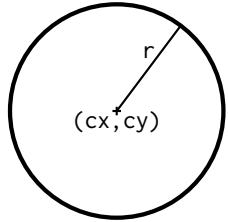


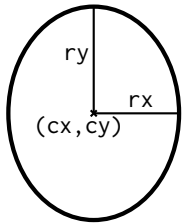
### rect

x: upper left corner x coordinate  
 y: upper left corner y coordinate  
 width: rectangle width  
 height: rectangle height  
 rx: corner roundoff, x axis  
 ry: corner roundoff, y axis



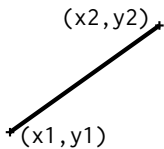
### circle

cx: centre point x coordinate  
 cy: centre point y coordinate  
 r: radius



### ellipse

cx: centre point x coordinate  
 cy: centre point y coordinate  
 rx: radius in x direction  
 ry: radius in y direction



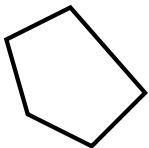
### line

x1: start point x coordinate  
 y1: start point y coordinate



### polyline

points: list of couples of coordinates for polyline



### polygon

points: list of couples of coordinates for polygon



### image

x: upper left corner x coordinate  
 y: upper left corner y coordinate  
 width: image width  
 height: image height  
 xlink:href: image URI



### path

d: list of path commands  
 pathLength: path length

Some  
Text

### text

x: start, x coordinate  
 y: start, y coordinate  
 dx: shift along x coordinate  
 dy: shift along y coordinate  
 rotate: rotation for each char  
 textLength: set length of text  
 lengthAdjust: spacing or spacingAndGlyphs

textpath

### textpath

startOffset: start of text position  
 method: align or stretch  
 spacing: auto or exact  
 xlink:href: URI pointing to path

### tref

xlink:href: URI reference that points to the text location

### tspan

x: part start, x coordinate  
 y: part start, y coordinate  
 dx: part shift along x  
 dy: part shift along y  
 rotate: rotation of each char  
 textLength: set length of text

### use

x: upper left corner x  
 y: upper left corner y  
 width: rectangle width  
 height: rectangle height  
 xlink:href: reference URI to the element to be used

### a

xlink:href: reference URI to the element to be used  
 xlink-show: where to show the link (new or replace)

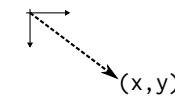
### marker

id: unique id for marker reuse  
 markerUnits: coordinate system (strokeWidth or userSpaceOnUse)  
 refX, refY: displacement of coordinates reference point  
 markerWidth, markerHeight: viewport limits  
 orient: marker orientation (auto or angle)

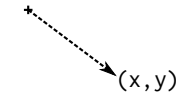
### defs

Contains definition of elements that are not directly rendered but can be used referencing them by their id

### path elements



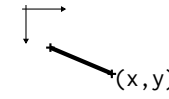
M x,y



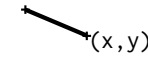
m x,y

### move to point

M/m: absolute/relative  
 (x,y): destination



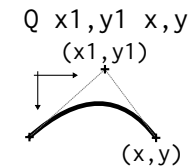
L x,y



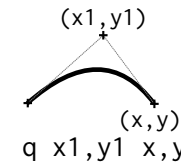
l x,y

### line to destination

L/l: absolute/relative  
 H/h: horizontal abs/rel  
 V/v: vertical abs/rel  
 x: x destination (no V/v)  
 y: y destination (no H/h)



Q x1,y1 x,y

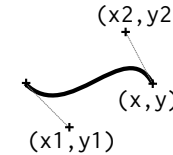
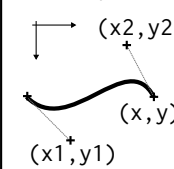


q x1,y1 x,y

### quadratic bezier

Q/q: absolute/relative  
 T/t: smooth abs/rel (ctrl point symmetric from last command)  
 (x1,y1): Q/q ctrl point  
 (x,y): destination

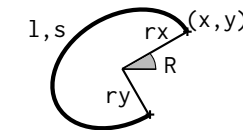
C x1,y1 x2,y2 x,y



c x1,y1 x2,y2 x,y

### cubic bezier

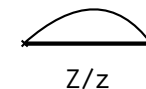
C/c: absolute/relative  
 S/s: smooth abs/rel (ctrl point symmetric from last command)  
 (x1,y1): first ctrl point (no S/s)  
 (x2,y2): second ctrl point  
 (x,y): destination



A/a rx,ry R l,s x,y

### elliptical arc

A/a: absolute/relative  
 (rx,ry): x and y ellipse radii  
 R: rotation  
 l: large arc selector  
 0: small - 1: large  
 s: sweep direction  
 0: counterclock - 1: clockwise  
 (x,y): destination point



Z/z

### close path

Z/z: close path