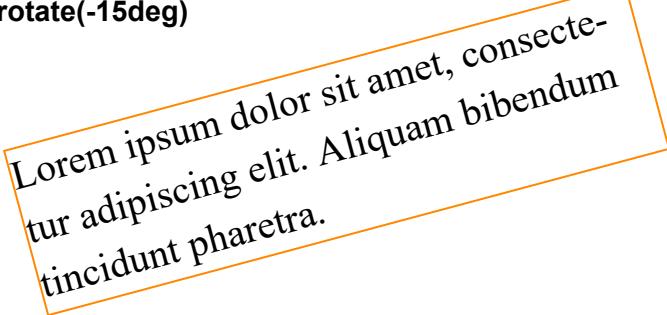


Block transformation

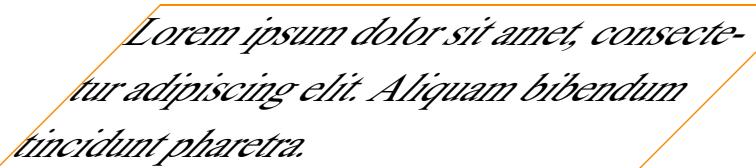
By using ‘`axf:transform`’, block can be transformation. Specify the angle by ‘rotate’, ‘skew’, etc. Origin points of block transformation can be specified with ‘`axf:transform-origin`’. Note that specifying ‘`axf:transform`’ does not transform the region: only the contents are transformed.

rotate(-15deg)



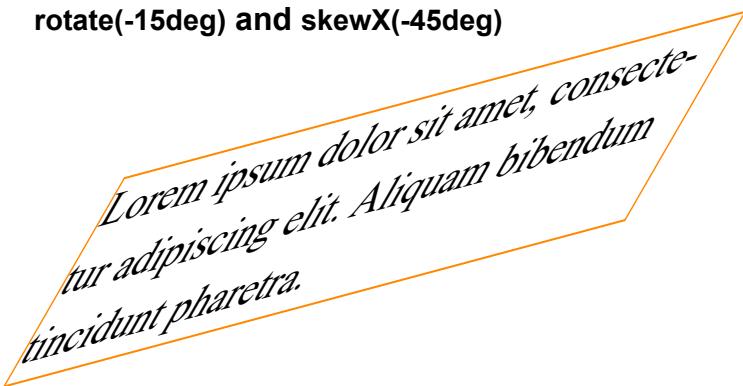
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skewX(-45deg)



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rotate(-15deg) and skewX(-45deg)



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