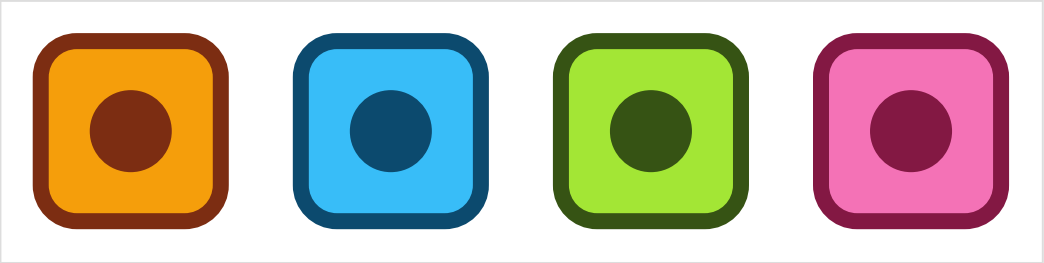
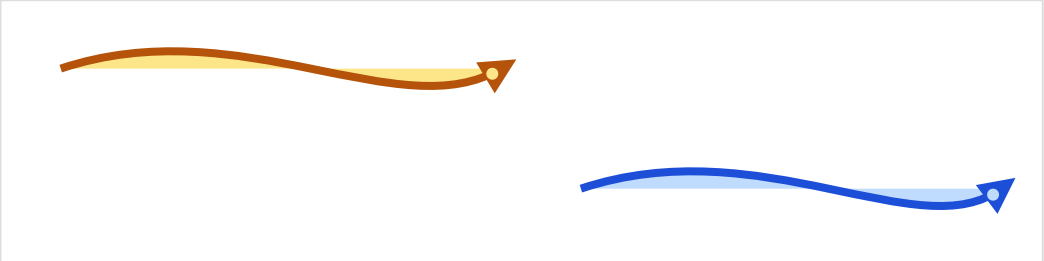
SVG context-fill and context-stroke

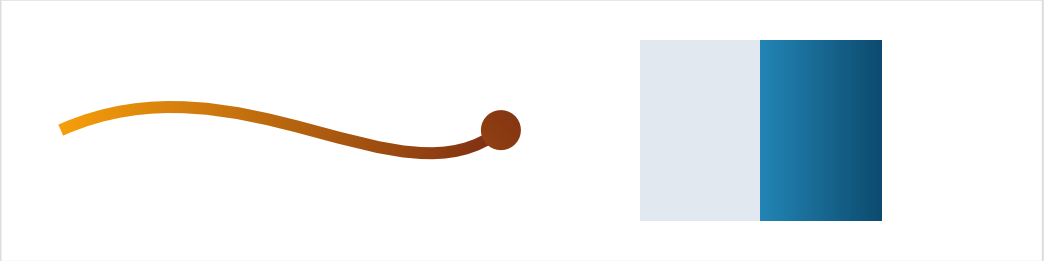
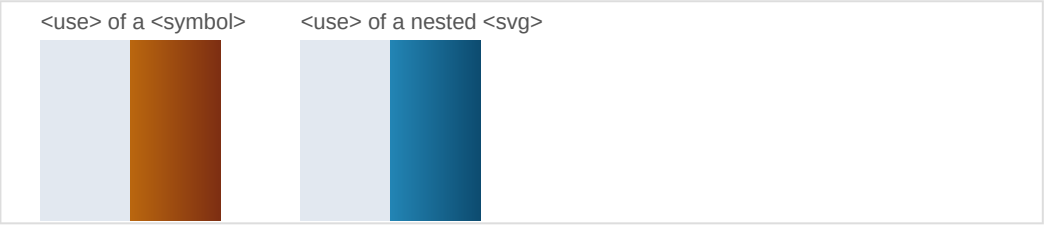
One badge shape is defined once, with `fill="context-fill" stroke="context-stroke"`. Each `<use>` below gives it its own fill and stroke.



A marker draws with the fill and stroke of the shape it is placed on: the same arrowhead on two paths.



A gradient or pattern context paint works the same way: a marker's own placement maps the paint server back into the shape's coordinate space, and a transform between what a `<use>` instantiates and the shape actually painting it is undone.



The same context paint reaches into a `<use>`'s `<symbol>` or nested `<svg>` target too, measured against that target's whole content (both boxes below), not just the piece that actually paints with it (each box's right-hand half).