

---

# **Django SVG templatetag Documentation**

*Release 1.0.1*

**Mediamoose**

**Oct 12, 2020**



---

## Contents

---

<b>1</b>	<b>Django SVG templatetag</b>	<b>3</b>
1.1	Documentation . . . . .	3
1.2	Quickstart . . . . .	3
1.3	Features . . . . .	4
1.4	Running Tests . . . . .	4
1.5	Credits . . . . .	4
<b>2</b>	<b>Installation</b>	<b>5</b>
<b>3</b>	<b>Usage</b>	<b>7</b>
<b>4</b>	<b>Contributing</b>	<b>9</b>
4.1	Types of Contributions . . . . .	9
4.2	Get Started! . . . . .	10
4.3	Pull Request Guidelines . . . . .	11
<b>5</b>	<b>Credits</b>	<b>13</b>
5.1	Development Lead . . . . .	13
5.2	Contributors . . . . .	13
<b>6</b>	<b>History</b>	<b>15</b>
6.1	1.0.1 (2016-12-21) . . . . .	15
6.2	1.0.0 (2016-08-09) . . . . .	15



Contents:



# CHAPTER 1

---

## Django SVG templatetag

---

 pypi package 1.0.1

 build failing

Inject a SVG file into your Django template.

### 1.1 Documentation

The full documentation is at <https://django-svg-templatetag.readthedocs.org>.

### 1.2 Quickstart

Install Django SVG templatetag:

```
pip install django-svg-templatetag
```

Then use it in a project:

```
{% load svg %}  
{% svg path [as varname] %}
```

Examples:

```
{% svg "myapp/icons/icon.svg" %}
{% svg variable_with_path %}
{% svg "myapp/icons/icon.svg" as icon_svg_content %}
{% svg variable_with_path as varname %}
```

## 1.3 Features

- TODO

## 1.4 Running Tests

Does the code actually work?

```
source <YOURVIRTUALENV>/bin/activate
(myenv) $ pip install -r requirements_test.txt
(myenv) $ python runtests.py
```

## 1.5 Credits

Tools used in rendering this package:

- [Cookiecutter](#)
- [cookiecutter-djangopackage](#)



## CHAPTER 2

---

### Installation

---

At the command line:

```
$ easy_install django-svg-templatetag
```

Or, if you have virtualenvwrapper installed:

```
$ mkvirtualenv django-svg-templatetag  
$ pip install django-svg-templatetag
```



## CHAPTER 3

---

### Usage

---

To use Django SVG templatetag in a project:

```
{% load svg %}
```

Then use it in a project:

```
{% load svg %}

{% svg path [as varname] %}
```

Examples:

```
{% svg "myapp/icons/icon.svg" %}
{% svg variable_with_path %}
{% svg "myapp/icons/icon.svg" as icon_svg_content %}
{% svg variable_with_path as varname %}
```



Contributions are welcome, and they are greatly appreciated! Every little bit helps, and credit will always be given. You can contribute in many ways:

## 4.1 Types of Contributions

### 4.1.1 Report Bugs

Report bugs at <https://github.com/Mediamoose/django-svg-templatetag/issues>.

If you are reporting a bug, please include:

- Your operating system name and version.
- Any details about your local setup that might be helpful in troubleshooting.
- Detailed steps to reproduce the bug.

### 4.1.2 Fix Bugs

Look through the GitHub issues for bugs. Anything tagged with “bug” is open to whoever wants to implement it.

### 4.1.3 Implement Features

Look through the GitHub issues for features. Anything tagged with “feature” is open to whoever wants to implement it.

### 4.1.4 Write Documentation

Django SVG templatetag could always use more documentation, whether as part of the official Django SVG template-tag docs, in docstrings, or even on the web in blog posts, articles, and such.

### 4.1.5 Submit Feedback

The best way to send feedback is to file an issue at <https://github.com/Mediamoose/django-svg-templatetag/issues>.

If you are proposing a feature:

- Explain in detail how it would work.
- Keep the scope as narrow as possible, to make it easier to implement.
- Remember that this is a volunteer-driven project, and that contributions are welcome :)

## 4.2 Get Started!

Ready to contribute? Here's how to set up *django-svg-templatetag* for local development.

1. Fork the *django-svg-templatetag* repo on GitHub.
2. Clone your fork locally:

```
$ git clone git@github.com:your_name_here/django-svg-templatetag.git
```

3. Install your local copy into a virtualenv. Assuming you have virtualenvwrapper installed, this is how you set up your fork for local development:

```
$ mkvirtualenv django-svg-templatetag
$ cd django-svg-templatetag/
$ python setup.py develop
```

4. Create a branch for local development:

```
$ git checkout -b name-of-your-bugfix-or-feature
```

Now you can make your changes locally.

5. When you're done making changes, check that your changes pass flake8 and the tests, including testing other Python versions with tox:

```
$ flake8 svg_templatetag tests
$ python setup.py test
$ tox
```

To get flake8 and tox, just pip install them into your virtualenv.

6. Commit your changes and push your branch to GitHub:

```
$ git add .
$ git commit -m "Your detailed description of your changes."
$ git push origin name-of-your-bugfix-or-feature
```

7. Submit a pull request through the GitHub website.

## 4.3 Pull Request Guidelines

Before you submit a pull request, check that it meets these guidelines:

1. The pull request should include tests.
2. If the pull request adds functionality, the docs should be updated. Put your new functionality into a function with a docstring, and add the feature to the list in README.rst.
3. The pull request should work for Python 2.6, 2.7, and 3.3, and for PyPy. Check [https://travis-ci.org/Mediamoose/django-svg-templatetag/pull\\_requests](https://travis-ci.org/Mediamoose/django-svg-templatetag/pull_requests) and make sure that the tests pass for all supported Python versions.





### 5.1 Development Lead

- Sven Groot (Mediamoose)

### 5.2 Contributors

- Rick de Leeuw
- Jim Ouwerkerk
- Justin Roos



#### **6.1 1.0.1 (2016-12-21)**

- Fix open file not being closed, thanks to @leeuwr.

#### **6.2 1.0.0 (2016-08-09)**

- First release on PyPI.