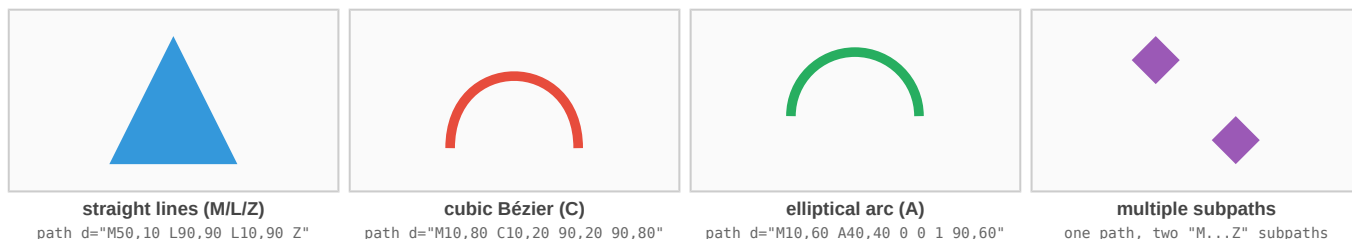


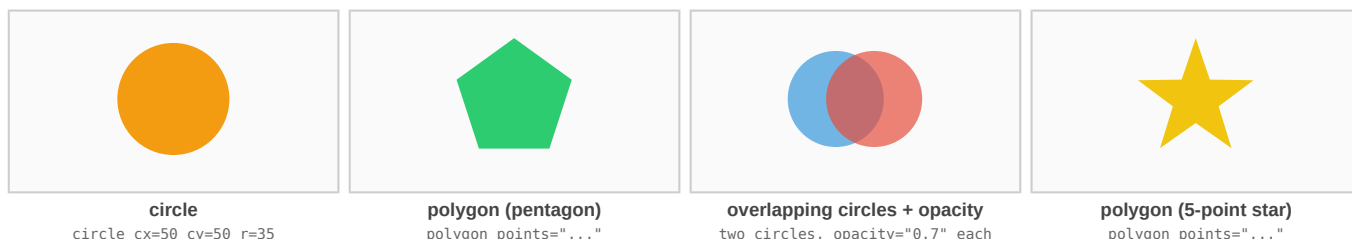
SVG Test Page

PeachPDF renders SVG through its own vector scene graph, reusing the same PDF path/fill/stroke/gradient/clip primitives already used for CSS backgrounds and borders — SVG content is never rasterized to a bitmap. Full SVG 1.0 coverage is now supported (minus a handful of PDF-incompatible features such as animation, scripting, and filters): all basic shapes, fill-rule, stroke dash/cap/join, rotate()/skewX()/skewY() transforms, full preserveAspectRatio and nested viewports, objectBoundingBox/spreadMethod/currentColor gradients, the style cascade (style= and <style>), <switch>/<a> links, <marker>, <pattern>, <mask>, <image>, and <text>/<tspan>/<tref>. See [supported-svg-features.md](#) for the full compatibility matrix.

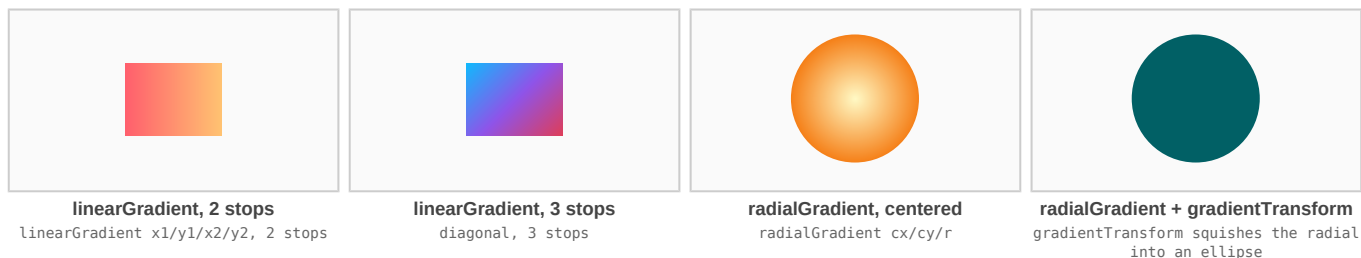
1 — Path Primitives: Lines, Curves & Arcs



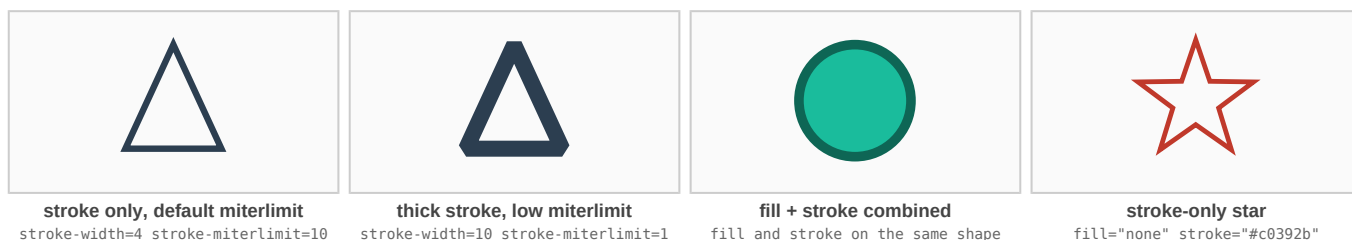
2 — circle & polygon



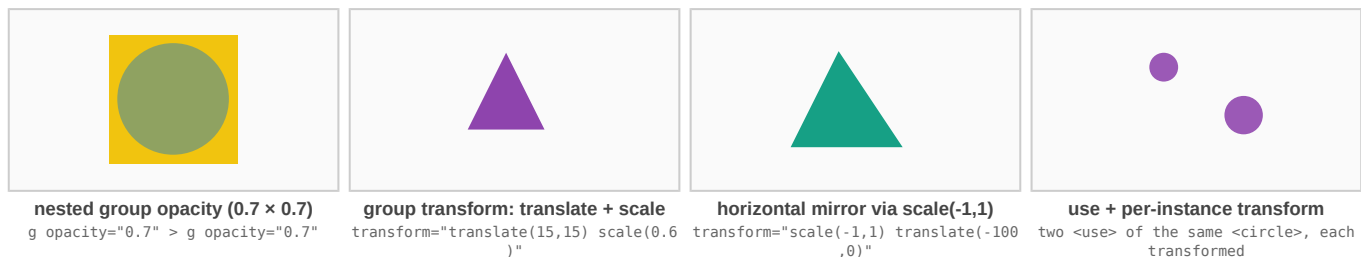
3 — Linear & Radial Gradients



4 — Stroke Properties



5 — Group Opacity & Transforms

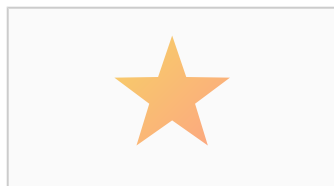


6 — clipPath + use

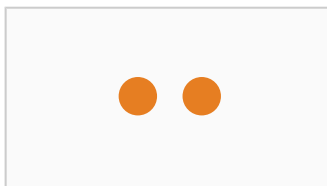
clip-path references a <clipPath> that itself contains a <use> of a shape defined once in <defs> — the same pattern used by the peach illustrations below.



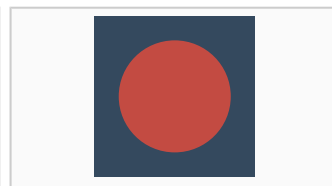
gradient clipped to a circle
clipPath > use > circle



gradient clipped to a star
clipPath > use > polygon

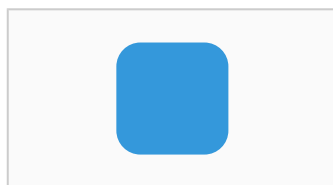


use for simple repetition
use xlink:href="#dot" x=.. y=..

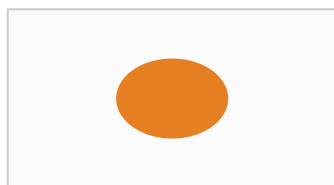


clip + group opacity combined
g clip-path="url(#clip3)" opacity="0.8"

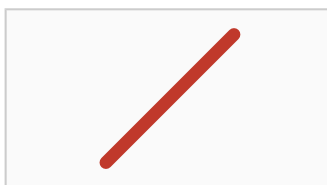
7 — Basic Shapes: rect, ellipse, line & polyline



rect with rounded corners
rect x y width height rx=15



ellipse (percentage rx)
ellipse rx="35%" (percentage length)



line, round linecap
line x1 y1 x2 y2 stroke-linecap="round"



polyline (open, unclosed)
polyline points="..." fill="none"

8 — Stroke: Dash Arrays, Caps & Joins



stroke-dasharray + dashoffset
stroke-dasharray="14,8" stroke-dashoffset="4"



stroke-linecap: butt/round/square
stroke-linecap: butt, round, square

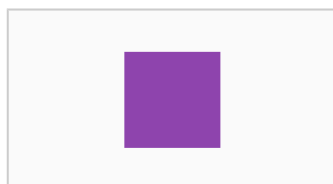


stroke-linejoin: miter/round/bevel
stroke-linejoin: miter, round, bevel

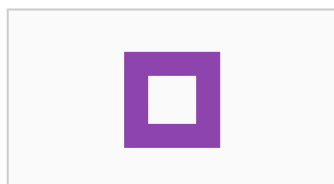


dashed rounded-rect border
dasharray + linecap + linejoin combined

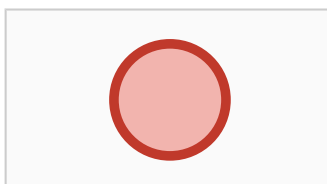
9 — Fill Rule & Opacity



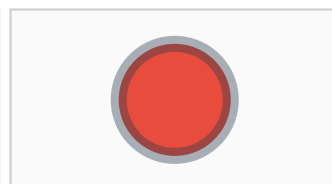
fill-rule="nonzero" (default)
same-direction inner square: solid (no hole)



fill-rule="evenodd"
identical path, evenodd: donut (hole visible)

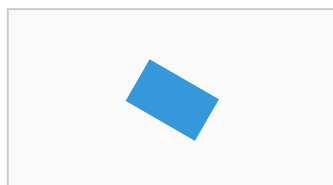


fill-opacity, stroke fully opaque
fill-opacity="0.4" (stroke unaffected)



stroke-opacity, fill fully opaque
stroke-opacity="0.4" (fill unaffected)

10 — Transforms: rotate() & skew()



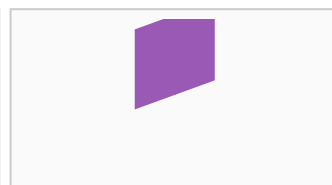
rotate(angle, cx, cy)
transform="rotate(30,50,50)"



rotate(-angle, cx, cy)
transform="rotate(-45,50,50)"

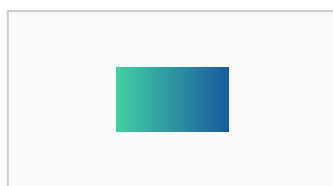


skewX()
transform="skewX(20)"

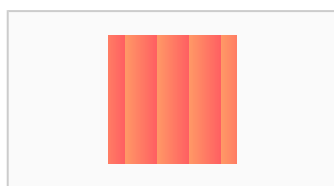


skewY()
transform="skewY(-20)"

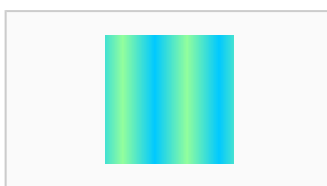
11 — Advanced Gradients: objectBoundingBox, spreadMethod & Radial Focus



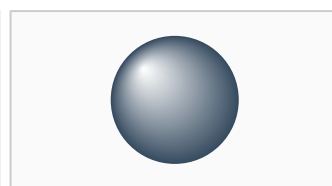
objectBoundingBox (default)
no gradientUnits: x1/x2 are 0..1 fractions of the rect's own box



spreadMethod="repeat"
narrow x1..x2 range tiles across the rect

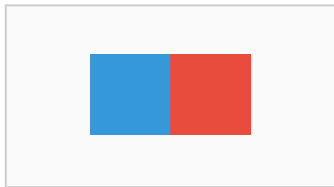


spreadMethod="reflect"
same idea, mirrored at each repeat

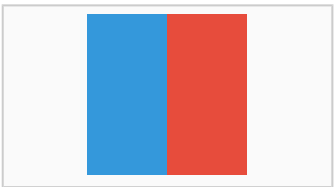


radial fx/fy off-center highlight
fx/fy offset from cx/cy: sphere-shading highlight

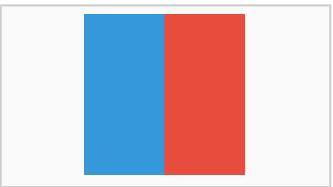
12 — preserveAspectRatio & Nested Viewports



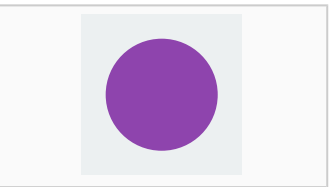
default: xMidYMid meet
2:1 viewBox into a square box: letterboxed



xMidYMid slice
same viewBox, slice: cropped, fills the box

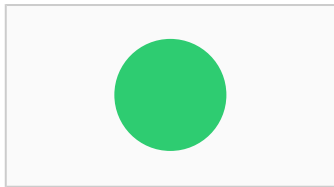


preserveAspectRatio="none"
stretched independently per axis: distorted

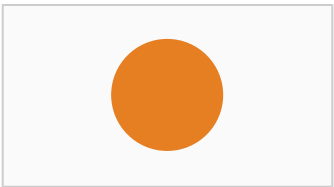


nested <svg>, own viewport
nested svg establishes its own coordinate system

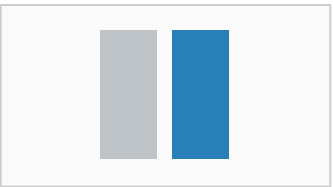
13 — Style Cascade & currentColor



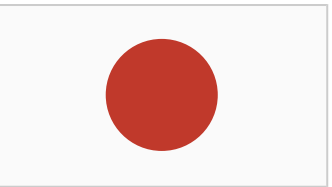
style= overrides presentation attribute
fill="red" style="fill:#2ecc71": style wins



currentColor
fill="currentColor" resolves the ancestor's CSS color



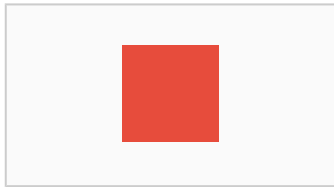
<style> class selector
.hi/.lo rules, via (see note below)



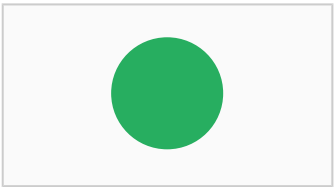
<style> id selector
#target rule, via (see note below)

Note: a <style> element nested inside an *inline* <svg> has a known limitation in PeachPDF's HTML tokenizer, so the two <style> swatches above use the standalone path, which is unaffected — see supported-svg-features.md.

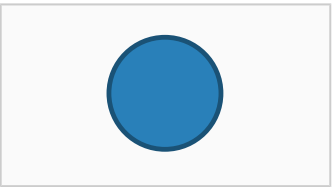
14 — <switch> & <a> Links



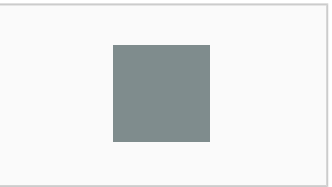
switch: first child wins
no requiredFeatures evaluation: always shows child 1



switch: skips an unbuildable child
<metadata> isn't renderable, so child 2 is used



<a href>: real PDF link
becomes a clickable PDF link annotation



<a> with no href
renders children normally, just isn't a link

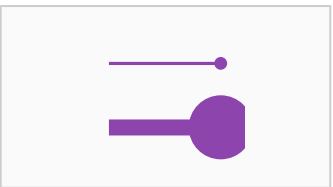
15 — Markers



marker-end, orient="auto"
marker rotates to follow the path's tangent



marker-start/mid/end on every vertex
one marker def, placed at start/mid/end vertices

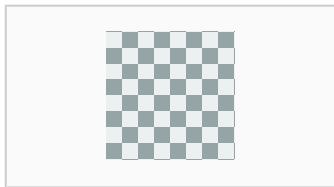


markerUnits="strokeWidth" (default)
same marker, scales with each line's own stroke-width

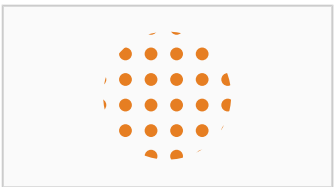


orient: fixed angle
orient="45": same fixed rotation at every vertex

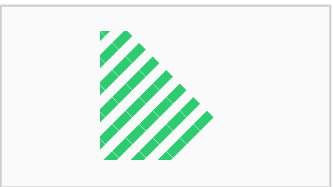
16 — Pattern Fill



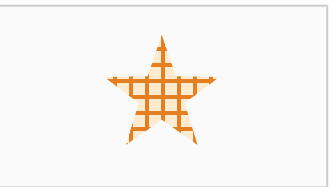
checkerboard
pattern of 4 <rect> tiles, patternUnits="userSpaceOnUse"



polka dots
dot pattern clipped to the circle's own geometry



patternTransform="rotate(45)"
stripe tile rotated 45° via patternTransform



pattern filling a star shape
pattern respects the star's own fill geometry

17 — Mask



linear-gradient luminance fade
gradient mask fades the purple rectangle over a yellow backdrop



radial vignette
radial mask: spotlight/vignette fade

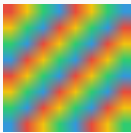


vector shape as mask
a shape, not just a gradient, as the mask's luminance



<text> as mask content
gradient shows only through the letter shapes

18 — <image> Element



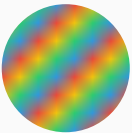
raster data:image/png
a real embedded raster image XObject



vector data:image/svg+xml
stays real vector content, never rasterized

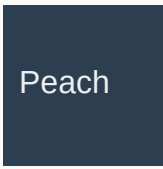


preserveAspectRatio="none" on <image>
raster image stretched non-uniformly to fit its box

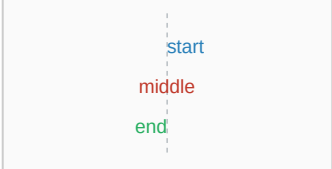


<image> with clip-path
clip-path applies to <image> like any other element

19 — Text, tspan & tref



<text x y fill font-size>
plain positioned text, baseline at (x, y)



text-anchor: start/middle/end
all three anchored at x=50 (dashed guideline)



<tspan> restyles mid-run
tspan flows right after "Hello ", own fill+weight



<tspan x y>: new line + font variety
own x/y starts a new line; size/weight/style vary

20 — Inline <svg> vs

The identical SVG markup rendered two ways: embedded directly in the HTML, and encoded as a base64 data: URI on an tag. Both go through the same vector renderer.



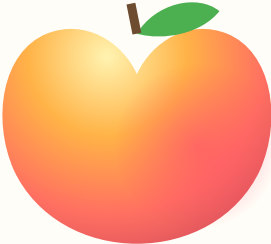
inline <svg>
<svg>...</svg> inline in the HTML body



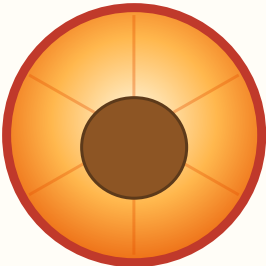
same markup, base64 data: URI

21 — Peach Showcase

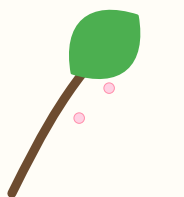
Two original peach illustrations, built entirely from the elements above: cubic-curve paths, radial gradients for shading, and a clipPath + use for the cross-section.



Whole Peach
path (M/C/Z) body + leaf + stroked stem, radialGradient shading, radial blush with alpha stops



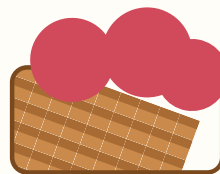
Peach Slice
clipPath + use round the flesh, opacity-grouped striations, pit path, use for the skin outline



Prunus persica

Peach Branch & Blossoms

<marker> blossoms/leaf tip along a curved branch, italic <text> caption



Peach Basket

pattern-woven basket, rotate() on individual peaches, gradient drop-shadow via mask