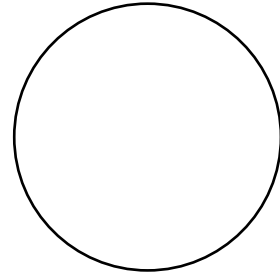


Circle

```
add_path_point(path, 0, 50, "move", "")
add_path_point(path, 100, 50, "control", "")
add_path_point(path, 0, 50, "circular", "")
draw_path(path, x, y, "stroke")
```



Rectangle

```
add_path_point(path, 0, 50, "line", "")
add_path_point(path, 100, 50, "line", "")
add_path_point(path, 100, 0, "line", "")
draw_path(path, x, y, "stroke close")
```



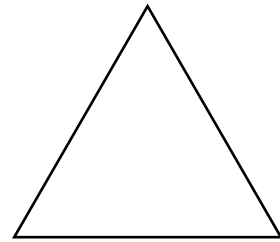
Rectangle With Inbound Rounded Corners

```
add_path_point(path, 0, 50, "line", "")
add_path_point(path, 100, 50, "line", "")
add_path_point(path, 100, 0, "line", "")
draw_path(path, x, y, "stroke close round=-5.0 linewidth=2.0")
```



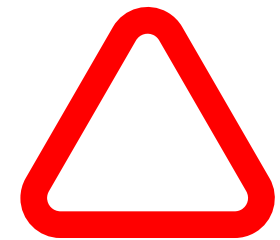
Triangle

```
add_path_point(path, 50, 86.6, "line", "")
add_path_point(path, 100, 0, "line", "")
draw_path(path, x, y, "stroke close")
```



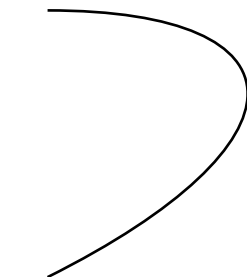
Triangle With Rounded Corners

```
add_path_point(path, 50, 86.6, "line", "")
add_path_point(path, 100, 0, "line", "")
draw_path(path, x, y, "stroke close strokecolor=red round=10.0
linewidth=10.0")
```



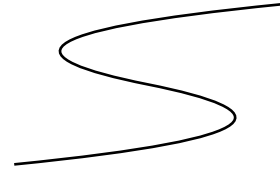
Bézier Segment With Four Control Points

```
add_path_point(path, 100, 50, "control", "")
add_path_point(path, 100, 100, "control", "")
add_path_point(path, 0, 100, "curve", "")
draw_path(path, x, y, "stroke")
```



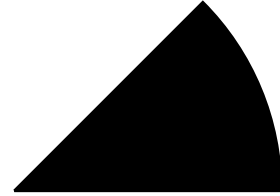
Two Bézier Segments Joined Automatically

```
add_path_point(path, 100, 10, "control", "")
add_path_point(path, 100, 20, "control", "")
add_path_point(path, 50, 30, "curve", "")
add_path_point(path, 0, 40, "control", "")
add_path_point(path, 0, 50, "control", "")
add_path_point(path, 100, 60, "curve", "")
draw_path(path, x, y, "stroke")
```



Circular Arc Segment with Cartesian Coordinates

```
add_path_point(path, 70.71, 70.71, "line", "")
add_path_point(path, 92.39, 38.27, "control", "")
add_path_point(path, 100, 0, "circular", "")
add_path_point(path, 0, 0, "line", "")
draw_path(path, x, y, "stroke fill")
```



Circular Arc Segment with Polar Coordinates

```
add_path_point(path, 100, 45, "line", "polar=true")
add_path_point(path, 100, 22.5, "control", "polar=true")
add_path_point(path, 100, 0, "circular", "polar=true")
add_path_point(path, 0, 0, "line", "polar=true")
draw_path(path, x, y, "stroke fill")
```

