

MVG Effects

MVG effects are used to render [MVG Nodes](#). The MVG effects basic effect properties are LineWidth and StrokeColor.

When an MVG node is created, its corresponding MVG effect is automatically applied by default.

MVGArcBrush

This is the default effect applied to an [MVG Arc Node](#), and it is used to render the node's visual representation. The most important properties of this effect are Size as well as AngleStart and AngleEnd.

MVGEllipseBrush

This is the default effect applied to an [MVG Ellipse Node](#), and it is used to render the node's visual representation. Its most important properties are Size, AngleStart and AngleEnd, FillColor and PaintMode.

MVGPathBrush

This is the default effect applied to an [MVG Path Node](#), and it is used to render the node's visual representation. The appearance of the path is defined by properties such as FillColor and PaintMode. The path's shape is determined by the Segments and Data properties.

MVGRectBrush

This is the default effect applied to an [MVG Rect Node](#), and it is used to render the node's visual representation. Properties such as Size, FillColor and PaintMode define the MVG Node's appearance. Additionally, each of the rectangle's four corners can be individually configured with a specific radius.

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