

SceneGraphBuilder.path.quadCurveTo

Generated Object

javafx.scene.shape.QuadCurveTo

Attributes

This node takes the attributes from the `javafx.scene.shape.QuadCurveTo` class. see [javafx.scene.shape.QuadCurveTo](#).

Content

This node does not have any content

Usage

Create an `QuadCurveTo` path element.

Examples

```
import groovyx.javafx.GroovyFX
import groovyx.javafx.SceneGraphBuilder

GroovyFX.start({
    def sg = new SceneGraphBuilder();

    sg.stage(
        title: "Path Example (Groovy)",
        width: 400, height:250,
        visible: true,
    ){
        scene (fill: white) {
            path( translateX: 50, translateY: 50, stroke: red) {
                moveTo(x: 0, y: 0)
                quadCurveTo(controlX: -100, controlY: 0, x: 100, y: 50)
            }
        }
    }
});
```