## SBase **DefaultValues** backgroundColor: string {use="optional"} spreadMethod: SpreadMethod {use="optional"} linearGradient x1: RelAbsVector {use="optional"}

linearGradient v1: RelAbsVector {use="optional"} linearGradient z1: RelAbsVector {use="optional"} linearGradient x2: RelAbsVector {use="optional"} linearGradient y2: RelAbsVector {use="optional"} linearGradient z2: RelAbsVector {use="optional"} radialGradient cx: RelAbsVector {use="optional"} radialGradient cy: RelAbsVector {use="optional"} radialGradient cz: RelAbsVector {use="optional"} radialGradient r: RelAbsVector {use="optional"} radialGradient fx: RelAbsVector {use="optional"} radialGradient fy: RelAbsVector {use="optional"} radialGradient fz: RelAbsVector {use="optional"} fill-rule: FillRule {use="optional"} default z: RelAbsVector {use="optional"} stroke: string {use="optional"} stroke-width: double {use="optional"} font-family: string {use="optional"}

font-size: RelAbsVector {use="optional"} font-weight: FontWeight {use="optional"} font-style: FontStyle {use="optional"} text-anchor: HTextAnchor {use="optional"} vtext-anchor: VTextAnchor {use="optional"} startHead: SIdRef {use="optional"} endHead: SIdRef {use="optional"}