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# **gon**

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**Note:** If object is not listed in documentation it should be considered as implementation detail that can change and should not be relied upon.

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## INTERFACES





## PRIMITIVE GEOMETRIES



## DEGENERATE GEOMETRIES



**DISCRETE GEOMETRIES**



**LINEAR GEOMETRIES**





**SHAPED GEOMETRIES**



**MIXED GEOMETRIES**



## HELPER GEOMETRIC OBJECTS



## ENUMERATIONS





**GRAPHS**