```
cydui::graphics::vg
                                     ::attr fill<T>
cydui::graphics::vg
                                                                    cydui::graphics::vg
                                cydui::graphics::vg
   ::attribute i
                                ::attr_fill_opacity< T >
                                                                      ::attrs_fill< T >
                                  cydui::graphics::vg
                                  ::attr_fill_rule< T >
```