SvgSetDocumentXML

Sets the underlying XML document of an SVG element.

Syntax

```
bool svgSetDocumentXML ( svg svgElement, xmlnode xmlDocument [, function callback ( element svg ) ] )
```

Required Arguments

- **svgElement:** The svg element you want to set the XML document of
- **xmlDocument:** An xmlnode containing the data to be set on the SVG document

Optional Arguments

NOTE: When using optional arguments, you might need to supply all arguments before the one you wish to use. For more information on optional arguments, see optional arguments.

- **callback:** A callback function which is stored on the SVG and fired every time the SVG texture is updated (for example, via svgSetSize). **Note:** if present, this will overwrite the current callback stored on the svg

Returns

- Returns **true** if successful, **false** otherwise