

Trim-Path In Vectors

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trimPath*

```
<vector  
  <path pathData="M0,0 C0,0 12,12 24,0"  
    trimPathStart="0.1"  
    trimPathEnd="0.8"  
    TrimPathOffset="0.2"  
  />  
</vector>
```

trimPathStart



trimPathEnd



trimPathOffset

