


Modify existing Path(s)

- [Blueprint Maker](#)
- [Close Paths](#)
- [Convert To Polylines](#)
- [Convert Vertical/Horizontal To Line](#)
- [Ellipse by Five Points \(Replaced by LPE\)](#)
- [Fillet And Chamfer \(Replaced by LPE\)](#)
- [Flevobezier](#)
- [Guilloche Contour](#)
- [Guilloche Pattern](#)
- [Open Closed Path](#)
- [Paths To Lowlevel Strokes](#)
- [Round Corners \(Replaced by LPE\)](#)
- [Rounder](#)
- [Snap Object Points](#)

Blueprint Maker

 Blueprint Maker ✕

Palette:

☒ Blueprint
☐ Screen
☐ Paper
☐ Laser

Line thickness:

Line units:

☒ mm
☐ cm
☐ pt
☐ px

☐ Live preview

Close

Apply

Example Output

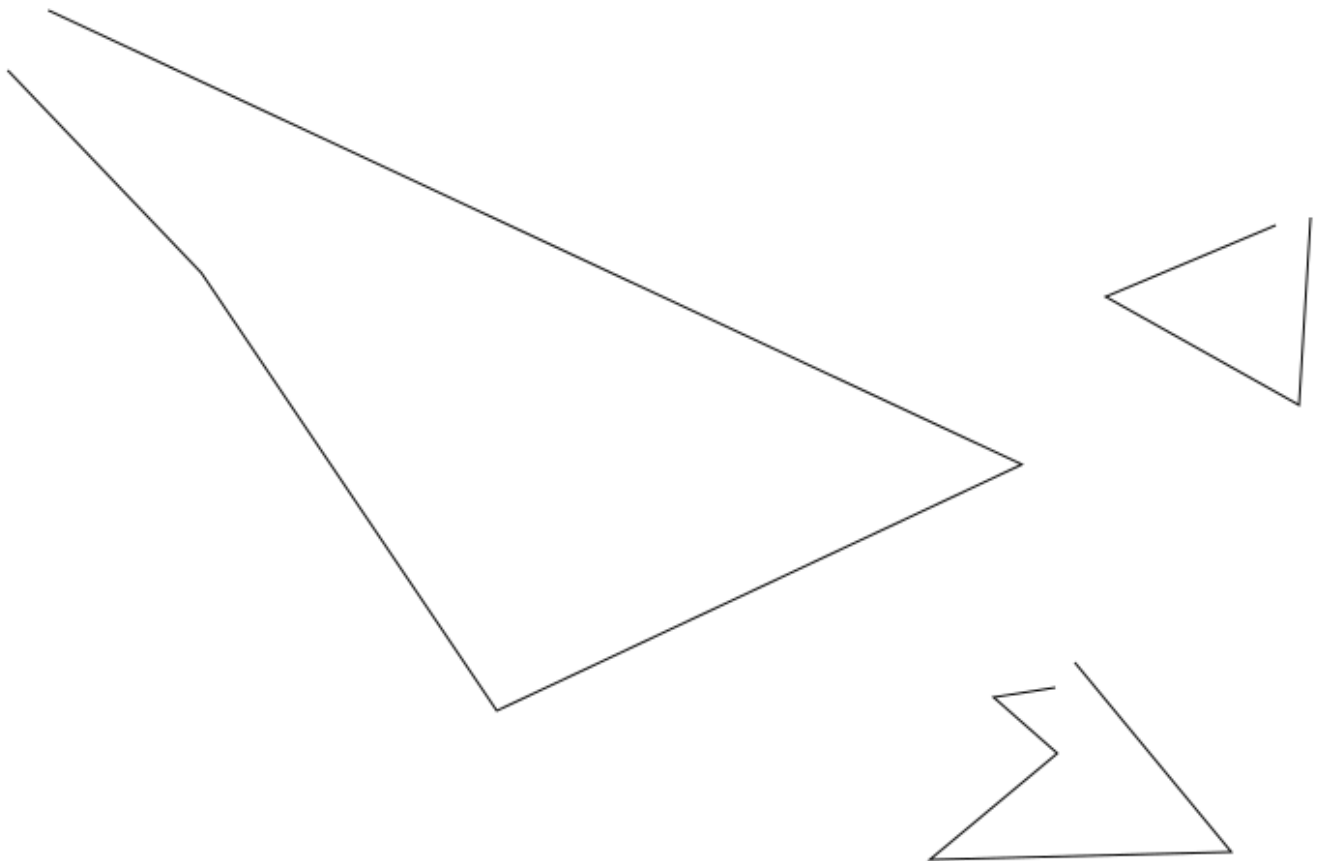


Close Paths

This is similar to [Chain Paths](#) extension but it has less features and only "one job". It helps to close open contours. This will connect the first point and the last point of a path which has no "Z" flag (which indicates for a closed path). If the first and the last point are already coincident it will just add the Z flag to the end of the path. If there's a distance left between the points a new line segment will be created to close the path. "Close Paths" extensions is also similar to [Join Paths / Create Tabs And Dimples](#) and [Line Merging \(Combine Paths\)](#).

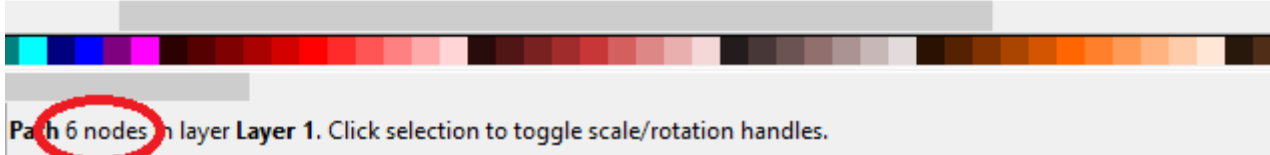
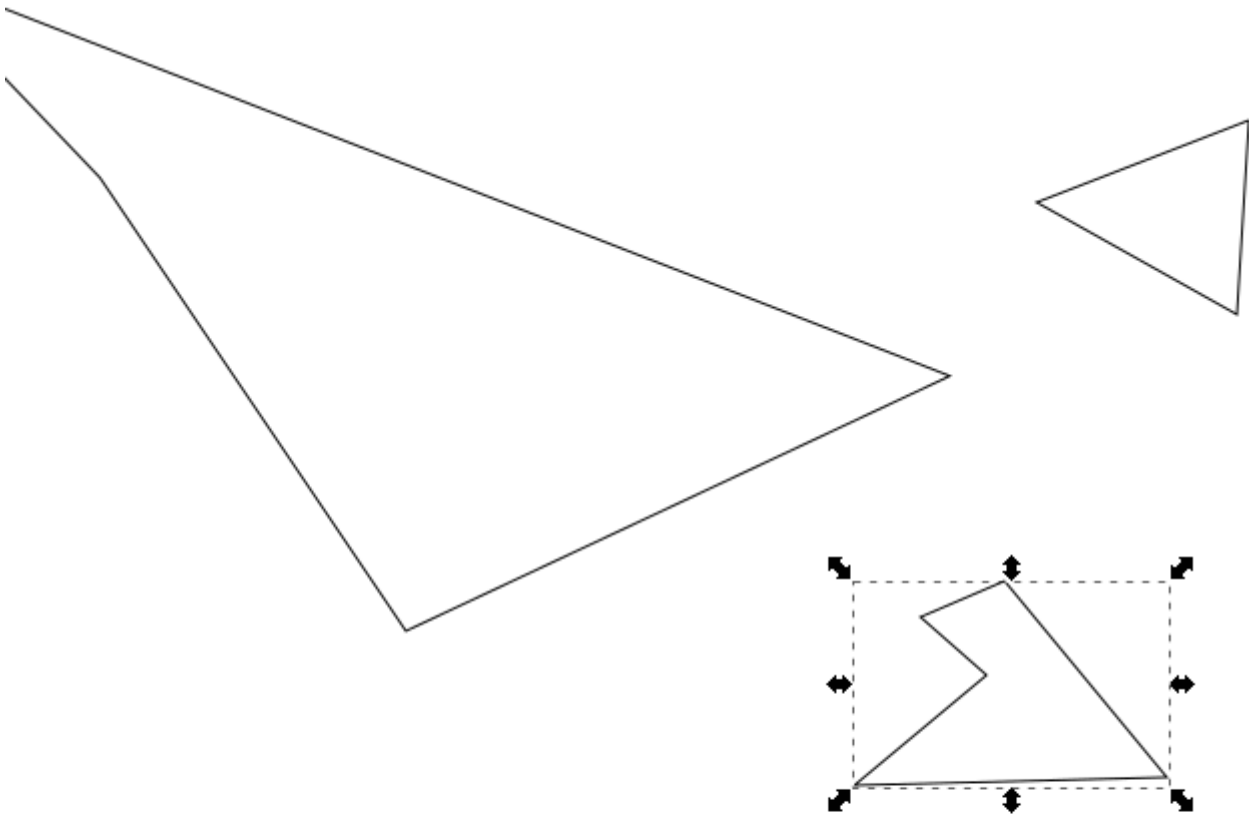
This plugin does not apply for paths in groups. Please ungroup before!

Draw some path

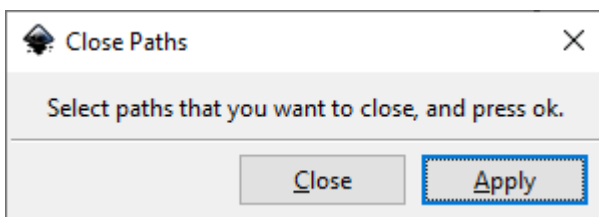


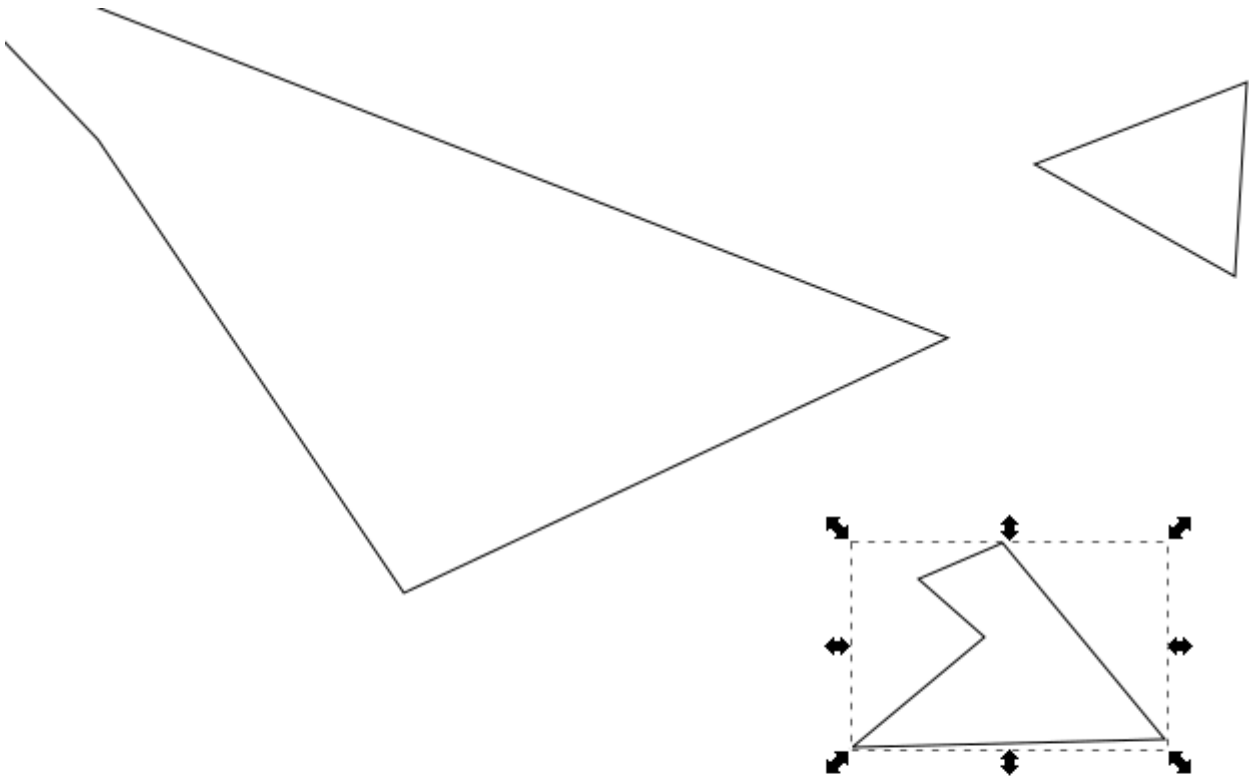
Make the path ends overlapping

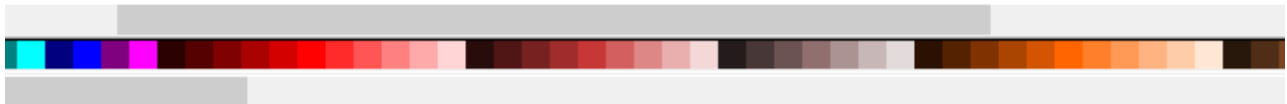
This won't close these contours automatically. That's the reason to use this plugin



Select the paths you want to close and run extension







Path 5 nodes in layer **Layer 1**. Click selection to toggle scale/rotation handles.

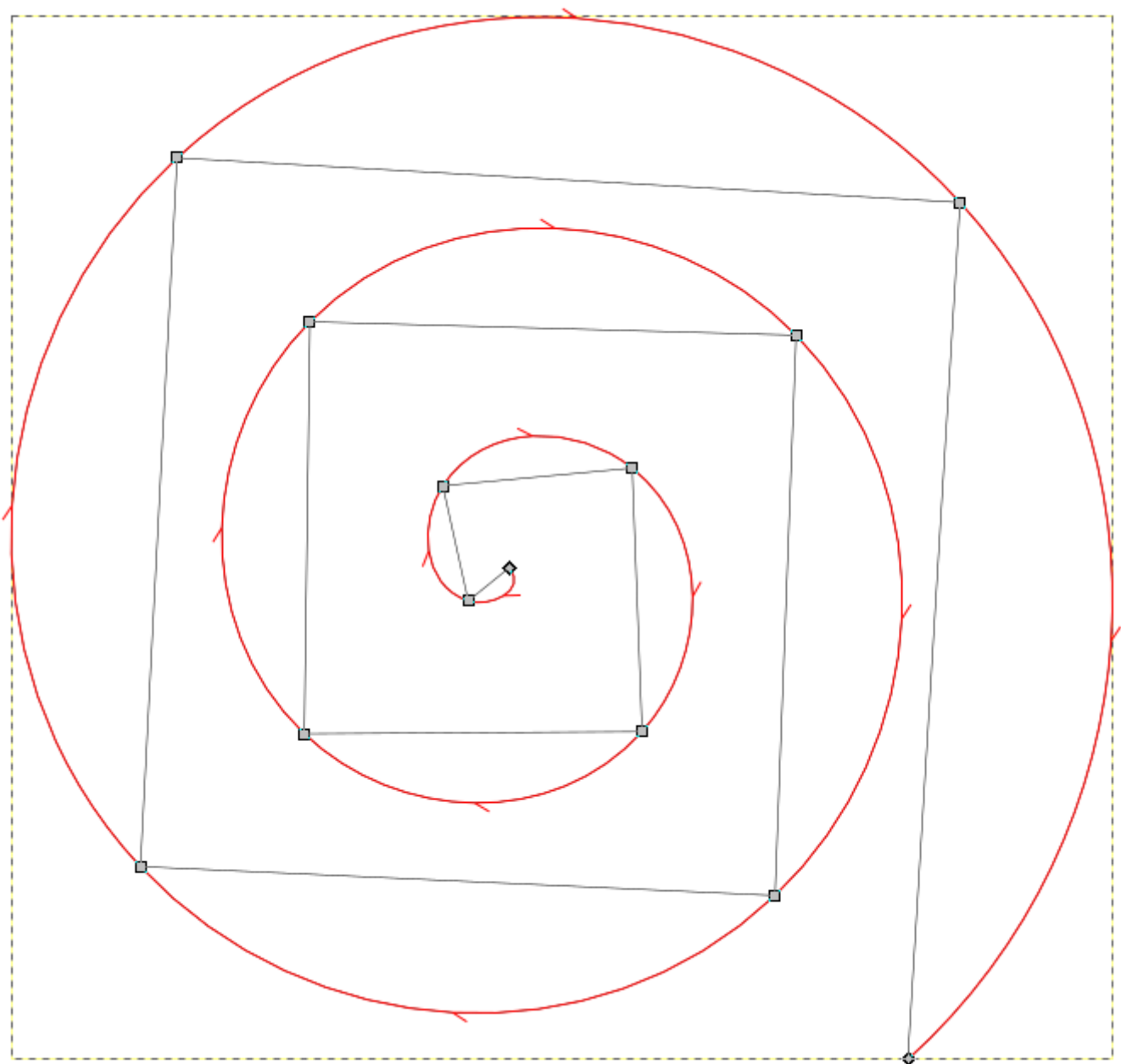
Notice that the path was reduced from 6 to 5 nodes. This happened to the other selected paths too.

Convert To Polylines

This extension takes the points of a path and make a straight polyline out of it. Nothing less, nothing more. ou can do the same with default Inkscape UI but it might be quicker to use in some use cases. This extension handles duplicate points on a path by removing them. This extension is similar to [Approximate Curves by Straight Lines \(Flatten Beziers\)](#) but works much easier (but has less control over elements).

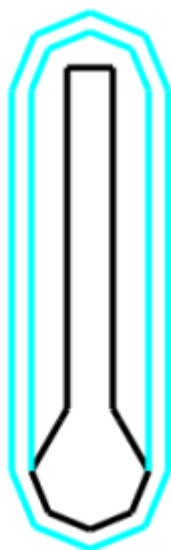
Example 1

Red outline is original curve, black one is the converted one



Example 2

Left is before, right is after conversion



Convert Vertical/Horizontal To Line

This extension converts an SVG path's d attribute the following way: find each V (vertical line) and each H (horizontal line) and replace it by a generic line (L type). A lot of extensions do not work with V and H, but with L commands. So this is just a helper extension for other extensions. It behaves similar to [To Absolute](#)

Example conversion

from:

```
M 60.403,71.0937 V 89.268022 135.773
```

to:

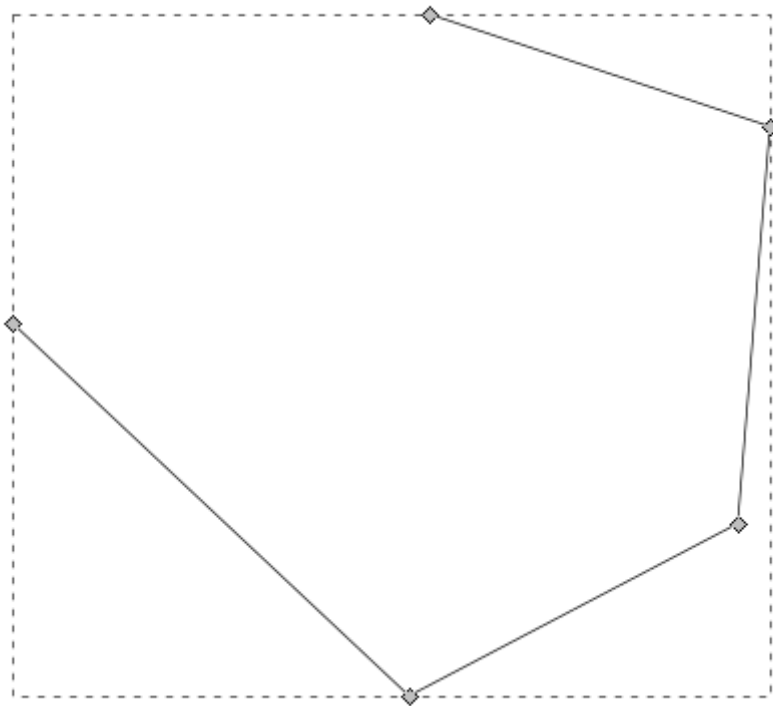
```
M 60.403 71.0937 L 60.403 89.268 L 60.403 135.773
```

Ellipse by Five Points (Replaced by LPE)

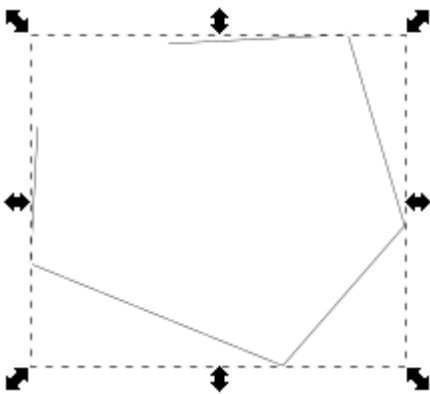
Note that this feature is obsolete / legacy in Inkscape 0.92 and higher because of https://wiki.inkscape.org/wiki/index.php/LPE:_Ellipse_from_Points

Usage (with a workaround)

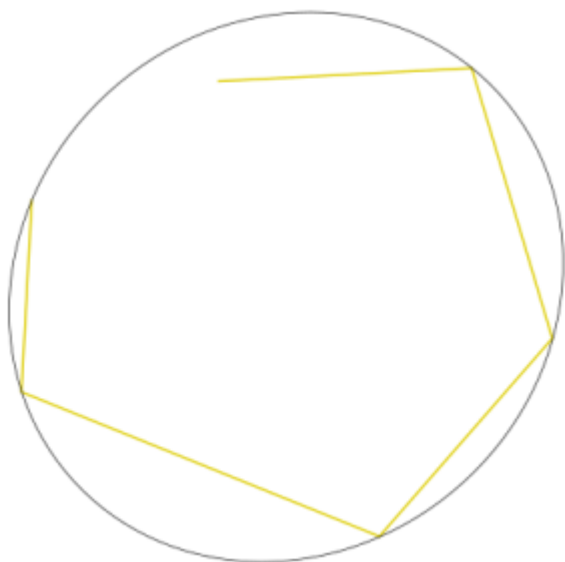
Draw some path with 5 control points



Select the object and run extension ? the plugin will rotate the object



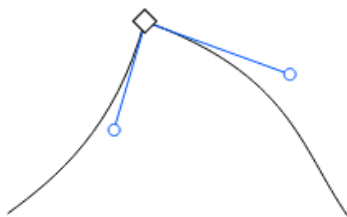
Input vs Output



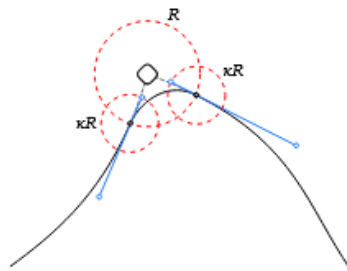
Fillet And Chamfer (Replaced by LPE)

This extension is similar to the built-in Live Path Effect "**Corners (Fillet/Chamfer)**" of Inkcape and similar to [Round Corners \(Replaced by LPE\)](#) but it's great advantage is the possibility to quickly chamfer complete paths. This extension requires python library *svgpathtools*.

Method description



Ordinary corner point

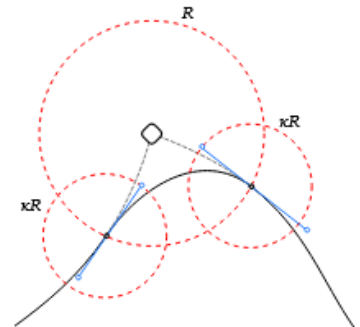


Rounded corner point

*The path is cut at the given radius, and a new segment is inserted. The magnitude of the tangents on the rounded corner point side is the constant $\kappa = (4/3) * (\sqrt{2} - 1)$ times the radius set for the rounded corner point.*

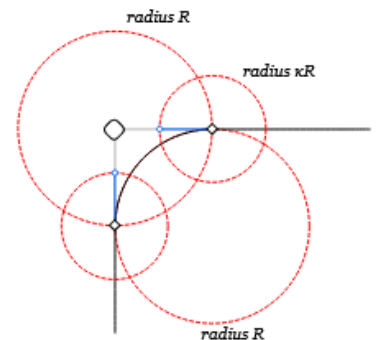
This constant is the constant multiple of the radius used in setting the tangent lengths of circles, so that as close to a circular arc as possible is constructed in the case where the corner is square.

There may be a better choice dependent on the angle at which the tangents at the corner meet, but my experiments have shown this one to be visually pleasing at least in a fair variety of cases.



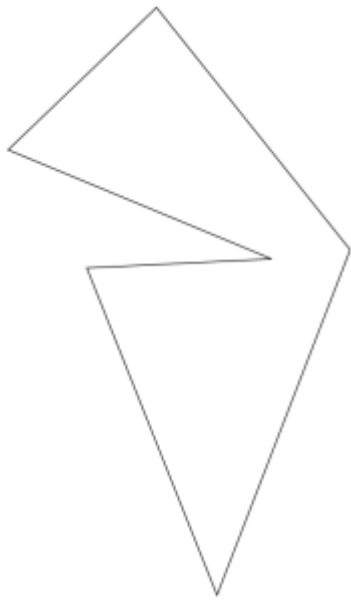
Rounded corner point

Here, the radius has been increased, and the automatic tangents adjusted.




Source of image: <http://launchpadlibrarian.net/12692602/rcp.svg>

Draw some path



Run the extension and get the result

 Fillet And Chamfer ×

Fillet or Chamfer: Chamfer ▼

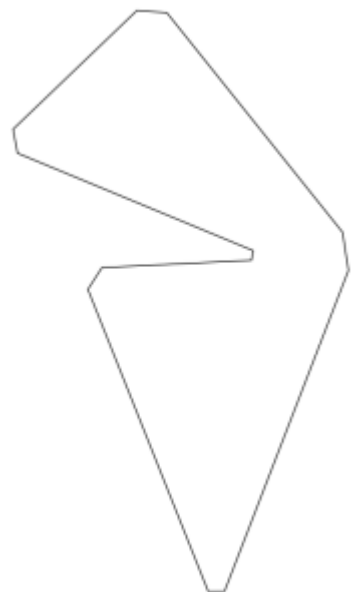
Radius: 5,0 ▲▼

Unit mm ▼

☒ Remove control object

☐ Live preview

Close Apply

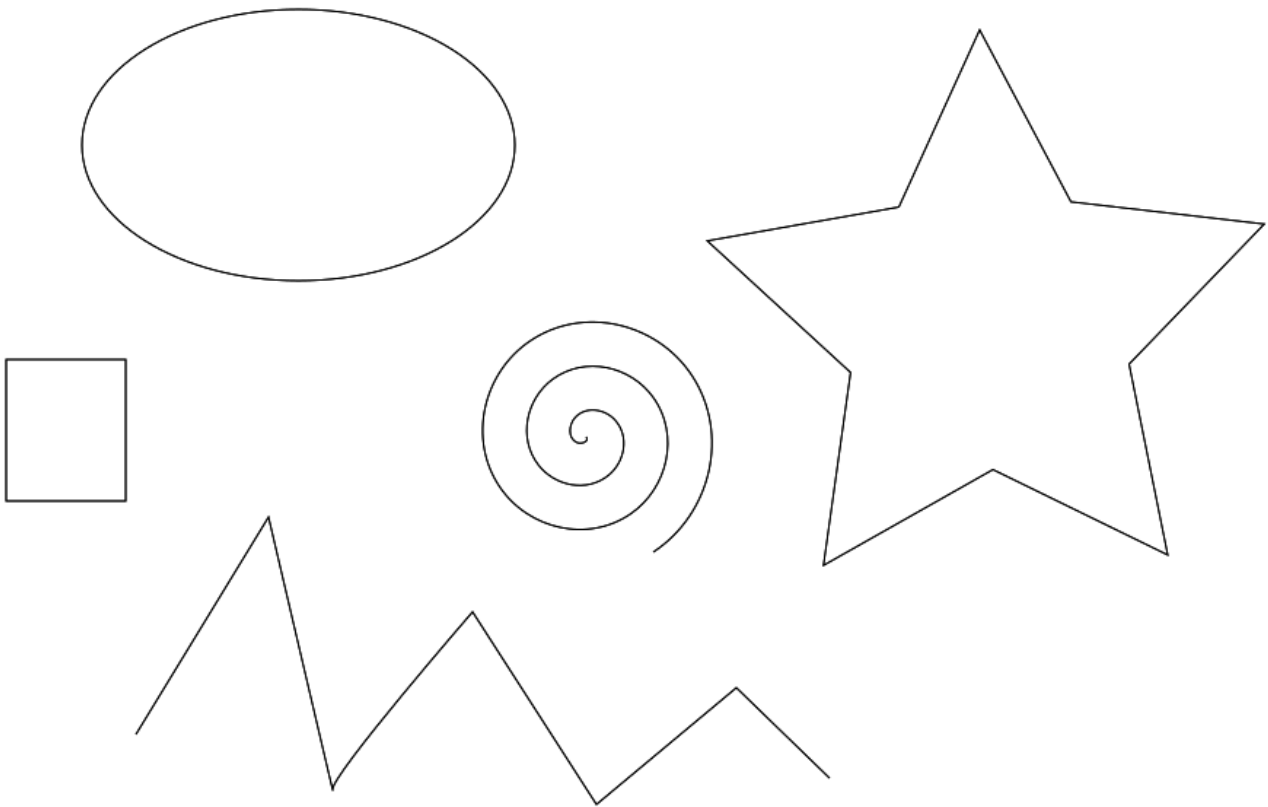


Flevobezier

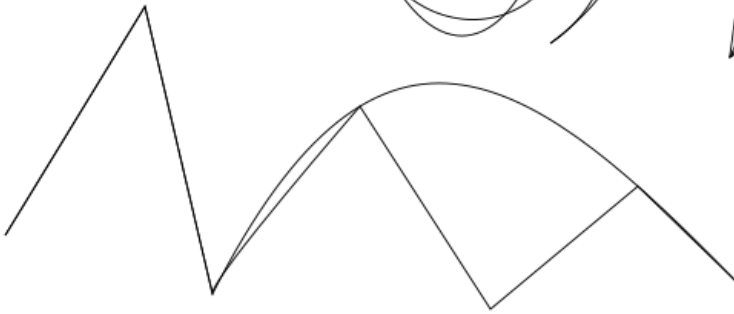
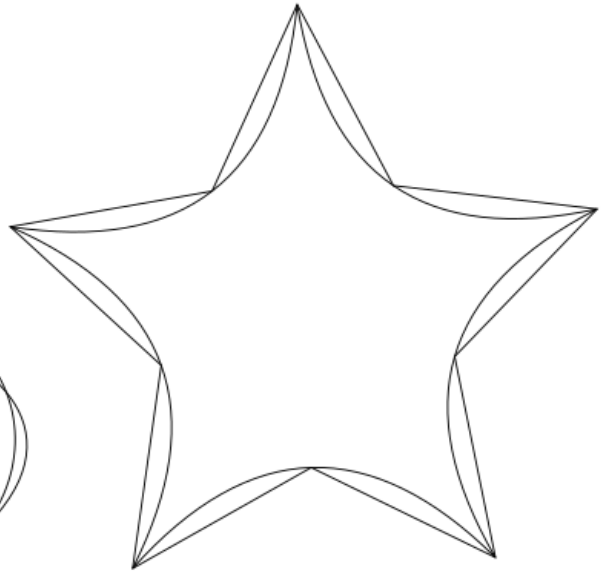
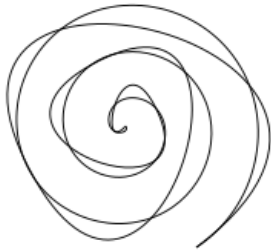
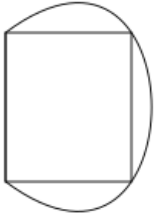
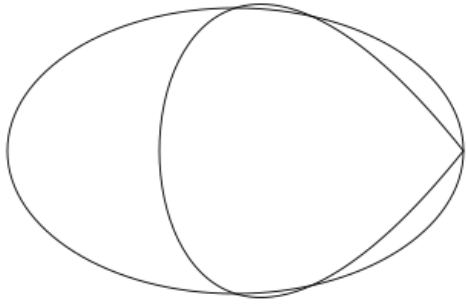
Documentation for approximation algorithm can be found at

<https://gitlab.com/parclytaxel/Kinross/-/blob/master/programs/arp.pdf>

Draw some paths

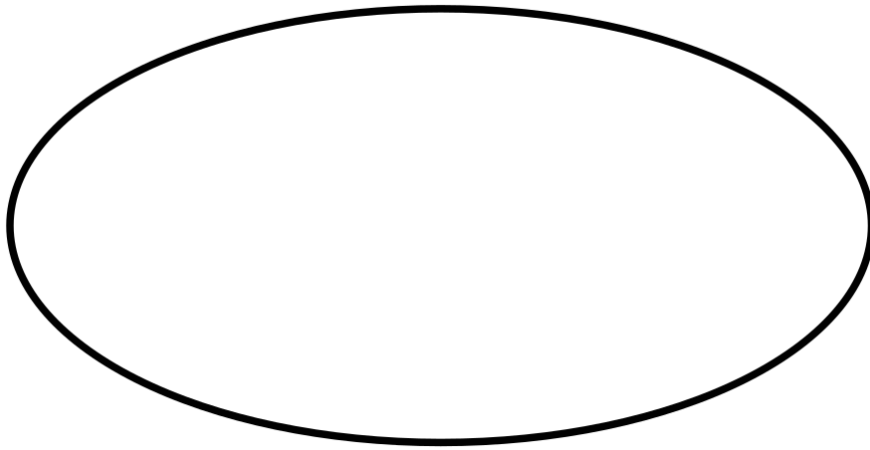



Apply the extension and get result



Guilloche Contour

This extension creates a Guilloche Contour from a regular path. It is needed for [Guilloche Pattern](#) extension.



 Guilloche Contour ✕

Function Sin ▼

Contour

Function

Frequency: 30 ▲▼

Amplitude: 2 ▲▼

Phase offset: 0 ▲▼

Offset: 0 ▲▼

Number of nodes: 20 ▲▼

☐ Remove control object

RGB

HSL

CMYK

Wheel


CMS


R:


G:


B:

A:












0 ▲▼

0 ▲▼

0 ▲▼

255 ▲▼

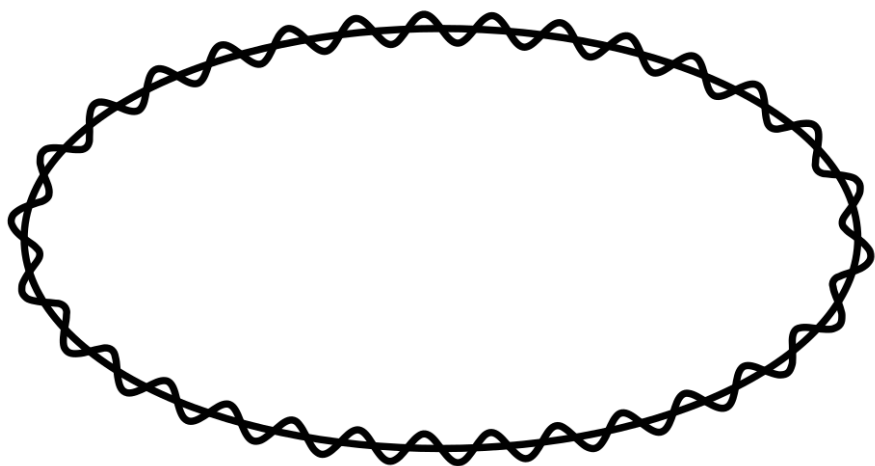
  

RGBA: 000000ff

☐ Live preview

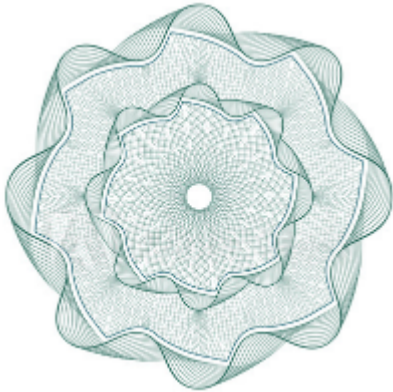
Close

Apply



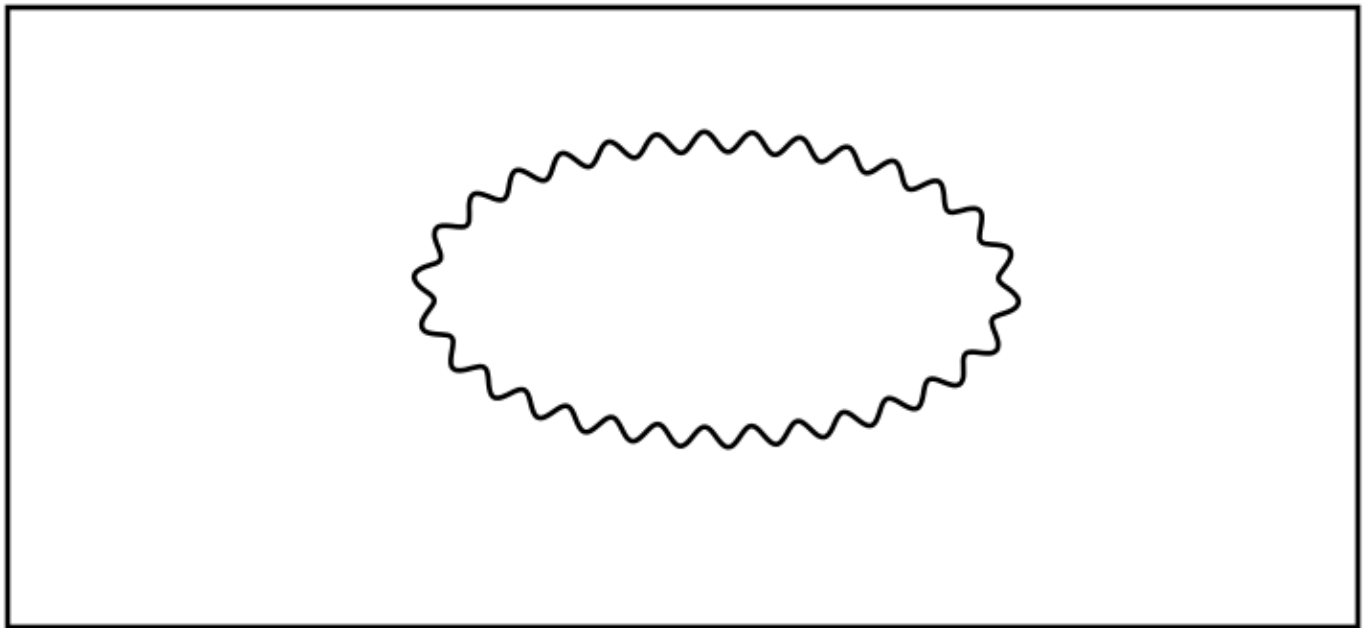
Guilloche Pattern

This extension allows to create patterns like this:



Example

Draw a rectangle and some [Guilloche Contour](#):



Run the extension and get the result

Guilloche Pattern

✕

Function

Cos

Pattern

Function

Frequency:

80

Amplitude:

80

Phase offset:

0

Offset:

0

Phase Coverage

100

Series

1

Number of nodes:

20

☐ Remove control objects

RGB

HSL

CMYK

Wheel

CMS

R:

0

G:

0

B:

0

A:

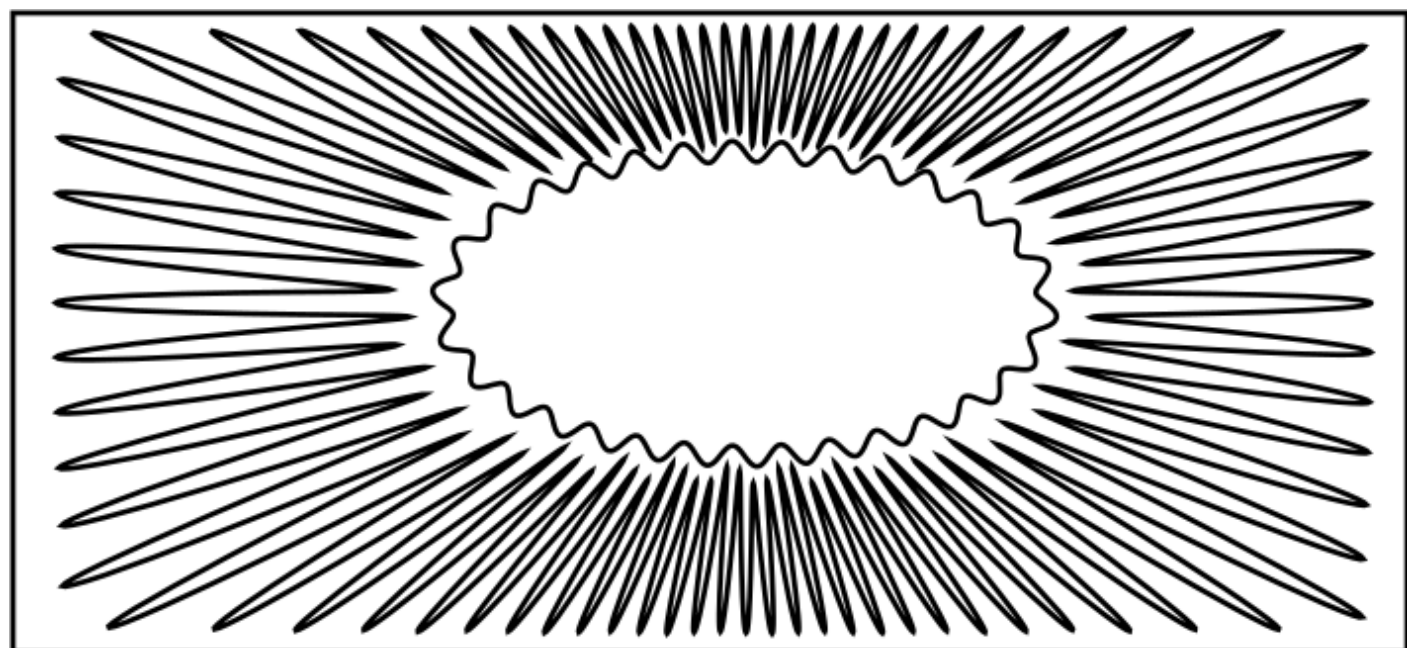
255

RGBA: 000000ff

☒ Live preview

Close

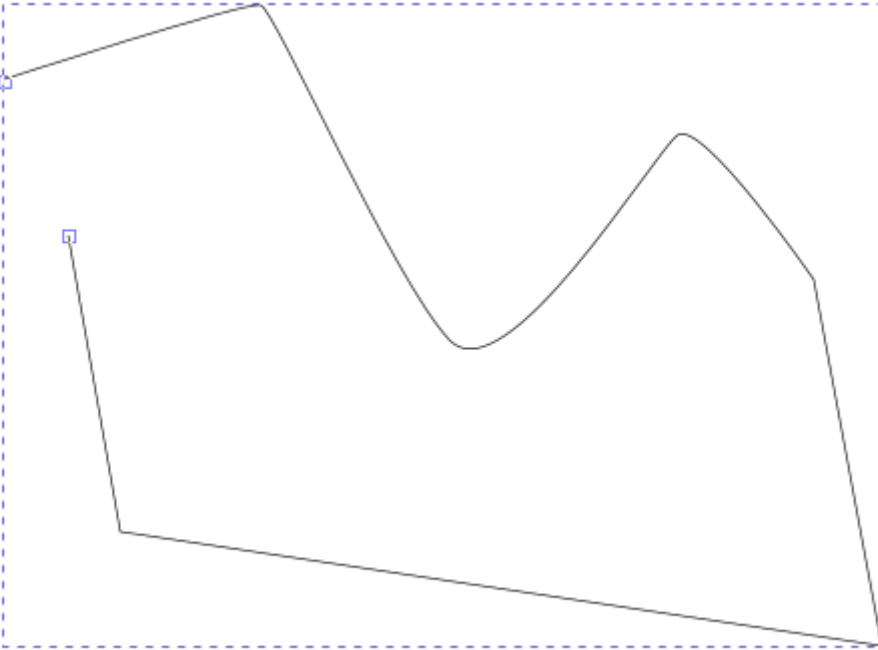
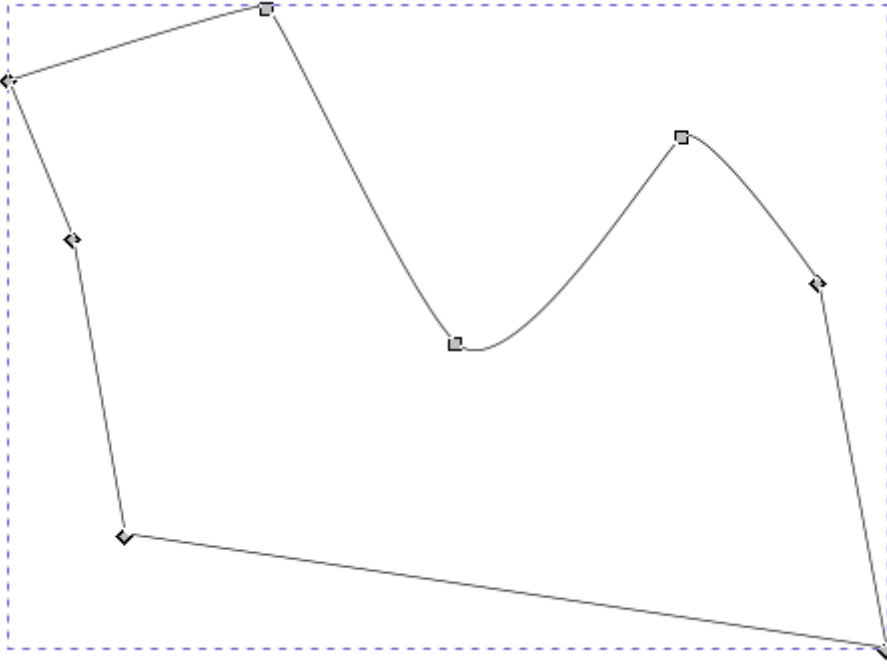
Apply



Open Closed Path

Source: <https://gitlab.com/EllenWasbo/inkscape-extension-openpaths>

This extension will open up closed paths by removing all z-commands from the selected paths. Possible purposes: to save single line svg-fonts as otf or ttf fonts. These font formats require closed paths and will add a closing command to the glyphs. This closing can be removed by converting the text to paths, ungroup and then using this extension.



Paths To Lowlevel Strokes

This extensions does the oppostive of "Strokes To Paths"

Round Corners (Replaced by LPE)

Source: <https://github.com/jnweiger/inkscape-round-corners>

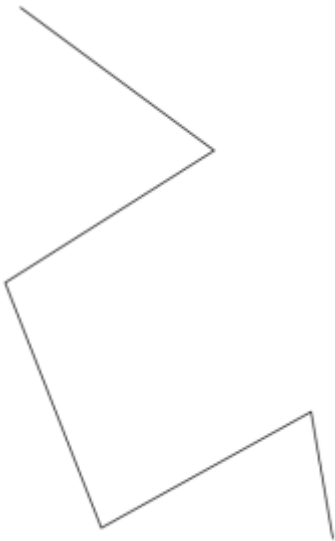
This extension is similar to the built-in Live Path Effect of Inkscape and similar to [Fillet And Chamfer \(Replaced by LPE\)](#) but it's great advantage is the easy selection of individual path nodes (points) instead the whole path element. More details about this extension can be found in the source repository.

Warning: the results may be error prone. See

<https://github.com/jnweiger/inkscape-round-corners/issues/9>

Example

Draw some path



Run the extension and get the result

Round Corners

Radius: [mm]

6,70

-

+

Corner type:

Line ▼

* Select a path in edit mode.

* Select one or more vertices.

* Start the extension,

- set the radius of the arc.

- Apply

Each selected vertex is replaced by two or more vertices forming a bezier spline that approximates an arc of the given radius.

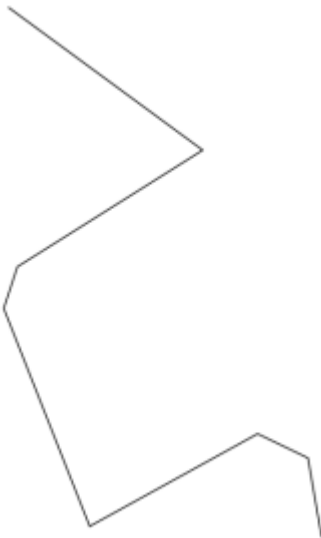
When the corner type is set to 'line', the arc is replaced with a straight cut.

Version: 1.4

☒ Live preview

Close

Apply

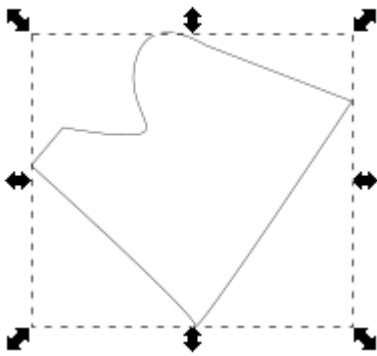


Rounder

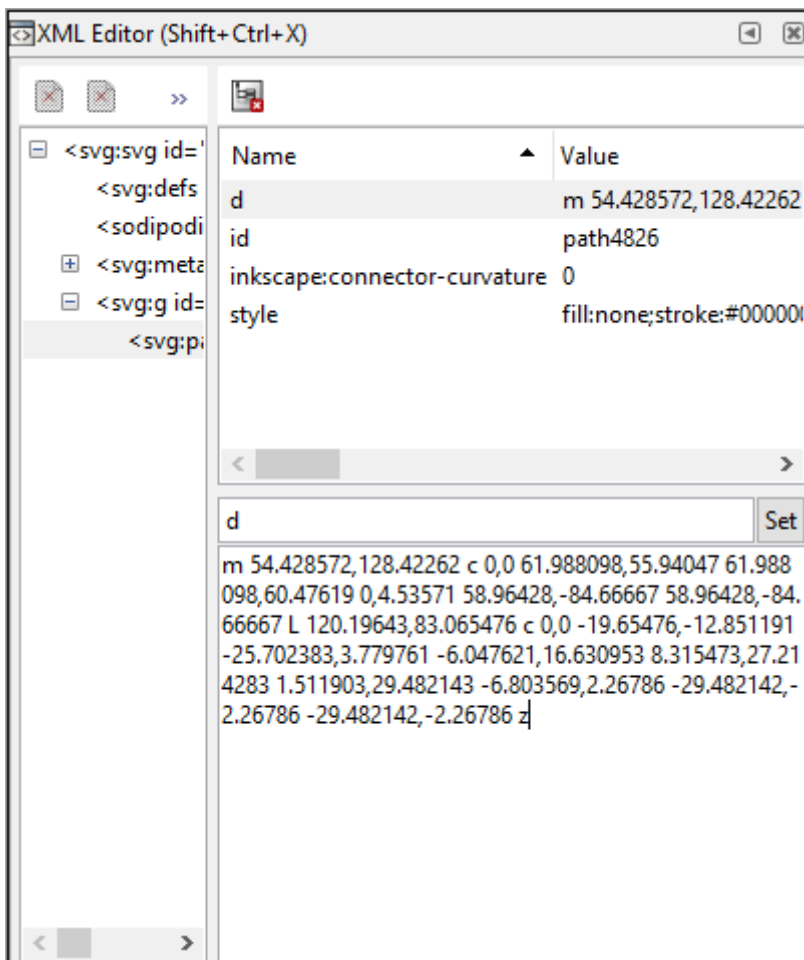
Round internal SVG data to a fixed decimal positions. Added options to also round stroke width X ,Y, Width and Height, opacity and more. Does only apply to **svg:path** elements.

Source: <https://inkscape.org/~jabiertxof/%E2%98%85rounder-04>

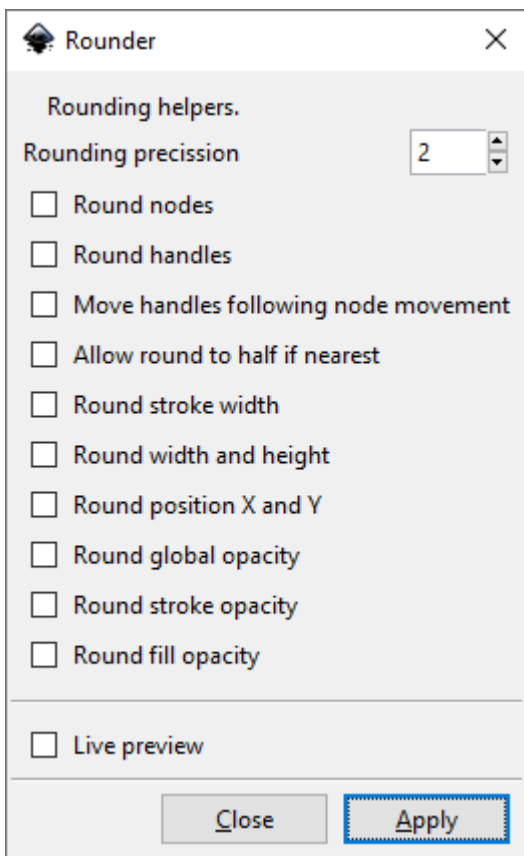
Draw some example



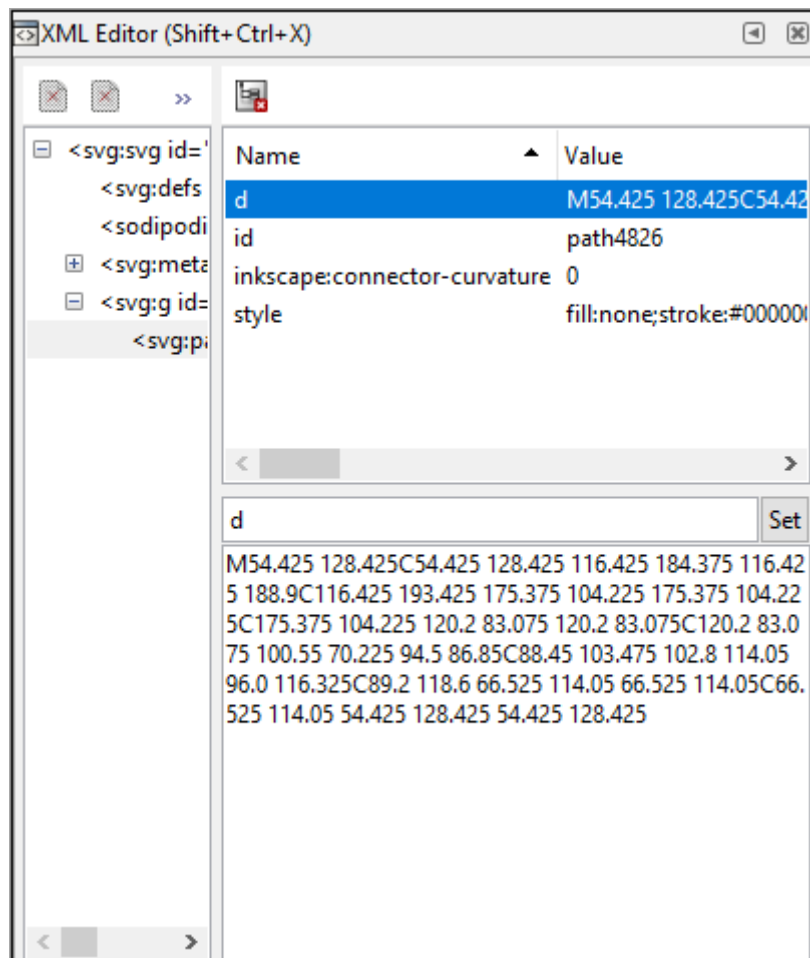
Have a view on the 'd' attribute of the path:



Run the extension and get the result



Have a view on the 'd' attribute of the path again:

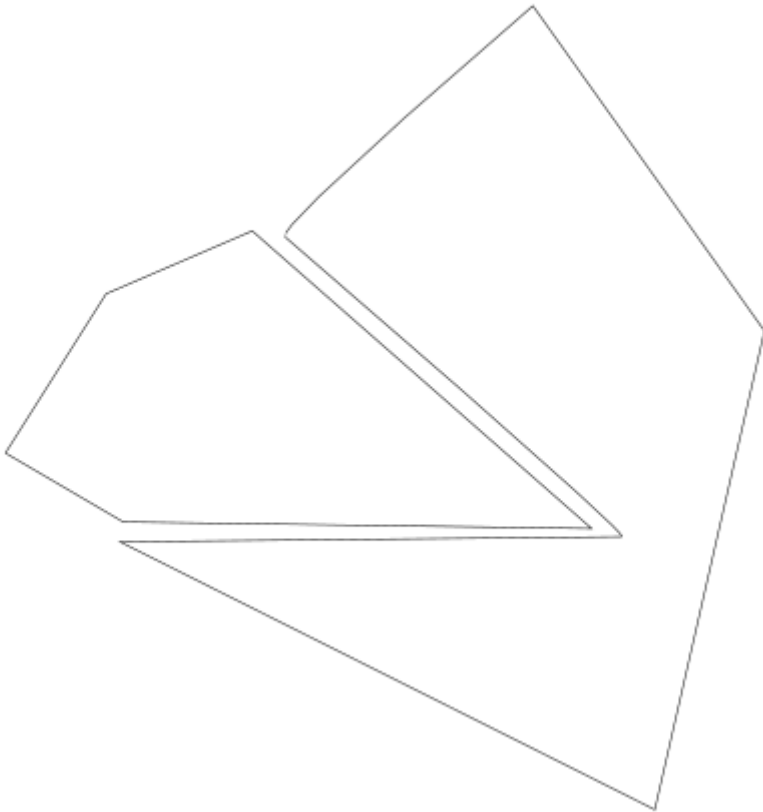


Snap Object Points

This effect snaps points in each selected object to nearby points in other selected objects.

Source: <https://inkscape.org/de/~pakin/%E2%98%85snap-object-points>

Draw some objects



Run the extension and get the result

Snap Object Points

Maximum snap distance

6,80

-

+

☒ Snap control points

☒ Snap endpoints

☐ Modify only the first selected path

This effect snaps points in each selected object to nearby points in other selected objects.

☒ Live preview

Close

Apply

