

This is superseded by [PluginDiagram](#) in [Tiki19](#). Tiki Draw will remain in Tiki because even if less awesome, it saves data in SVG, which is very useful to some use cases.

# Draw

Tiki Draw is the integration of [SVG-edit](#) starting in [Tiki7](#). This requires a modern browser (See [SVG-edit site](#) for list) and the data is stored in the [SVG](#) format.

SVG-edit was added to [Tiki7](#) for [Collaborative Image manipulation](#). [SVG-edit](#) is like a [web-based Inkspace](#) (drawing tool, for diagrams, pictures and illustrations) and not a picture and photo editor like [GIMP](#). SVG-Edit is based on [jQuery](#), like [Tiki](#).

Starting in [Tiki10](#), you can hide some of the features in SVG-Edit for a simplified interface.

Try it here:

<https://svg-edit.github.io/svgedit/releases/svg-edit-2.8.1/svg-editor.html>

This permits to edit drawings and to embed in wiki pages. It is also possible to pick an image as a background and to make annotations (text, arrows, etc.)

The actual storage of the .svg is in the [Tiki File Gallery](#). So when file gallery detects its an .SVG file, it adds an edit button in the menu associated to a file (in file galleries list) which launches SVG-edit. There is also a "Create new drawing" button in file galleries panel

To use in [Tiki7](#), you must activate and setup feature\_file\_galleries\_batch (visit [tiki-batch\\_upload\\_files.php](#) to make sure all is OK) (no longer needed in [Tiki8](#))

In [Tiki7](#) or [Tiki8](#), you need to have the permission `tiki_p_upload_files` and visit the file gallery.

Starting in [Tiki 7.1](#), you can start a drawing by putting `{draw}` in a wiki page. When viewing the page, it will ask you where to store the newly created drawing.

Starting in [Tiki8](#), when editing a drawing using [PluginDraw](#), when saved, the old version is moved to the archive (if feature is turned on). But this won't work if you edit from the File Gallery or if you are re-using that same Drawing in another wiki page. Perhaps better to use [PluginInclude](#) in this case...

## Demo of screencapture and drawing

# Videos

The SVG-edit has changed since the videos were made, but it still gives you a great overview.

## Introduction to SVG-edit

## SVG-edit 2.3: New Features

## SVG-Edit 2.4: Part 1 of 2

## SVG-Edit 2.4: Part 2 of 2

# Use cases

## Annotating images

For example, designer's Proofs or Mockups: Similar to [PluginAnnotation](#) (a simpler image annotation feature), it would be nice to pick an image from the system and start it in draw mode, where we can add captions. So the image would be the background in SVG-Edit

## Drawing charts

I want to draw a diagram of some sort (ex.: org chart)

Try it out at <http://demo.tiki.org/> (You'll likely need to activate the feature)

# Links

- [http://ehmdunque.altervista.org/i-informatica/manuali/Short\\_intro\\_SVG-edit.html](http://ehmdunque.altervista.org/i-informatica/manuali/Short_intro_SVG-edit.html)

# Alias

- [SVG-edit](#)
- [Drawing](#)
- [Drawings](#)
- [jGraphpad](#)
- [jGraph](#)
- [PluginDraw](#)
- [Drawings User](#)