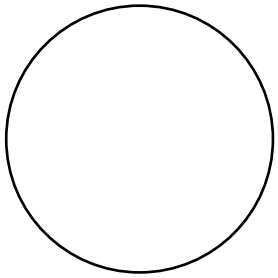
Circle

```
add_path_point(path, 0.00, 50.00, "move", "")
add_path_point(path, 100.00, 50.00, "control", "")
add_path_point(path, 0.00, 50.00, "circular", "")
draw_path(path, x, y, "stroke")
```



Rectangle

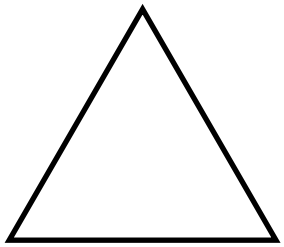
```
add_path_point(path, 0.00, 50.00, "line", "")
add_path_point(path, 100.00, 50.00, "line", "")
add_path_point(path, 100.00, 0.00, "line", "")
draw_path(path, x, y, "stroke close")
```

Rectangle With Inbound Rounded Corners

```
add_path_point(path, 0.00, 50.00, "line", "")
add_path_point(path, 100.00, 50.00, "line", "")
add_path_point(path, 100.00, 0.00, "line", "")
draw_path(path, x, y, "stroke close round=-5.0 linewidth=2.0")
```

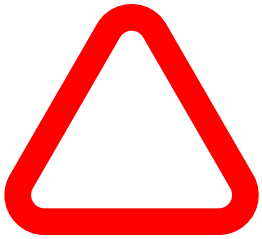
Triangle

```
add_path_point(path, 50.00, 86.60, "line", "")
add_path_point(path, 100.00, 0.00, "line", "")
draw_path(path, x, y, "stroke close")
```



Triangle With Rounded Corners

```
add_path_point(path, 50.00, 86.60, "line", "")
add_path_point(path, 100.00, 0.00, "line", "")
draw_path(path, x, y, "stroke close strokecolor=red round=10.0
linewidth=10.0")
```

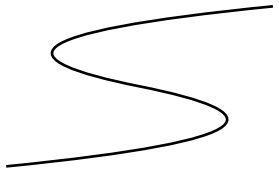


Bézier Segment With Four Control Points

```
add_path_point(path, 100.00, 50.00, "control", "")
add_path_point(path, 100.00, 100.00, "control", "")
add_path_point(path, 0.00, 100.00, "curve", "")
draw_path(path, x, y, "stroke")
```

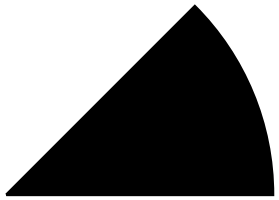
Two Bézier Segments Joined Automatically

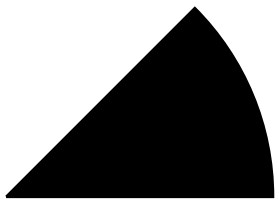
```
add_path_point(path, 100.00, 10.00, "control", "")
add_path_point(path, 100.00, 20.00, "control", "")
add_path_point(path, 50.00, 30.00, "curve", "")
add_path_point(path, 0.00, 40.00, "control", "")
add_path_point(path, 0.00, 50.00, "control", "")
add_path_point(path, 100.00, 60.00, "curve", "")
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, 100.00, 0.00, "circular", "")
add_path_point(path, 0.00, 0.00, "line", "")
draw_path(path, x, y, "stroke fill")
```



Circular Arc Segment with Polar Coordinates

```
add_path_point(path, 100.00, 45.00, "line", "polar=true")
add_path_point(path, 100.00, 22.50, "control", "polar=true")
add_path_point(path, 100.00, 0.00, "circular", "polar=true")
add_path_point(path, 0.00, 0.00, "line", "polar=true")
draw_path(path, x, y, "stroke fill")
```