

**SBase**



**Transformation**

name: string (use="optional")  
transform: doubleArray { use="optional"}



**Transformation2D**



**GraphicalPrimitive1D**

id: SId { use="optional"}  
stroke: string { use="optional"}  
stroke-width: string { use="optional"}  
stroke-dasharray: string { use="optional"}



**GraphicalPrimitive2D**

fill: string { use="optional"}  
fill-rule: string { use="optional"}