**Job Description for SVGedit Tool customization:**

Based on the existing opening source tool SVGedit, you will need to provide the following customization to the tool.

Here are the following features that needs to be implemented in the tool:  
- resize some shapes by percentage.  
- move some shapes, delete, rotate and make them close to each other to reduce the amount of material.  
- Select some parts of the shape and resize them by x percentage.  
- Add some shapes from another svg.  
- If the shapes overlaps, then editor will recolored the overlapping area to give an indicator to the user that those shapes should not be overlapped.  
- If the shapes go outside the boundary (Top and Bottom) also the editor will notify the user.  
- The original selected pattern should be saved in the background layer in a specific color so that any changes can be tracked compared to the original shape of the pattern.  
- The user can select a point and drag to resize or change the shape.  
- The Editor should give an indicator that I am in edit mode or print mode.  
- The user will have the ability to select  
then you'd like to print or save.  
  
- Saving will save the SVG in the user profile (Not locally).  
  
Printing:  
Printers will be special (Like a Plotter-Cut) to cut the material from a role.  
Those printers came with several width (120 cm or 140cm ...) and imagine an unlimited length, for this reason we have to give the user the ability to select the material, the width  of the material while he is editing his shape to make them close to each other and reduce the amount of material when printing.  
  
Please check the attached image that represents a cutting plotter printer.  
  
Note that we already have the backend and front end of our app. We just want the Javascript embedded editor page.

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