

## **Box options (rect)**



As you know, UXBOX works with SVGs so we manage its basic shape options in this section.

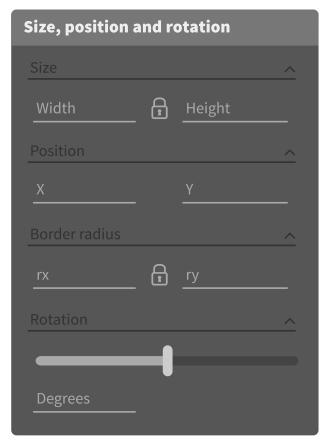
Size set the width/height of the shape

**Position** set the shape at the X/Y axis

**Border radius** apply the rounded corners to the box (RX/RY values)

**Rotation** allows you to rotate the shape (value) degrees or using the handler





## Circle options (ellipse)

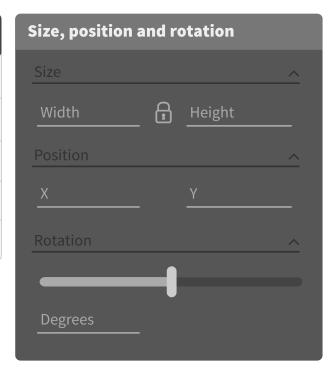


**Size** set the width/height of the shape (ellipse rx/ry values)

**Position** set the shape at the X/Y axis (ellipse cx/cy values)

**Rotation** allows you to rotate the shape (value) degrees or using the handler





## Line options (line)



Lines are a bit special. You can manage it size and position with its two nodes.

**Position** set the shape two nodes with the properties x1/y1 and x2/y2

The x1 attribute defines the start of the line on the x-axis

The y1 attribute defines the start of the line on the y-axis

The x2 attribute defines the end of the line on the x-axis

The y2 attribute defines the end of the line on the y-axis

**Rotation** allows you to rotate the shape (value) degrees or using the handler



