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About Inkscape extensions in general

Extension calls are possible in different ways. You may find some description at http://wiki.inkscape.org/wiki/index.php/Extension_requirements. Inkscape can run extension from a lot of different interpreters and executors like Python, Ruby, Perl, binary executables, bash scripts and so on.

The "... " dots indicator in Inkscape user interface (menus)

Please note that extensions with "... " indicate the extension will have some GUI / menu to use. Extensions with out will perform action directly on current selection or the whole document!

Clone and build Inkscape executable for noobs

Based on the [official building sources](#) of Inkscape on how to compile, this is some extended note on how to clone a specific commit of another branch, for instance when trying to test a developer's feature implementation, which is not yet merged into master branch.

Clone the repository

```
cd ~/
git clone https://gitlab.com/inkscape/inkscape.git
```

Install prerequisites

https://gitlab.com/inkscape/inkscape-ci-docker/-/raw/master/install_dependencies.sh?inline=false

Get the desired commit / branch

```
cd ~/inkscape/
git remote add pbs https://gitlab.com/pbs3141/inkscape.git
git fetch pbs

#look for the branch if its available npw
git branch -r | grep "split-nonintersecting"
git checkout pbs/split-nonintersecting
git status
git log
git pull --recurse-submodules && git submodule update
```

Build

```
mkdir build
cd build
cmake -S .. -B . -DCMAKE_INSTALL_PREFIX=${PWD}/install_dir -DCMAKE_C_COMPILER_LAUNCHER=ccache
-DCMAKE_CXX_COMPILER_LAUNCHER=ccache
make -j8
```

```
make install
```

Run

```
~/inkscape/build/bin/inkscape
```

Contribute documentation to Inkscape (reStructuredText)

This page is also available on

https://wiki.inkscape.org/wiki/Contribute_to_Documentation_with_reStructuredText

To contribute to recent Inkscape documentations, we have to write our docs in [reStructuredText](#) file format (`*.rst`). It's similar to Markdown, but still different.

The Inkscape documentation is built up on [Sphinx](#), which is some kind of special engine. To easily contribut without being a professional developer, we can use VSCodium and some plugin to edit those `*.rst` files and preview (render) them.

Install VS Code or VSCodium

With VSCodium we can edit `*.rst` files with ease. There's native syntax highlighting. But we cannot render the final result by default (needs a separate extension).

Downloads:

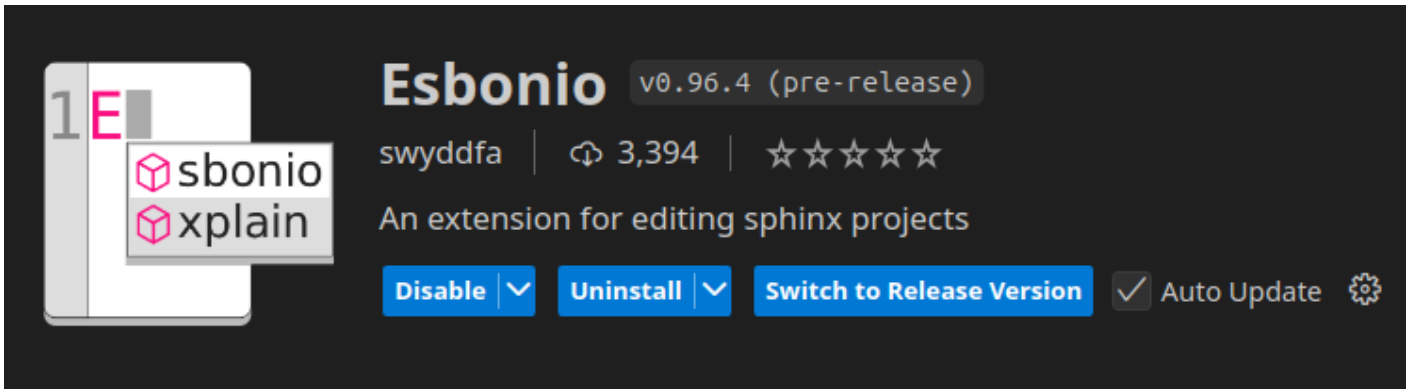
- <https://code.visualstudio.com>
- <https://vscodium.com> (same like Visual Studio Code, but fully Open Source!)

Install Esbonia Extension

This extension is required to render `*.rst` files. Rendering helps to validate, that the code we wrote is valid before we commit and push to Inkscape repositories. It can show a live HTML preview of the documentation, so the preview contents change whenever the document is updated. Synchronised scrolling between the source and preview is also supported.

Download/Install:

<https://marketplace.visualstudio.com/items?itemName=swyddfa.esbonio>



Install additional requirements

Ubuntu:

We install Sphinx globally to system, that's why we use the `python3-*` packages:

```
sudo apt install python3-sphinx python3-doc8
```

After this, we have following commands available for CLI also:

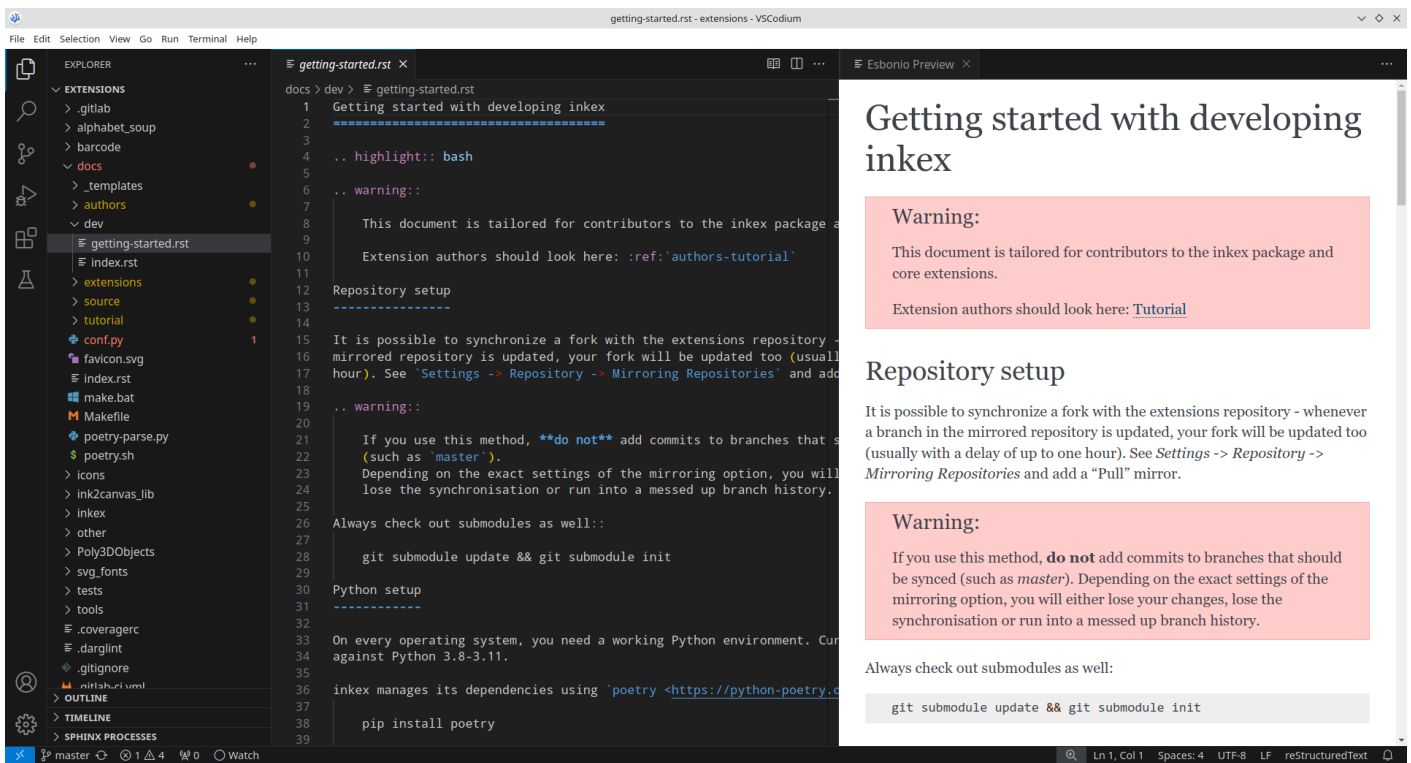
```
sphinx-apidoc  
sphinx-autogen  
sphinx-build  
sphinx-quickstart
```

See also <https://www.sphinx-doc.org/en/master/usage/installation.html>

Clone the documentation

```
cd ~/  
git clone https://gitlab.com/inkscape/extensions.git
```

Open the folder within VSCodium and begin contribute



Troubleshooting

My opened *.rst file is not rendered

Opening a single file without an active workspace is not currently supported and will lead to errors, which might not be communicated to the user visually. Open the folder containing your documentation project in VSCode instead!

Lint and validate *.inx files

For validation purposes of all inx files we can use the following step:

```
sudo apt-get update && apt-get install libxml2-utils # install require stuff

cd ~/.config/inkscape/extensions/mightyscape-1.2/extensions/fablabchemnitz
./000_validate.sh # does not support linting for deeper folders (no recurse)

# or lint a single file in an extensions' dir:
cd <yourExtension>
xmllint --noout --relaxng ../inkscape.extension.rng *.inx
```

If there is an error message instead of the export/import dialog, check the file or console log from Inkscape:

```
#Windows
%AppData%\Roaming\inkscape\extension-errors.log

#Linux
~/.config/inkscape/extension-errors.log
```

Counting INX files and folders:

```
cd ~/.config/inkscape/extensions/mightyscape-1.2/extensions/fablabchemnitz
find ./ -type f -name "*.inx" | wc -l
ls -d */ | wc -l
```

This information was also contributed to

<https://inkscape.gitlab.io/extensions/documentation/authors/inx-overview.html#relax-ng-xml-schema-and-inx-file-validation>

SVG Attribute reference

A very good SVG reference to read on → <https://developer.mozilla.org/en-US/docs/Web/SVG/Attribute>

Where to find more Inkscape extensions?

Inkscape extensions are spread over the net. Some good sources to find new stuff:

- <https://inkscape.org/de/gallery/=extension>
- <https://inkscape.org/gallery/?q=extension>
- <https://inkscape.org/de/community>
- http://wiki.inkscape.org/wiki/index.php/Extension_repository
- http://wiki.inkscape.org/wiki/index.php/Inkscape_Extensions
- <https://github.com/search?o=desc&p=30&q=inkscape&s=stars&type=Repositories>
- <https://github.com/topics/inkscape>
- <https://github.com/search?o=desc&p=60&q=%3Cinkscape-extension+xmlns%3D%22http%3A%2F%2Fwww.inkscape.org%2Fnamespace%2Finkscape%2Fextension%22%3E&s=indexed&type=Code>
- https://gitlab.com/Moini/ink_extensions
- <https://sourceforge.net/directory/?q=inkscape>
- <https://www.thingiverse.com/search?q=inkscape>
- <https://pypi.org/search/?q=inkscape>
- Google
 - "inkscape extension site:gist.github.com"
 - "inkscape plugin site:gist.github.com"
- Gitlab
 - https://gitlab.com/explore/projects/starred?name=inkscape&non_archived=true&page=1&search=inkscape&sort=latest_activity_desc
 - searching in gitlab doesn't make fun. We cannot browse for more than 50 pages and we see all forks in the search
 - **Tip:** skip all repo's with Inkscape icon in repo because they are forks only).
 - Better search gitlab using google with a filter like:

```
site:gitlab.com inkscape extension -"Python extensions for Inkscape core" -
"issues" -"Inkscape / extensions" -"src/extension/" -"merge" -"contains the
stock" -"extension-manager"
```

Use Inkscape with Flatpak

This is a trick from ZAM Erlangen to run Inkscape with Flatpak and having permissions to USB devices (e.g. to use Inkscape with AxiDraw or EggBot)

```
flatpak run --device=all org.inkscape.Inkscape
```

See also <https://flathub.org/apps/com.github.tchx84.Flatseal> about adjusting permissions

Install Inkscape from trunk

Problem:

```
“ Inkscape-trunk-data : Conflicts: inkscape but  
1:1.4.2+202505120737+ebf0e940d0~ubuntu24.04.1 is to be installed
```

Solution:

```
sudo apt purge inkscape-trunk  
sudo apt update  
sudo apt upgrade  
sudp apt install inkscape
```