svgx@param@height{\svg@param@height}
1886 \DefineFamilyKey{SVG}{extractheight}{%
1887 \FamilyKeyStateUnknownValue%
1888 \svg@ifvalueisrelax{#1}{%
1889 \renewcommand*\svgx@param@height{\z@}%
1890 \FamilyKeyStateProcessed%
1891 }{%
1892 \Ifstr{#1}{inherit}{%
1893 \renewcommand*\svgx@param@height{\svg@param@height}%
1894 \FamilyKeyStateProcessed%
1895 }{%
1896 \FamilySetLengthMacro{SVG}{extractheight}{\svgx@param@height}{#1}%
1897 \ifx\FamilyKeyState\FamilyKeyStateProcessed%
1898 \ifdim\svgx@param@height<\z@relax%
1899 \FamilyKeyStateUnknownValue%
1900 \fi%
1901 \fi%
1902 }%
1903 }%
1904 }
1905 \newif\if@svgx@param@distort
1906 \DefineFamilyKey{SVG}{extractdistort}[true]{%
1907 \FamilyKeyStateUnknownValue%
1908 \svg@ifvalueisrelax{#1}{%
1909 \@svgx@param@distortfalse%
1910 \FamilyKeyStateProcessed%
1911 }{%
1912 \Ifstr{#1}{inherit}{%
1913 \renewcommand*\if@svgx@param@distort{\if@svg@param@distort}%
1914 \FamilyKeyStateProcessed%
1915 }{%
1916 \FamilySetBool{SVG}{extractdistort}{@svgx@param@distort}{#1}%
1917 }%
1918 }%
1919 }
1920 \DefineFamilyKey{SVG}{extractkeepaspectratio}[true]{%
1921 \FamilySetBool{SVG}{extractkeepaspectratio}{@svg@temp@swa}{#1}%
1922 \ifx\FamilyKeyState\FamilyKeyStateProcessed%
1923 \if@svg@temp@swa%
1924 \FamilyOptions{SVG}{extractdistort=false}%
1925 \else%
1926 \FamilyOptions{SVG}{extractdistort=true}%
1927 \fi%
1928 \else%
1929 \FamilyOptions{SVG}{extractdistort=#1}%
1930 \fi%
1931 }
1932 \newcommand*\svgx@param@scale{\svg@param@scale}
1933 \DefineFamilyKey{SVG}{extractscale}{%
1934 \FamilyKeyStateUnknownValue%
1935 \svg@ifvalueisrelax{#1}{%

```

```

1936 \renewcommand*\svgx@param@scale{1}%
1937 \FamilyKeyStateProcessed%
1938 }{%
1939 \Ifstr{#1}{inherit}{%
1940 \renewcommand*\svgx@param@scale{\svg@param@scale}%
1941 \FamilyKeyStateProcessed%
1942 }{%
1943 \Ifisdimension{#1\p@}{%
1944 \ifdim\dimexpr#1\p@>\z@>\relax%
1945 \renewcommand*\svgx@param@scale{#1}%
1946 \FamilyKeyStateProcessed%
1947 \fi%
1948 }{%
1949 }%
1950 }%
1951 }
1952 </extract>

```

extractpretex (opt.) The similar hooks for executing code right before or after the graphic extraction.

```

\svgx@param@pretex
extractapptex (opt.)
\svgx@param@apptex
extractpostex (opt.)
1953 <*main>
1954 \svg@dumy@key{extractpretex}
1955 \svg@dumy@key{extractapptex}
1956 \svg@dumy@key{extractpostex}
1957 </main>
1958 <*extract>
1959 \newcommand*\svgx@param@pretex{\svg@param@pretex}
1960 \DefineFamilyKey{SVG}{extractpretex}{%
1961 \svg@ifvalueisrelax{#1}{%
1962 \let\svgx@param@pretex\relax%
1963 }{%
1964 \Ifstr{#1}{inherit}{%
1965 \renewcommand*\svgx@param@pretex{\svg@param@pretex}%
1966 }{%
1967 \renewcommand*\svgx@param@pretex{#1}%
1968 }%
1969 }%
1970 \FamilyKeyStateProcessed%
1971 }
1972 \newcommand*\svgx@param@apptex{\svg@param@apptex}
1973 \DefineFamilyKey{SVG}{extractapptex}{%
1974 \svg@ifvalueisrelax{#1}{%
1975 \let\svgx@param@apptex\relax%
1976 }{%
1977 \Ifstr{#1}{inherit}{%
1978 \renewcommand*\svgx@param@apptex{\svg@param@apptex}%
1979 }{%
1980 \renewcommand*\svgx@param@apptex{#1}%
1981 }%
1982 }%
1983 \FamilyKeyStateProcessed%
1984 }
1985 \DefineFamilyKey{SVG}{extractpostex}{%
1986 \svg@deprecated@key[svg-extract]{extractpostex=#1}{extractapptex=#1}%
1987 }
1988 </extract>

```

C.1.5. Miscellaneous options

clean (opt.) With option **clean** files generated during the extraction process can be deleted. Setting **true**
clear (opt.) will remove all files, **false** won't clear any file. Additionally, a specific file list of suffixes can
\svgx@clean be given.

```

1989 <*main>

```

```

1990 \svg@dummy@key[true]{clean}
1991 \svg@dummy@key[true]{clear}
1992 </main>
1993 <*extract>
1994 \newcommand*\svgx@clean{}
1995 \DefineFamilyKey{SVG}{clean}[true]{%
1996   \FamilySetBool{SVG}{clean}{@svg@tempswa}{#1}%
1997   \ifx\FamilyKeyState\FamilyKeyStateProcessed%
1998     \if@svg@tempswa%
1999       \renewcommand*\svgx@clean{log,aux,dvi,out,ps,eps,pdf,\svgx@latex@ext}%
2000     \else%
2001       \renewcommand*\svgx@clean{}%
2002     \fi%
2003   \else%
2004     \renewcommand*\svgx@clean{#1}%
2005     \FamilyKeyStateProcessed%
2006   \fi%
2007 }
2008 \DefineFamilyKey{SVG}{clear}[true]{\FamilyOptions{SVG}{clean=#1}}
2009 </extract>

```

`exclude` (opt.) If it is desired not to include but only extract graphics with package **svg-extract**, option `exclude` can be used.

```

2010 <*main>
2011 \svg@dummy@key[true]{exclude}
2012 </main>
2013 <*extract>
2014 \DefineFamilyKey{SVG}{exclude}[true]{%
2015   \FamilySetBool{SVG}{exclude}{@svg@tempswa}{#1}%
2016   \ifx\FamilyKeyState\FamilyKeyStateProcessed%
2017     \if@svg@tempswa%
2018       \renewcommand*\svg@input[2][]{%
2019         \if@svgx@run\else%
2020           \PackageWarning{svg-extract}{%
2021             The image ‘##2’ was\MessageBreak%
2022             neither extracted nor included%
2023           }%
2024         \fi%
2025       }%
2026     \else%
2027       \renewcommand*\svg@input{\svg@input}%
2028     \fi%
2029   \fi%
2030 }
2031 </extract>

```

C.2. User commands

<pre> \includesvg extract (param.) extractpreamble (param.) extractformat (param.) extractwidth (param.) extractheight (param.) extractdistort (param.) extractscale (param.) extractangle (param.) extractpretex (param.) extractapptex (param.) extractruns (param.) latexexe (param.) latexopt (param.) latexext (param.) dvipsopt (param.) pstoepspt (param.) pstopdfpt (param.) pdftoepspt (param.) pdftopspt (param.) convert (param.) </pre>	<p>The parameters <code>angle</code> and <code>origin</code> are defined as pendants to the keys provided by <code>\includegraphics</code>.</p> <pre> 2032 <*extract> 2033 \newcommand*\svgx@param@angle{0} 2034 \svg@local@param@def{% 2035 \DefineFamilyKey[.param]{SVG}{extractangle}{% 2036 \FamilyKeyStateUnknownValue% 2037 \svg@ifvalueisrelax{#1}{% 2038 \renewcommand*\svgx@param@angle{0}% 2039 \FamilyKeyStateProcessed% 2040 }{% 2041 \Ifstr{#1}{inherit}{% 2042 \renewcommand*\svgx@param@angle{\svg@param@angle}% 2043 \FamilyKeyStateProcessed% </pre>
---	---

```

2044     }{%
2045         \Ifisdimension{#1\p@}{%
2046             \renewcommand*{svgx@param@angle{#1}}%
2047             \FamilyKeyStateProcessed%
2048         }{}%
2049     }%
2050 }%
2051 }%
2052 }
2053 \</extract>

```

`\svghidepreamblestart` Some dummies for package **svg**.

`\svghidepreambleend`

```

2054 (*main)
2055 \newcommand*{svghidepreamblestart}{%
2056     \PackageWarning{svg}{%
2057         The macro ‘\string\svghidepreamblestart’ is only meant\MessageBreak%
2058         to be used together with package ‘svg-extract’. \MessageBreak%
2059         Nevertheless, nothing will happen%
2060     }%
2061 }
2062 \newcommand*{svghidepreambleend}{%
2063     \PackageWarning{svg}{%
2064         The macro ‘\string\svghidepreambleend’ is only meant\MessageBreak%
2065         to be used together with package ‘svg-extract’. \MessageBreak%
2066         Nevertheless, nothing will happen%
2067     }%
2068 }
2069 \</main>

```

These two macros can be used to hide some parts of the preamble during reading the preamble of the main document.

```

2070 (*extract)
2071 \let\svghidepreamblestart\relax
2072 \let\svghidepreambleend\relax
2073 \</extract>

```

C.3. Auxiliary macros

`\svg@extract` The macro `\svg@extract` does the actual job of both extracting and converting independent graphic files. Since it is necessary to run it with `--shell-escape` enabled, the command raises a warning if it is not activated. Afterwards, the package is finished.

```

2074 (*main)
2075 \newcommand*{svg@extract}[1]{}
2076 \</main>
2077 (*extract)
2078 \ifnum\pdf@shellescape=\@ne\relax\else%
2079     \renewcommand*{svg@extract}[1]{%
2080         \if@svgx@run%
2081             \begingroup%
2082                 \edef\svg@tempa{#1}%
2083                 \svg@quotes@remove{\svg@tempa}%
2084                 \PackageWarning{svg-extract}{%
2085                     You didn’t enable ‘shell escape’ (or ‘write18’)\MessageBreak%
2086                     so it wasn’t possible to run the extraction for\MessageBreak%
2087                     file ‘\svg@tempa’\MessageBreak%
2088                 }%
2089             \endgroup%
2090         \fi%
2091     }%
2092     \expandafter\endinput%
2093 \fi
2094 \</extract>

```

```

\svgx@stream@in Both an input stream and an output stream are necessary for this as well as a token register,
\svgx@read@line which is used to store all commands which should be executed on shell.
\svgx@stream@out
\if@svgx@preamble@write 2095 \newread\svgx@stream@in
2096 \newcommand*\svgx@read@line{}
2097 \newwrite\svgx@stream@out
2098 \newif\if@svgx@preamble@write

```

`\svgx@extract` If flag `--shell-escape` is enabled, the command is defined with its intended functionality. It runs all necessary processes to extract and convert graphic files.

```
2099 \renewcommand*\svgx@extract[1]{%
```

If option `extract` is enabled...

```
2100 \if@svgx@run%
```

...the macro `\svgx@get@out@sec` is used to get the current level numbering within the document and the counter for extracted graphics is stepped. After that, a separate auxiliary L^AT_EX file is created for extracting independent graphic files. The macro `\svgx@get@out@sec` is used to get the current level numbering within the document. The specified preamble is read for this task, if it exists. It is first searched in the same folder as the SVG file and if it wasn't found, in any other valid folder for SVG files.

```

2101 \if@svgx@out@sec%
2102 \svgx@get@out@sec%
2103 \fi%
2104 \stepcounter{svgx@out@count}%
2105 \begingroup%
2106 \def\svg@tempa##1.##2\@nil{%
2107 \IfArgIsEmpty{##2}{\edef\svgx@preamble{##1.\svgx@latex@ext}}{}}%
2108 }%
2109 \expandafter\svg@tempa\svgx@preamble.\@nil%
2110 \IfFileExists{\svg@file@path\svgx@preamble}{%
2111 \@svg@file@foundtrue%
2112 }{%
2113 \svg@get@path[]{\svgx@preamble}{\svg@out@path}%
2114 \def\svg@tempa####1.####2\@nil{%
2115 \edef\svgx@preamble{\svg@file@name.####2}%
2116 }%
2117 \expandafter\svg@tempa\svgx@preamble\@nil%
2118 }%
2119 \edef\svg@tempa{%
2120 \endgroup%
2121 \if@svg@file@found%
2122 \ifx\svg@file@path\@empty%
2123 \def\noexpand\svgx@preamble{./\svgx@preamble}%
2124 \else%
2125 \def\noexpand\svgx@preamble{\svg@file@path\svgx@preamble}%
2126 \fi%
2127 \fi%
2128 }%
2129 \svg@tempa%
2130 \begingroup%
2131 \endlinechar=\m@ne%
2132 \IfFileExists{\svgx@preamble}{%
2133 \PackageInfo{svg-extract}{%
2134 The preamble file '\svgx@preamble'\MessageBreak%
2135 is used for the generation of the auxiliary file\MessageBreak%
2136 '\svgx@out@name.\svgx@latex@ext'%
2137 }%

```

The catcodes for `#` need to be changed to prevent doubling when reading the line.

```

2138 \catcode'\#=12\relax%
2139 \immediate\openout\svgx@stream@out=\svgx@out@name.\svgx@latex@ext%

```

```

2140      \immediate\openin\svgx@stream@in=\svgx@preamble%
2141      \@svg@tempswatrue%
2142      \@svgx@preamble@writetrue%
2143      \def\svgx@read@line{%

```

The given preamble file is read line by line and written to the separate auxiliary L^AT_EX file `\svgx@out@name.\svgx@latex@ext` via the output stream.

```

2144      \@whiles\if@svg@tempswa\fi{%
2145        \immediate\read\svgx@stream@in to\svgx@read@line%
2146        \ifx\svgx@read@line\@empty%
2147          \ifeof\svgx@stream@in\@svg@tempswafalse\fi%
2148        \else%

```

With `\svghidepreamblestart` and `\svghidepreambleend` it is possible for the user to omit certain parts of the preamble. Therefor the two macros `\svgx@read@preamble@till` and `\svgx@read@preamble@from` are toggling the switch `\if@svgx@preamble@write`

```

2149      \svgx@read@preamble@till{\svghidepreamblestart}{}%
2150      \svgx@read@preamble@from{\svghidepreambleend}{}%

```

If the desired end of the preamble (`\svgx@endpreamble`) was found, the readout is terminated by switching `\if@svg@tempswa` to false.

```

2151      \svgx@read@preamble@till{\svgx@endpreamble}{\@svg@tempswafalse}%
2152      \if@svgx@preamble@write%

```

During the readout process, it is searched with `\svgx@documentclass` for the appearance of `\documentclass` and `\if@svgx@classfound` is set to true if it was found.

```

2153      \if@svgx@classfound\else%
2154        \expandafter\svgx@documentclass%
2155        \svgx@read@line\documentclass\documentclass\@nil%
2156      \fi%

```

Writing out the—maybe manipulated—read in line.

```

2157      \ifx\svgx@read@line\@empty\else%
2158        \immediate\write\svgx@stream@out{%
2159          \unexpanded\expandafter{\svgx@read@line}%
2160        }%
2161      \fi%
2162      \fi%
2163      \fi%
2164    }%
2165    \immediate\closein\svgx@stream@in%
2166    \immediate\closeout\svgx@stream@out%
2167    \catcode'\#6\relax%

```

Once the separate auxiliary L^AT_EX file is written, it is read in again and its content is stored in `\svg@tempa`, since it is necessary to prepend some stuff to the preamble, for example a maybe not existent document class.

```

2168      \immediate\openin\svgx@stream@in=\svgx@out@name.\svgx@latex@ext%
2169      \def\svg@tempa{%
2170        \loop\unless\ifeof\svgx@stream@in%
2171          \readline\svgx@stream@in to\svgx@read@line%
2172          \ifx\svgx@read@line\@empty\else%
2173            \edef\svg@tempa{%
2174              \unexpanded\expandafter{\svg@tempa}%
2175              \unexpanded\expandafter{\svgx@read@line}^^J%
2176            }%
2177          \fi%
2178          \repeat%
2179        \immediate\closein\svgx@stream@in%
2180      }%

```

If a file was given that doesn't exist, a warning is issued.

```

2181      \svg@quotes@remove{\svgx@preamble}%
2182      \ifx\svgx@preamble\@empty\else%
2183        \PackageWarning{svg-extract}{%
2184          The preamble file '\svgx@preamble'\MessageBreak%
2185          does not exist%
2186        }%
2187      \fi%
2188      \def\svg@tempa{}%
2189    }%

```

After the preamble was read in and stored in `\svg@tempa`, the separate auxiliary L^AT_EX file is written again. Some information are written right at the beginning of the file.

```

2190      \immediate\openout\svgx@stream@out=\svgx@out@name.\svgx@latex@ext%
2191      \immediate\write\svgx@stream@out{%
2192        \@percentchar\@percentchar\space This file was generated by package
2193        'svg-extract'^^J%
2194        \@percentchar\@percentchar\space from source '\jobname'^^J%
2195        \@percentchar\@percentchar\space It's intended to be compiled with
2196        '\svgx@latex@exe\ifx\svgx@latex@opt\@empty\else\space\svgx@latex@opt\fi'
2197      }%

```

With the intention of passing the correct paper dimensions, the calculating of the paper size is executed with `\AtBeginDocument` even before the document class, so that this is definitely the first thing to happen at the beginning of the document. Additionally, it is ensured that the `\special` command is definitely used with the correct paper size, when creating a DVI file.

```

2198      \immediate\write\svgx@stream@out{%
2199        \string\AtBeginDocument{\@percentchar^^J%
2200          \space\space\string\svgxsetpapersize\@percentchar^^J%
2201          \ifxetex\else\ifpdf\else%
2202            \space\space\string\AtBeginDvi{\string\special{%
2203              papersize=\string\the\string\paperwidth,%
2204              \string\the\string\paperheight%
2205            }}\@percentchar^^J%
2206          \fi\fi%
2207        }^^J%
2208        \string\PassOptionsToPackage{hidelinks}{hyperref}%
2209      }%

```

If no document class was found during reading the preamble file, then class `\article` is used.

```

2210      \if\svgx@classfound\else%
2211        \immediate\write\svgx@stream@out{\string\documentclass{article}}%
2212      \fi%

```

And now the stored preamble.

```

2213      \ifx\svg@tempa\@empty\else%
2214        \immediate\write\svgx@stream@out{\unexpanded\expandafter{\svg@tempa}}%
2215      \fi%

```

After the given preamble was written, package **svg-extract** will be loaded in case it was forgotten.

```

2216      \immediate\write\svgx@stream@out{\string\usepackage{svg-extract}}%

```

Now all parameters relevant for the extraction are evaluated and appended.

```

2217      \def\svg@tempa##1{%
2218        \immediate\write\svgx@stream@out{\string\svgsetup{##1}}%
2219      }%
2220      \if\svg@ink@latex\else%

```



```

2221     \svg@tempa{inkscapelatex=false}%
2222     \fi%
2223     \ifdim\svgx@param@width>\z@\relax%
2224         \svg@tempa{width=\svgx@param@width}%
2225     \fi%
2226     \ifdim\svgx@param@height>\z@\relax%
2227         \svg@tempa{height=\svgx@param@height}%
2228     \fi%
2229     \if@svgx@param@distort%
2230         \svg@tempa{distort=true}%
2231     \fi%
2232     \ifdim\dimexpr\svgx@param@scale\p@\relax=\p@\relax\else%
2233         \svg@tempa{scale=\svgx@param@scale}%
2234     \fi%
2235     \def\svg@tempb{\svg@param@pretex}%
2236     \ifx\svgx@param@pretex\svg@tempb\relax%
2237         \let\svgx@param@pretex\svg@param@pretex%
2238     \fi%
2239     \ifx\svgx@param@pretex\relax\else%
2240         \svg@tempa{pretex=\unexpanded\expandafter{\svgx@param@pretex}}%
2241     \fi%
2242     \def\svg@tempb{\svg@param@apptex}%
2243     \ifx\svgx@param@apptex\svg@tempb\relax%
2244         \let\svgx@param@apptex\svg@param@apptex%
2245     \fi%
2246     \ifx\svgx@param@apptex\relax\else%
2247         \svg@tempa{apptex=\unexpanded\expandafter{\svgx@param@apptex}}%
2248     \fi%

```

Parameter `lastpage` is only considered for including PDF files with L^AT_EX support.

```

2249     \let\svg@tempa\@empty%
2250     \if@svg@ink@latex%
2251         \Ifstr{\svg@ink@format}{pdf}{%
2252             \ifnum\value{svg@param@lastpage}>\z@\relax%
2253                 \edef\svg@tempa{lastpage=\the\value{svg@param@lastpage}}%
2254             \else%
2255                 \ifnum\value{svg@param@lastpage}=\z@\relax%
2256                     \def\svg@tempa{lastpage=true}%
2257                 \else%
2258                     \def\svg@tempa{lastpage=false}%
2259                 \fi%
2260             \fi%
2261         }{}%
2262     \fi%

```

The rotation angle, if given.

```

2263     \ifdim\dimexpr\svgx@param@angle\p@\relax=\z@\relax\else%
2264         \edef\svg@tempa{%
2265             angle=\svgx@param@angle\ifx\svg@tempa\@empty\else,\svg@tempa\fi%
2266         }%
2267     \fi%

```

As we are now at the end of the preamble and just before the beginning of the document, the paper dimension are set again to make sure, that these settings are active at the end of the preamble. Additionally, it is executed again at the very end of `\AtBeginDocument` to ensure, that no other package used this hook for manipulating the paper size.

```

2268     \ifx\svg@tempa\@empty%
2269         \def\svg@tempa{\string\svgxsetbox{#1}}%
2270     \else%
2271         \edef\svg@tempa{\noexpand\string\noexpand\svgxsetbox[\svg@tempa]{#1}}%
2272     \fi%
2273     \immediate\write\svgx@stream@out{\svg@tempa}%

```

Package **xr** is used to evaluate possible labels within the included **Inkscape** L^AT_EX file.

```

2274 \if@svg@ink@latex%
2275 \IfFileExists{xr.sty}{%
2276 \immediate\write\svgx@stream@out{%
2277 \string\usepackage{xr}^^J%
2278 \string\externaldocument{\jobname}^^J%
2279 }%
2280 }{}%
2281 \fi%
2282 \immediate\write\svgx@stream@out{%
2283 \string\begin{document}^^J%
2284 \string\pagestyle{empty}^^J%
2285 \string\svgxoutputbox\@percentchar^^J%
2286 \string\end{document}%
2287 }%
2288 \immediate\closeout\svgx@stream@out%
2289 \endgroup%

```

After creating the separate auxiliary L^AT_EX file, the actual extraction and conversion can be done.

```

2290 \Ifstr{\svgx@format\svgx@cnv@format}{-}{%
2291 \PackageWarning{svg-extract}{%
2292 Both keys 'extractformat' and 'convertformat' are\MessageBreak%
2293 empty, so nothing to do so far%
2294 }%
2295 }{-}%

```

As the extraction maybe needs to include the main auxiliary file with `\externaldocument` provided by package **xr** it is necessary to do all related stuff after the main auxiliary file was written. This is done with `\AfterReadingMainAux` provided by package **scrfile**.

```

2296 \svg@quotes@remove{\svgx@out@path}%
2297 \svg@quotes@remove{\svgx@out@name}%

```

All generated files will be moved to the desired output folder, which is given by option `extractpath`. Therefor, this folder is created.

```

2298 \edef\svg@tempb{%
2299 \noexpand\svgx@shell@mkdir{\svgx@out@path}%
2300 }%
2301 \expandafter\AfterReadingMainAux\expandafter{\svg@tempb}%

```

First of all the separate auxiliary L^AT_EX file is compiled with the detected L^AT_EX engine (`\svgx@latex@exe`) as often as defined by counter option `extractruns`.

```

2302 \edef\svg@tempb{%
2303 \noexpand\PackageInfo{svg-extract}{%
2304 Running LaTeX (\svgx@latex@exe) for graphic extraction%
2305 \ifx\svgx@latex@opt\@empty\else%
2306 \MessageBreak with added options '\svgx@latex@opt'%
2307 \fi%
2308 }%
2309 }%
2310 \expandafter\AfterReadingMainAux\expandafter{\svg@tempb}%
2311 \edef\svg@tempb{%
2312 \noexpand\ShellEscape{%
2313 \svgx@latex@exe\space\svgx@latex@opt\space%
2314 "\svgx@out@name.\svgx@latex@ext"%
2315 }%
2316 }%
2317 \loop\ifnum\value{svgx@runs}>\z@%relax%
2318 \expandafter\AfterReadingMainAux\expandafter{\svg@tempb}%
2319 \advance\c@svgx@runs\m@ne%
2320 \repeat%

```

All files requested with option `extractformat` are created with internal conversion tools supplied by most L^AT_EX 2_ε distributions if necessary.

```

2321      \def\svg@tempa##1##2##3{%
2322      \edef\svg@tempb{%
2323      \noexpand\ShellEscape{%
2324      \@nameuse{svgx@##1@exe}\space\@nameuse{svgx@##1@opt}\space%
2325      "\svgx@out@name.##2"%
2326      }%
2327      }%
2328      \AfterReadingMainAux{\PackageInfo{svg-extract}{Running ##1}}%
2329      \expandafter\AfterReadingMainAux\expandafter{\svg@tempb}%
2330      }%
2331      \@svg@tempswafalse%
2332      \ifxetex\else\ifpdf\else%
2333      \@svg@tempswatruetrue%
2334      \fi\fi%
2335      \if@svg@tempswa%
2336      \svg@tempa{dvips}{dvi}{ps}%
2337      \svgx@ifinlist{eps}{\svgx@format}{\svg@tempa{pstoeps}{ps}{eps}}{}%
2338      \svgx@ifinlist{pdf}{\svgx@format}{\svg@tempa{pstopdf}{ps}{pdf}}{}%
2339      \else%
2340      \svgx@ifinlist{eps}{\svgx@format}{\svg@tempa{pdftoeps}{pdf}{eps}}{}%
2341      \svgx@ifinlist{ps}{\svgx@format}{\svg@tempa{pdftops}{pdf}{ps}}{}%
2342      \fi%

```

Now the desired conversion tool is invoked if requested.

```

2343      \if@svgx@cnv@run%

```

If no density was given at all, the density for PNG files is set to 300dpi by default.

```

2344      \ifx\svgx@cnv@dpi\relax%
2345      \ifx\svgx@cnv@dpi@png\@undefined%
2346      \def\svgx@cnv@dpi@png{300}%
2347      \fi%
2348      \fi%

```

The first given file type with option `extractformat` is used as source for the conversion process.

```

2349      \expandafter\svgx@cnv@get@informat\expandafter{\svgx@format}%

```

The conversion is done for each desired file type given in a list by option `convertformat`.

```

2350      \@for\svg@tempa:=\svgx@cnv@format\do{%
2351      \ifx\svg@tempa\@empty\else%
2352      \expandafter\svgx@ifinlist\expandafter{\svg@tempa}{\svgx@format}{%
2353      \PackageWarning{svg-extract}{%
2354      File type ‘\svg@tempa’ was specified for option\MessageBreak%
2355      ‘extractformat’ (\svgx@format) as well as for \MessageBreak%
2356      option ‘convertformat’ (\svgx@cnv@format) so the\MessageBreak%
2357      conversion won’t be done%
2358      }%
2359      }{%
2360      \edef\svg@tempb{%
2361      \noexpand\PackageInfo{svg-extract}{%
2362      Converting ‘\svgx@out@name.\svgx@cnv@informat’\MessageBreak%
2363      to ‘\svgx@out@name.\svg@tempa’%
2364      }%
2365      }%
2366      \expandafter\AfterReadingMainAux\expandafter{\svg@tempb}%
2367      \edef\svg@tempb{%
2368      \noexpand\ShellEscape{%
2369      \svgx@cnv@cmd{\svgx@out@name}{\svgx@cnv@informat}{\svg@tempa}%
2370      }%
2371      }%

```

```

2372         \expandafter\AfterReadingMainAux\expandafter{\svg@tempb}%
2373     }%
2374     \fi%
2375 }%
2376 \fi%

```

As both extraction and conversion are done, all files are moved to the desired output folder (`extractpath`).

```

2377     \edef\svg@tempa{\svgx@format@if@svgx@cnv@run,\svgx@cnv@format\fi}%
2378     \@for\svg@tempb:=\svg@tempa\do{%
2379         \ifx\svg@tempb\@empty\else%
2380             \edef\svg@tempb{%
2381                 \noexpand\svgx@move{\svgx@out@name}{\svg@tempb}{\svgx@out@path}%
2382             }%
2383             \expandafter\AfterReadingMainAux\expandafter{\svg@tempb}%
2384         \fi%
2385     }%

```

At the very end, all unwanted auxiliary files are deleted.

```

2386     \@for\svg@tempa:=\svgx@clean\do{%
2387         \expandafter\svgx@ifinlist\expandafter{\svg@tempa}{\svg@tempb}{-}%
2388         \edef\svg@tempb{%
2389             \noexpand\IfFileExists{"\svgx@out@name".\svg@tempa}{%
2390                 \noexpand\svg@shell@rm{\svgx@out@name.\svg@tempa}%
2391             }{}%
2392         }%
2393         \expandafter\AtEndDocument\expandafter{%
2394             \expandafter\AfterReadingMainAux\expandafter{\svg@tempb}%
2395         }%
2396     }%
2397 }%
2398 }%
2399 \fi%
2400 }

```

`\svgx@get@out@sec` The macro `\svgx@get@out@sec` reads all sectioning counters in order to get the numbering of the current sectioning level. The value is stored in `\svgx@out@sec`.

```

2401 \newcommand*\svgx@get@out@sec{%
2402     \begingroup%
2403     \def\svg@tempa{}%
2404     \@for\svg@tempb:={%
2405         part,chapter,section,subsection,subsubsection,paragraph,subparagraph%
2406     }\do{%
2407         \ifx\svg@tempb\@empty\else%
2408             \scr@ifundefinedorrelax{the\svg@tempb}{-}%
2409             \ifnum\value{\svg@tempb}>\z@{relax%
2410                 \edef\svg@tempa{\svg@tempb}%
2411             \fi%
2412         }%
2413     \fi%
2414 }%
2415 \edef\svg@tempb{%
2416     \endgroup%
2417     \ifx\svg@tempa\@empty\else%
2418         \def\noexpand\svgx@out@sec{\curname the\svg@tempa\endcurname}%
2419     \fi%
2420 }%
2421 \svg@tempb%
2422 }

```

`\svgx@documentclass` This delimited macro is used to find the occurrence of `\documentclass` within a read in line.
`\if@svgx@classfound` The delimiter `\documentclass` is used twice in order to ignore the possible occurrence of white space or anything else right before `\documentclass`.

```
2423 \newif\if@svgx@classfound
2424 \newcommand*\svgx@documentclass{}
2425 \def\svgx@documentclass#1\documentclass#2\documentclass#3\@nil{%
2426   \IfArgIsEmpty{#2}{-}{\@svgx@classfoundtrue}%
2427 }
```

`\svgx@read@preamble@till` These macros are used to skip some parts of a read in preamble file.

`\svgx@read@preamble@from`
`\svgx@read@preamble@skip`

```
2428 \newcommand*\svgx@read@preamble@till[2]{%
2429   \svgx@read@preamble@skip#1\@nil{till}{#2}%
2430 }
2431 \newcommand*\svgx@read@preamble@from[2]{%
2432   \svgx@read@preamble@skip#1\@nil{from}{#2}%
2433 }
```

In principle, the functionality is the same as for `\svgx@documentclass`.

```
2434 \newcommand*\svgx@read@preamble@skip{}
2435 \def\svgx@read@preamble@skip#1\@nil#2#3{%
```

A given token is used to create the macro `\svg@tempa` delimited by the token itself which is used twice to get any stuff right before or after the occurrence.

```
2436   \def\svg@tempa##1{%
2437     \def\svg@tempa####1##1####2##1####3\@nil{%
2438       \IfArgIsEmpty{####3}{-}{%

```

Write everything which was found right before the macro which starts hiding area to the output stream and stop writing with `\if@svgx@preamble@write`.

```
2439       \Ifstr{#2}{till}{%
2440         \IfArgIsEmpty{####1}{-}{%
2441           \immediate\write\svgx@stream@out{####1}%
2442         }%
2443       \@svgx@preamble@writefalse%
2444     }%
```

Write everything which was found right after the macro which ends the hiding area and start writing again with `\if@svgx@preamble@write`.

```
2445       \Ifstr{#2}{from}{%
2446         \IfArgIsEmpty{####2}{-}{%
2447           \def\svgx@read@line{}%
2448         }%
2449       \def\svgx@read@line{####2}%
2450     }%
2451     \@svgx@preamble@writetrue%
2452   }{}%
2453 }
```

Additional stuff which should be done.

```
2454     #3%
2455   }%
2456 }%
2457 }
```

Creating the macro `\svg@tempa` delimited by the first argument.

```
2458 \edef\svg@tempb{\expandafter\detokenize\expandafter{#1}}%
2459 \expandafter\svg@tempa\expandafter{\svg@tempb}%
```

Calling the created macro.

```

2460 \edef\svg@tempb{%
2461   \expandafter\detokenize\expandafter{\svgx@read@line}\svg@tempb\svg@tempb%
2462 }%
2463 \expandafter\svg@tempa\svg@tempb\@nil%
2464 }

```

\svgx@cnv@informat The first list entry from argument (\svgx@format) is extracted by \svgx@cnv@get@informat.
 \svgx@cnv@get@informat

```

2465 \newcommand*\svgx@cnv@informat{}
2466 \newcommand*\svgx@cnv@get@informat[1]{%
2467   \begingroup%
2468     \def\svg@tempa##1,##2\@nil{%
2469       \def\svg@tempa{##1}%
2470     }%
2471     \svg@tempa#1,\@nil%
2472   \edef\svg@tempa{%
2473     \endgroup%
2474     \def\noexpand\svgx@cnv@informat{\svg@tempa}%
2475   }%
2476   \svg@tempa%

```

If the first argument (\svgx@format) was empty, \svgx@cnv@informat is set to the a file type, which is generated anyway.

```

2477 \ifx\svgx@cnv@informat\@empty%
2478   \renewcommand*\svgx@cnv@informat{pdf}%
2479 \ifxetex\else\ifpdf\else%
2480   \renewcommand*\svgx@cnv@informat{ps}%
2481 \fi\fi%
2482 \fi%
2483 }

```

\svgx@move If the file doesn't exist

```

2484 \newcommand*\svgx@move[3]{%
2485   \begingroup%
2486     \IfFileExists{"#1".#2}{%
2487       \svg@shell@mv{#1.#2}{#3#1.#2}%
2488     }{%
2489       \edef\svg@tempa{#2}%
2490       \@svg@tempswafalse%
2491       \expandafter\svgx@ifinlist\expandafter{\svg@tempa}{\svgx@cnv@format}{%
2492         \@svg@tempswatruetrue%
2493       \def\svg@tempb{conversion}%
2494     }{%
2495       \expandafter\svgx@ifinlist\expandafter{\svg@tempa}{pdf,ps,eps}{%
2496         \@svg@tempswatruetrue%
2497       \def\svg@tempb{extraction}%
2498     }{}%
2499   }%
2500   \if@svg@tempswa%
2501     \edef\svg@tempb{%
2502       The graphic file \svg@tempb\space failed\MessageBreak%
2503       for '#1.#2'\MessageBreak%
2504       Troubleshooting: Please check the log file how\MessageBreak%
2505       the invocation of the extraction took place and\MessageBreak%
2506       try to execute it yourself in the terminal%
2507     }%
2508   \else%
2509     \def\svg@tempb{%
2510       The extraction to format '#2' failed\MessageBreak%
2511       for '#1.#2'\MessageBreak%
2512       Only file types 'pdf,ps,eps' are supported for\MessageBreak%

```

```

2513         key 'exportformat'%
2514     }%
2515     \fi%
2516     \PackageWarning{svg-extract}{\svg@tempb}%
2517 }%
2518 \endgroup%
2519 }

```

C.4. Commands for the separate auxiliary L^AT_EX-file

For the extraction of independent graphics, an auxiliary L^AT_EX file is needed. Within this file, the following commands are used to include the desired graphic.

<pre> \svgxsetbox \svgx@setbox \if@svgx@standalone </pre>	<p>Within the preamble of the auxiliary L^AT_EX file, the desired graphic is used to setup a box, which is used both to define the papersize as well as for the output itself. The macro <code>\svgx@setbox</code> is executed twice, the first time in the preamble and the second time at the very end of <code>\AtBeginDocument</code> if package etoolbox was loaded.</p>
---	--

The switch `\if@svgx@standalone` is defined for enabling classes to implement a different behaviour for **svg-extract** in standalone mode. for example, TUD-Script-classes are using this switch.

```

2520 \newif\if@svgx@standalone
2521 \newcommand*\svgxsetbox[2][]{%
2522   \@svgx@standalonetrue%
2523   \svgx@setbox{#1}{#2}%
2524   \scr@ifundefinedorrelax{AtEndPreamble}{%
2525     \let\svg@tempa\@firstofone%
2526   }{%
2527     \def\svg@tempa{\AtEndPreamble}%
2528   }%
2529   \svg@tempa{\AtBeginDocument{\svgx@setbox{#1}{#2}}}%
2530 }
2531 \newcommand*\svgx@setbox[2]{%
2532   \sbox\svg@box{\svg@input[#{1},draft=false]{#2}}%
2533   \svgxsetpapersize%
2534 }

```

<pre> \svgxsetpapersize </pre>	<p>This macro sets all well known length macros for defining the paper size as well as the type area to the size of <code>\svg@box</code>.</p>
--------------------------------	--

```

2535 \newcommand*\svgxsetpapersize{%
2536   \setlength\paperwidth{\the\wd\svg@box}%

```

Due to the fact, that the lengths for stock- and mediasizes are maybe set to `\relax`, these macros are checked with `\scr@ifundefinedorrelax`.

```

2537   \scr@ifundefinedorrelax{stockwidth}{}{%
2538     \setlength\stockwidth{\paperwidth}%
2539   }%
2540   \scr@ifundefinedorrelax{mediawidth}{}{%
2541     \setlength\mediawidth{\paperwidth}%
2542   }%
2543   \setlength\textwidth{\paperwidth}%
2544   \setlength\paperheight{\the\dimexpr\ht\svg@box+\dp\svg@box\relax}%
2545   \scr@ifundefinedorrelax{stockheight}{}{%
2546     \setlength\stockheight{\paperheight}%
2547   }%
2548   \scr@ifundefinedorrelax{mediaheight}{}{%
2549     \setlength\mediaheight{\paperheight}%
2550   }%
2551   \setlength\textheight{\paperheight}%

```

Any other length regarding the layout is set to have no influence at all. Hence the document has the same size as the graphic.

```

2552 \hoffset=-1in%
2553 \oddsidemargin=\z@%
2554 \evensidemargin=\z@%
2555 \voffset=-1in%
2556 \topmargin=\z@%
2557 \headheight=\z@%
2558 \headsep=\z@%
2559 \topskip=\z@%
2560 \footskip=\z@%
2561 \marginparsep=\z@%
2562 \marginparwidth=\z@%
2563 \marginparpush=\z@%
2564 }
2565 \@onlypreamble\svgxsetpapersize

```

`\svgxoutputbox` With `\svgxoutputbox` the created box is displayed.
`\if@svgx@beamer`

```

2566 \newif\if@svgx@beamer
2567 \@ifclassloaded{beamer}{\@svgx@beamertrue}{}%
2568 \newcommand*\svgxoutputbox{%
2569   \begingroup%
2570     \setlength\parindent{\z@}%
2571     \setlength\parskip{\z@}%
2572     \setlength\parfillskip{\z@}%
2573     \if@svgx@beamer%
2574       \setbeamertemplate{navigation symbols}{}%
2575       \begin{frame}[plain]%
2576         \usebox\svg@box%
2577       \end{frame}%
2578     \else%
2579       \usebox\svg@box%
2580     \fi%
2581   \endgraf%
2582 \endgroup%
2583 }

```

D. Processing Options

Setting the default options and processing the given ones during when loading the packages.

```

2584 (*main)
2585 \FamilyExecuteOptions{SVG}{%
2586   inkscape=true,inkscapeversion=auto,inkscapepath=basesubdir,%
2587   inkscapelatex=true,inkscapearea=drawing,distort=false,%
2588   usecolor=true,usetransparent=true%
2589 }
2590 </main>
2591 (*extract)
2592 \FamilyExecuteOptions{SVG}{%
2593   extract=true,extractpath=basesubdir,%
2594   extractruns=2,extractname=namenumbered,extractdistort=false,%
2595   convert=magick,convert=false,%
2596   gsdevice={png=png16m},gsdevice={jpeg=jpeg},gsdevice={jpg=jpeg},%
2597   gsdevice={tif=tiff48nc},gsdevice={tiff=tiff48nc},%
2598   gsdevice={eps=eps2write},gsdevice={ps=ps2write}%
2599 }
2600 </extract>
2601 \FamilyProcessOptions{SVG}

```


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Change History

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General

initial version by Philip Ilten 2

v2.00

General

new maintainer: Falk Hanisch 2
 package **subfig** not required anymore . . 2
 re-implementation from scratch 2
 support of subfigures stopped due to the
 huge number of packages which deal
 with this topic and the large variety
 of implementing this functionality;
 naming exported graphics after their
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 ensured for all variants of subfigures,
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v2.00b

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v2.01

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option **svgextension** added in order to
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