

SvgPathStringBuilder

-commands: string[0..*]

+start(location: Vector2)

+move(location: Vector2)

+lineTo(location: Vector2)

+close()

+cubicBezier(controlPoint1: Vector2, controlPoint2: Vector2, end: Vector2)

+quadraticBezier(controlPoint: Vector2, end: Vector2)

+arc(radiusX: number, radiusY: number, xAxisRotation: number, largeArc: boolean, sweep: boolean, location: Vector2)

+isEmpty(): boolean

+toString(): string

-constructor(degrees: number)