

## APPLICATION NOTE

# Nema GFX Extensions TSVG Supported Elements List

A-SOCAPG-ANGA02EN v1.0



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## Revision History

Revision	Date	Description
1.0	December 2025	Initial Release.

## Reference Documents

Document ID	Description
A-SOCAPG-UMGA01EN	Nema DC API Library User's Manual
A-SOCAPG-UMGA02EN	Nema GFX API Library User's Manual
A-SOCAPG-UMGA03EN	Nema GFX Extension Vector Graphics User's Manual
A-SOCAPG-ANGA01EN	Nema DC MiP Panels Configuration Application Note
A-SOCAPG-SGGA01EN	Nema Pixpresso Starting Guide
A-SOCAPG-ANGA03EN	Nema GFX API Debugging Application Note
A-SOCAPG-UMGA04EN	Nema GUI-builder User's Manual
A-SOCAPG-UMGA05EN	Nema GFX Benchmark Suite User's Manual
A-SOCAPG-UMGA06EN	Nema Pico Graphics Processing Unit User's Manual
A-SOCAPG-UMGA07EN	Nema Pico Platform Drivers User's Manual

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SECTION

1

## Overview

This document contains the supported elements from Tiny SVG 1.2 profile, as well as descriptions of the elements and their respective attributes. These elements are used in files converted from SVG to TSVG format, for use with the Nema GFX library.

## SECTION

# 2

## Supported Elements

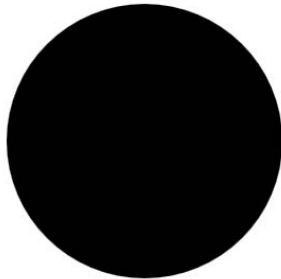
### 2.1 Supported Elements

The circle SVG element is a basic shape, used to draw circles on a center point and a radius.

#### Example

```
<svg viewBox="0 0 100 100" xmlns="http://www.w3.org/2000/svg">  
  <circle cx="50" cy="50" r="50"/>  
</svg>
```

Figure 2-1: Circle Element



#### Supported attributes:

- cx
- cy
- r
- id
- fill
- fill-opacity
- fill-rule

- stroke
- stroke-opacity
- stroke-width
- stroke-dasharray
- stroke-dashoffset
- style
- transform

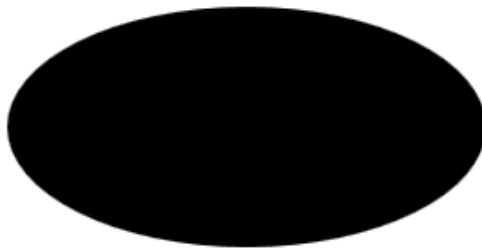
## 2.2 Ellipse Element

The ellipse SVG element is a basic shape, used to draw ellipses on a center coordinate, and both their x and y radius

### Example

```
<svg viewBox="0 0 200 100" xmlns="http://www.w3.org/2000/svg">  
  <ellipse cx="100" cy="50" rx="100" ry="50"/>  
</svg>
```

Figure 2-2: Ellipse Element



### Supported attributes:

- cx
- cy
- rx
- ry
- id
- fill
- fill-opacity
- fill-rule
- stroke
- stroke-opacity
- stroke-width
- stroke-dasharray

- stroke-dashoffset
- style
- transform

## 2.3 g Element

The g SVG element is a container used to group other SVG elements.

Transformations applied to the g element are performed on its child elements, and its attributes are inherited by its children.

### Supported attributes:

- id
- fill
- fill-opacity
- fill-rule
- stroke
- stroke-opacity
- stroke-width
- stroke-linecap
- stroke-linejoin
- stroke-miterlimit
- stroke-dasharray
- stroke-dashoffset
- style
- transform

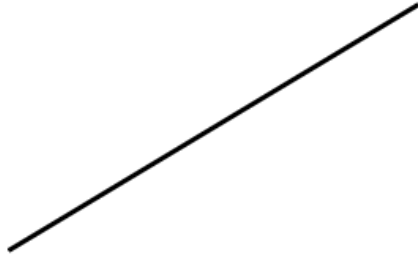
## 2.4 Line Element

The line element is an SVG basic shape used to create a line connecting two points.

### Example

```
<svg viewBox="0 0 100 100" xmlns="http://www.w3.org/2000/svg">  
  <line x1="0" y1="80" x2="100" y2="20" stroke="black"/>  
</svg>
```

Figure 2-3: Line Element

**Supported attributes:**

- x1
- y1
- x2
- y2
- id
- fill
- fill-opacity
- fill-rule
- stroke
- stroke-opacity
- stroke-width
- stroke-linecap
- stroke-linejoin
- stroke-miterlimit
- stroke-dasharray
- stroke-dashoffset
- style
- transform

## 2.5 Linear Gradient Element

The linearGradient element lets authors define linear gradients to apply to other SVG elements.

### Supported attributes:

- x1
- y1
- x2
- y2
- gradientUnits
- id

## 2.6 Path Element

The path SVG element is the generic element to define a shape. All the basic shapes can be created with a path element.

### Example

```
<svg viewBox="0 0 100 100" xmlns="http://www.w3.org/2000/svg">
  <path d="M 10,30
        A 20,20 0,0,1 50,30
        A 20,20 0,0,1 90,30
        Q 90,60 50,90
        Q 10,60 10,30 z"/>
</svg>
```

Figure 2-4: Path Element



### Supported attributes:

- d
- class
- id
- fill
- fill-opacity

- fill-rule
- stroke
- stroke-opacity
- stroke-width
- stroke-linecap
- stroke-linejoin
- stroke-miterlimit
- stroke-dasharray
- stroke-dashoffset
- style
- transform

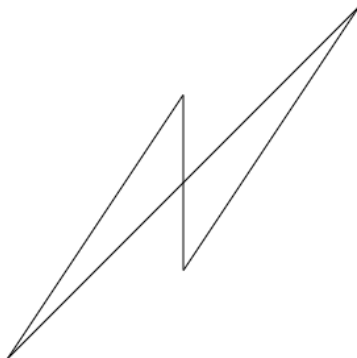
## 2.7 Polygon Element

The polygon element defines a closed shape consisting of a set of connected straight line segments. The last point is connected to the first point.

### Example

```
<svg viewBox="0 0 200 100" xmlns="http://www.w3.org/2000/svg">  
  <polygon points="100,100 150,25 150,75 200,0"  
  fill="none" stroke="black" />  
</svg>
```

Figure 2-5: Polygon Element



### Supported attributes:

- points
- id
- fill
- fill-opacity
- fill-rule
- stroke

- stroke-opacity
- stroke-width
- stroke-linecap
- stroke-linejoin
- stroke-miterlimit
- stroke-dasharray
- stroke-dashoffset
- style
- transform

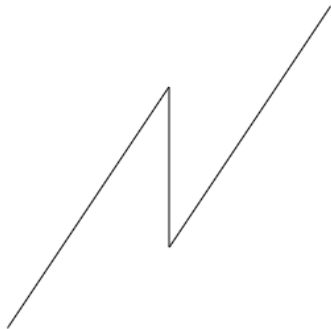
## 2.8 Polyline Element

The polyline element is an SVG basic shape that creates straight lines connecting several points. Typically a polyline is used to create open shapes as the last point doesn't have to be connected to the first point.

### Example

```
<svg viewBox="0 0 200 100" xmlns="http://www.w3.org/2000/svg">  
  <polyline points="100,100 150,25 150,75 200,0"  
  fill="none" stroke="black" />  
</svg>
```

Figure 2-6: Polyline Element



### Supported attributes:

- points
- id
- fill
- fill-opacity
- fill-rule
- stroke
- stroke-opacity

- stroke-width
- stroke-linecap
- stroke-linejoin
- stroke-miterlimit
- stroke-dasharray
- stroke-dashoffset
- style
- transform

## 2.9 radialGradient Element

The radialGradient element lets authors define radial gradients to apply to other SVG elements.

### Supported attributes:

- cx
- cy
- r
- gradientUnits
- id

## 2.10 Stop Element

The stop element defines a color and its position to use on a gradient. This element is always a child of a linearGradient or radialGradient element.

### Supported attributes:

- stop-color
- stop-opacity
- id

## 2.11 rect Element

The rect element is a basic SVG shape that draws rectangles, defined by their position, width, and height. The rectangles may have their corners rounded.

### Example

```
<svg viewBox="0 0 220 100" xmlns="http://www.w3.org/2000/svg">
  <!-- Simple rectangle -->
  <rect width="100" height="100" />
  <!-- Rounded corner rectangle -->
```

```
<rect x="120" width="100" height="100" rx="15" />
</svg>
```

Figure 2-7: rect Element

**Supported attributes:**

- x
- y
- rx
- ry
- height
- width
- id
- fill
- fill-opacity
- fill-rule
- stroke
- stroke-opacity
- stroke-width
- stroke-dasharray
- stroke-dashoffset
- style
- transform

## 2.12 Text Element

The text element draws a graphics element consisting of text.

**Supported attributes:**

- x
- y
- id

- fill
- fill-opacity
- stroke
- stroke-opacity
- stroke-width
- transform

## 2.13 Use Element

The use element takes nodes from within the SVG document, and duplicates them somewhere else.

Supported attributes

- x
- y
- id
- xlink:href
- href
- fill
- fill-opacity
- fill-rule
- stroke
- stroke-opacity
- stroke-width
- stroke-linecap
- stroke-linejoin
- stroke-miterlimit
- stroke-dasharray
- stroke-dashoffset
- transform

SECTION

3

## Supported Attributes

### 3.1 cx

Table 3-1: cx for Circle/Ellipse Elements

<b>Description</b>	The x-axis coordinate of a circle or ellipse
<b>Value Type</b>	length
<b>Default Value</b>	0

Table 3-2: cx for radialGradient Elements

<b>Description</b>	The x coordinate of the end circle of the radial gradient
<b>Value Type</b>	length-percent
<b>Default Value</b>	50%

### 3.2 cy

Table 3-3: cy to Circle/Ellipse Elements

<b>Description</b>	The y-axis coordinate of a circle or ellipse
<b>Value Type</b>	length
<b>Default Value</b>	0

Table 3-4: cy to radialGradient Elements

<b>Description</b>	The y coordinate of the end circle of the radial gradient
<b>Value Type</b>	length-percentage
<b>Default Value</b>	50%

### 3.3 xl

Table 3-5: xl for line element

<b>Description</b>	Defines the x-axis coordinate of the line starting point
<b>Value Type</b>	length   number
<b>Default Value</b>	0

Table 3-6: xl for linearGradient element

<b>Description</b>	Defines the x coordinate of the starting point of the vector gradient along which the linear gradient is drawn.
<b>Value Type</b>	length-percentage   number
<b>Default Value</b>	0%

### 3.4 yl

Table 3-7: yl for line element

<b>Description</b>	Defines the y-axis coordinate of the line starting point
<b>Value Type</b>	length   number
<b>Default Value</b>	0

Table 3-8: yl for linearGradient element

<b>Description</b>	Defines the y coordinate of the starting point of the vector gradient along which the linear gradient is drawn.
<b>Value Type</b>	length-percentage   number
<b>Default Value</b>	0%

## 3.5 x2

Table 3-9: x2 for line element

<b>Description</b>	Defines the x-axis coordinate of the line ending point
<b>Value Type</b>	length   number
<b>Default Value</b>	0

Table 3-10: x2 for linearGradient element

<b>Description</b>	Defines the x coordinate of the ending point of the vector gradient along which the linear gradient is drawn.
<b>Value Type</b>	length-percentage   number
<b>Default Value</b>	100%

## 3.6 y2

Table 3-11: y2 for line element

<b>Description</b>	Defines the y-axis coordinate of the line ending point
<b>Value Type</b>	length   number
<b>Default Value</b>	0

Table 3-12: y2 for linearGradient element

<b>Description</b>	Defines the y coordinate of the ending point of the vector gradient along which the linear gradient is drawn.
<b>Value Type</b>	length-percentage   number
<b>Default Value</b>	100%

## 3.7 x

Table 3-13: x for rect of use element

<b>Description</b>	Defines the x coordinate of a rect of a use element or the starting point of a text baseline.
--------------------	---

Table 3-13: x for rect of use element (*Continued*)

<b>Value Type</b>	length   coordinate
<b>Default Value</b>	0

## 3.8 y

Table 3-14: y for rect of a use element

<b>Description</b>	Defines the y coordinate of a rect of a use element or the starting point of a text baseline.
<b>Value Type</b>	length   coordinate
<b>Default Value</b>	0

## 3.9 r

Table 3-15: r for circle element

<b>Description</b>	The radius of the circle. A value lower or equal to zero disables rendering of the circle.
<b>Value Type</b>	length
<b>Default Value</b>	0

Table 3-16: r for radialGradient element

<b>Description</b>	The radius of the end circle of the radial gradient. The gradient will be drawn such that the 100% stop is mapped to the perimeter of the end circle.
<b>Value Type</b>	length
<b>Default Value</b>	50%

## 3.10 rx

Table 3-17: rx for ellipse element

<b>Description</b>	The radius of the ellipse on the x axis.
--------------------	--

Table 3-17: rx for ellipse element (*Continued*)

<b>Value Type</b>	auto   length
<b>Default Value</b>	auto

Table 3-18: rx for rect element

<b>Description</b>	The horizontal corner radius of the rect. Defaults to ry if it is specified.
<b>Value Type</b>	auto   length
<b>Default Value</b>	auto

## 3.11 ry

Table 3-19: ry for ellipse element

<b>Description</b>	The radius of the ellipse on the y axis.
<b>Value Type</b>	auto   length
<b>Default Value</b>	auto

Table 3-20: ry for rect element

<b>Description</b>	The vertical corner radius of the rect. Defaults to rx if it is specified.
<b>Value Type</b>	auto   length
<b>Default Value</b>	auto

## 3.12 height

Table 3-21: height

<b>Description</b>	The height of the rect.
<b>Value Type</b>	auto   length   percentage
<b>Default Value</b>	auto

### 3.13 width

Table 3-22: height

<b>Description</b>	The width of the rect.
<b>Value Type</b>	auto   length   percentage
<b>Default Value</b>	auto

### 3.14 d

Table 3-23: d

<b>Description</b>	This attribute defines the shape of the path.
<b>Value Type</b>	string
<b>Default Value</b>	''

### 3.15 points

Table 3-24: points

<b>Description</b>	This attribute defines the list of points (pairs of x, y absolute coordinates) required to draw a polygon or a polyline.
<b>Value Type</b>	number+
<b>Default Value</b>	""

### 3.16 class

Table 3-25: class

<b>Description</b>	Assigns a class name or set of class names to an element. You may assign the same class name or names to any number of elements, however, multiple class names must be separated by whitespace characters.
<b>Value Type</b>	list-of-class-names
<b>Default Value</b>	''

## 3.17 id

Table 3-26: id

<b>Description</b>	This attributes assigns a unique name to an element.
<b>Value Type</b>	id
<b>Default Value</b>	None

## 3.18 href

Table 3-27: href

<b>Description</b>	This attribute defines a link to a resource as reference URL. The exact meaning of that link depends on the context of each element using it.
<b>Value Type</b>	url
<b>Default Value</b>	None

## 3.19 xlink:href

Table 3-28: xlink:href

<b>Description</b>	This attributes defines a reference to a resource as a reference IRI. The exact meaning of that link depends on the context of each element using it.
<b>Value Type</b>	iri
<b>Default Value</b>	None

## 3.20 fill

Table 3-29: fill

<b>Description</b>	For shapes and text, fill is a presentation attribute that defines the color used to paint the element.
--------------------	---

Table 3-29: fill

<b>Value Type</b>	Available color formats are: <ul style="list-style-type: none"> <li>▪ rgb/rgba format</li> <li>▪ #RGB, #RRGGBB, #RGBA, #RRGGBBAA format</li> <li>▪ predefined color tags included at <a href="https://johndecember.com/html/spec/colorsvghex.html">https://johndecember.com/html/spec/colorsvghex.html</a></li> </ul>
<b>Default Value</b>	black

## 3.21 fill-opacity

Table 3-30: fill-opacity

<b>Description</b>	This attribute is a presentation attribute defining the opacity of the paint server (color, gradient, pattern, etc.) applied to a shape.
<b>Value Type</b>	[0-1]
<b>Default Value</b>	1

## 3.22 fill-rule

Table 3-31: fill-rule

<b>Description</b>	This attribute is a presentation attribute defining the algorithm to use to determine the inside part of a shape.
<b>Value Type</b>	nonzero   evenodd
<b>Default Value</b>	nonzero

## 3.23 gradientUnits

The gradientUnits attribute defines the coordinate system used for attributes specified on the gradient elements.

Table 3-32: gradientUnits for linearGradient element

<b>Description</b>	The linearGradient element, gradientUnits define the coordinate system used for the attributes x1, y1, x2, and y2.
<b>Value Type</b>	userSpaceOnUse   objectBoundingBox
<b>Default Value</b>	objectBoundingBox

Table 3-33: gradientUnits for radialGradient element

<b>Description</b>	For radialGradient element, gradientUnits defines the coordinate system used for the attribute cx, cy, and r.
<b>Value Type</b>	userSpaceOnUse   object BoundingBox
<b>Default Value</b>	objectBoundingBox

## 3.24 stop-color

Table 3-34: stop-color

<b>Description</b>	This attribute defines the color of the gradient stop.
<b>Value Type</b>	currentColor   color
<b>Default Value</b>	black

## 3.25 stop-opacity

Table 3-35: stop-opacity

<b>Description</b>	This attribute defines the opacity of the gradient stop.
<b>Value Type</b>	opacity
<b>Default Value</b>	1

## 3.26 stroke

Table 3-36: stroke

<b>Description</b>	This attribute is a presentation attribute defining the color (or any SVG paint server like gradients or patterns) used to paint the outline of the shape.
<b>Value Type</b>	Available color formats are: <ul style="list-style-type: none"> <li>▪ rgb/rgba format</li> <li>▪ #RGB, #RRGGBB, #RGBA, #RRGGBBAA format</li> <li>▪ predefined color tags included at <a href="https://johndecember.com/html/spec/colorsvghex.html">https://johndecember.com/html/spec/colorsvghex.html</a></li> </ul>
<b>Default Value</b>	none

## 3.27 stroke-opacity

Table 3-37: stroke-opacity

<b>Description</b>	This attribute is a presentation attribute defining the opacity of the paint server (color, gradient, pattern, etc.) applied to the stroke of a shape.
<b>Value Type</b>	[0 - 1]
<b>Default Value</b>	1

## 3.28 stroke-width

Table 3-38: stroke-width

<b>Description</b>	This attribute is a presentation attribute defining the width of the stroke to be applied to the shape.
<b>Value Type</b>	length
<b>Default Value</b>	1px

## 3.29 stroke-linecap

Table 3-39: stroke-linecap

<b>Description</b>	This attribute is a presentation attribute defining the shape to be used at the end of open subpaths when they are stroked.
<b>Value Type</b>	butt   round   square
<b>Default Value</b>	butt

## 3.30 stroke-linejoin

Table 3-40: stroke-linejoin

<b>Description</b>	This attribute is a presentation attribute defining the shape to be used at the join of two segment of a stroked path.
<b>Value Type</b>	bevel   miter   round
<b>Default Value</b>	miter

### 3.31 stroke-miterlimit

Table 3-41: stroke-miterlimit

<b>Description</b>	This attribute is a presentation attribute defining a limit in the ratio of the miter length to the stroke-width used to draw a miter join. When the miter is exceeded the join is substituted with a bevel join.
<b>Value Type</b>	number
<b>Default Value</b>	4

### 3.32 stroke-dasharray

Table 3-42: stroke-dasharray

<b>Description</b>	This attribute is a presentation attribute defining the on off patterns used at the shape outline.
<b>Value Type</b>	none   dasharray
<b>Default Value</b>	none

### 3.33 style

Table 3-43: style

<b>Description</b>	This attribute allows to style an element using CSS declarations.
<b>Value Type</b>	CSS declarations
<b>Available delarations</b>	All supported SVG presentation attributes included in this document can be used as CSS declaration inside the style attribute.

### 3.34 transform

Table 3-44: transform

<b>Description</b>	This attribute defines a list of transform definitions
<b>Value Type</b>	id
<b>Default Value</b>	none

### 3.34.1 Transform functions

- **matrix** - The `matrix(a,b,c,d,e,f)` transform function specifies a transformation in the form of a transformation matrix of six values.
- **translate** - The `translate(x,[y])` transform function moves the object by `x` and `y`. If `y` is not provided, it is assumed to be 0.
- **scale** - The `scale(x,[y])` transform function specifies a scale operation by `x` and `y`. If `y` is not provided, it is assumed to be equal to `x`.
- **rotate** - The `rotate(a,[x,y])` transform function specifies a rotation by `a` degrees about a given point. If optional parameters `x` and `y` are not supplied, the rotation is about the origin of the current user coordinate system. If the optional parameters are supplied, the rotation is about the point `(x,y)`.
- **skewX** - The `skewX(a)` transform function specifies a skew transformation along the `x` axis by `a` degrees.
- **skewY** - The `skewY(a)` function specifies a skew transformation along the `y` axis by `a` degrees.



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6500 River Place Boulevard, Building 7, Suite 200, Austin, TX 78730

[www.ambiq.com](http://www.ambiq.com)

[sales@ambiq.com](mailto:sales@ambiq.com)

+1 512.879.2850

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