Path Commands

Below is a list of possible pen commands for the SVG `path` element. Each command consist of one letter and a set of numbers (coordinates etc.) which are parameters to that command. Uppercase commands usually interpret coordinate parameters as absolute coordinates. Lowercase commands usually interpret coordinate parameters as being relative from current pen location.

Com.	Parameters	Name	Description
M	x,y	moveto	Moves pen to specified point x,y without drawing.
m	x,y	moveto	Moves pen to specified point x,y relative to current pen location, without drawing.
L	x,y	lineto	Draws a line from current pen location to specified point x,y.
l	x,y	lineto	Draws a line from current pen location to specified point x,y relative to current pen location.
H	x	horizontal lineto	Draws a horizontal line to the point defined by (specified x, pens current y).
h	x	horizontal lineto	Draws a horizontal line to the point defined by (pens current x + specified x, pens current y). The x is relative to the current pens x position.
V	y	vertical lineto	Draws a vertical line to the point defined by (pens current x, specified y).
v	y	vertical lineto	Draws a vertical line to the point defined by (pens current x, pens current y + specified y). The y is relative to the pens current y-position.
C	x1,y1 x2,y2 x,y	curveto	Draws a cubic Bezier curve from current pen point to x,y. x1,y1 and x2,y2 are start and end control points of the curve, controlling how it bends.
c	x1,y1 x2,y2 x,y	curveto	Same as C, but interprets coordinates relative to current pen point.
S	x2,y2 x,y	shorthand / smooth curveto	Draws a cubic Bezier curve from current pen point to x,y. x2,y2 is the end control point. The start control point is is assumed to be the same as the end control point of the previous curve.
s	x2,y2 x,y	shorthand / smooth curveto	Same as S, but interprets coordinates relative to current pen point.
Q	x1,y1 x,y	quadratic Bezier curveto	Draws a quadratic Bezier curve from current pen point to x,y. x1,y1 is the control point controlling how the curve bends.

q	x1,y1 x,y	quadratic Bezier curveto	Same as Q, but interprets coordinates relative to current pen point.
T	x,y	shorthand / smooth quadratic Bezier curveto	Draws a quadratic Bezier curve from current pen point to x,y. The control point is assumed to be the same as the last control point used.
t	x,y	shorthand / smooth quadratic Bezier curveto	Same as T, but interprets coordinates relative to current pen point.
A	rx,ry x-axis-rotation large-arc-flag, sweepflag x,y	elliptical arc	Draws an elliptical arc from the current point to the point x,y. rx and ry are the elliptical radius in x and y direction. The x-rotation determines how much the arc is to be rotated around the x-axis. It only seems to have an effect when rx and ry have different values. The large-arc-flag doesn't seem to be used (can be either 0 or 1). Neither value (0 or 1) changes the arc. The sweep-flag determines the direction to draw the arc in.
a	rx,ry x-axis-rotation large-arc-flag, sweepflag x,y	elliptical arc	Same as A, but interprets coordinates relative to current pen point.
Z		closepath	Closes the path by drawing a line from current point to first point.
z		closepath	Closes the path by drawing a line from current point to first point.