



SVG Smart Graphics

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Agenda

- What are Scalable Vector Graphics [SVG] ?
- Why SVG ?
- Development Overview
- Results
- Prototype Demonstration



What are SVG's?

- eXtensible Markup Language (XML) based graphics
- Vector based graphic format
- Dynamic and interactive



Why Use SVG?

- Very “light-weight” components
- Easily scaleable within the development environment
- Provides wide range of languages to develop with (CSS, JS, VBS, Perl, Java)
- Easy to create and implement
- Open Source



Development Requirements

- Needed to be created with “off the shelf” software
- Components should be independent of each other and of the logic
- Scalable in size
- Easy to create
- Reusable



Development Process

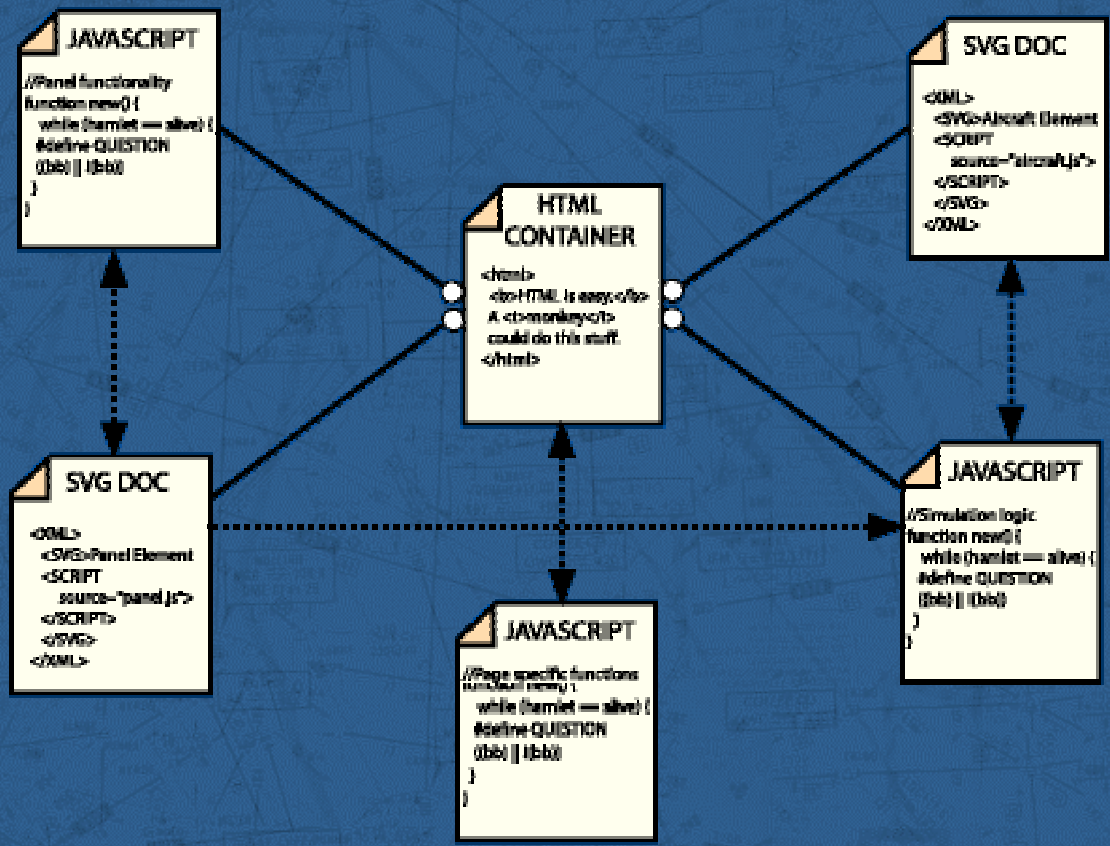
- Adobe Illustrator was used to create graphical objects
- JavaScript was to be used to develop logic components
- Editing of HTML, XML and JavaScript was done using Visual N++ (Notepad)



Architecture

- All objects and logic were developed as separate entities
- The code driving the panel is not object specific
`twoPosSw(mouseEvent, objectName, state)`
- Logic for emulation is object specific
- Logic source code is maintained external to objects
- All objects embedded in HTML document

Document Communication





Results

- File was produced at a mere 180K
- Embedded within HTML
- Useable within a number of different environments including Authorware
- Objects are completely reusable



Future Implementations

- Web-based CBT
- Desktop CBT
- Dynamic Training Modules
- Interactive Electronic Manuals



SVG Prototype Demonstration

- Airbus A320 Aircraft Lighting
- Considered “Non-Essential” Training
- By taking some of this type of material out of the classroom there becomes a potential for large development and training cost savings
- A simple model to build