
gon

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CONTENTS

1	interfaces	3
2	primitive geometries	5
3	degenerate geometries	7
4	discrete geometries	9
5	linear geometries	11
6	shaped geometries	13
7	mixed geometries	15
8	helper geometric objects	17
9	enumerations	19
10	graphs	21

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

INTERFACES

PRIMITIVE GEOMETRIES

DEGENERATE GEOMETRIES

DISCRETE GEOMETRIES

LINEAR GEOMETRIES

SHAPED GEOMETRIES

MIXED GEOMETRIES

HELPER GEOMETRIC OBJECTS

ENUMERATIONS

GRAPHS