

Block transformation

By using `axf:transform`, block can be transformation. Specify the angle by `rotate`, `skew`, etc. Origin points of block transformation can be specified with `axf:transform-origin`. In addition, the transformation of the region does not happen by specifying `axf:transform`. Only the contents are transformed.

If `rotate(-15deg)` is specified

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If `skewX(-45deg)` is specified

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If `rotate(-15deg), skewX(-45deg)` is specified

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