

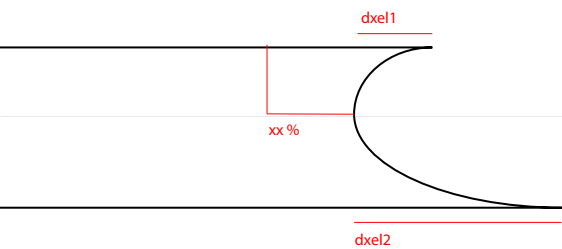
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<!-- TYP Trochilus -->
<xsl:when test="(@name)=(Trochilus)">
  <xsl:call-template name="trochilus">
    <xsl:with-param name="xStart" select="$xStart"/>
    <xsl:with-param name="yStart" select="$yStart"/>
    <xsl:with-param name="typ" select="substring(@typ,1,2)/>
    <xsl:with-param name="dyelm" select="(number(substring(@typ,4,2)) div (100))*(@dy)"/>
    <xsl:with-param name="dx" select="@dx"/>
    <xsl:with-param name="dy" select="@dy"/>
    <xsl:with-param name="dxel1" select="@dxel1"/>
    <xsl:with-param name="dxel2" select="@dxel2"/>
  </xsl:call-template>
</xsl:when>

<!-- ZweiViertelsEllipsenInnen / Trochilus -->
<xsl:template name="trochilus">
  <xsl:param name="xStart"/>
  <xsl:param name="yStart"/>
  <xsl:param name="typ"/>
  <xsl:param name="dx"/>
  <xsl:param name="dy"/>
  <xsl:param name="dxel1"/>
  <xsl:param name="dxel2"/>
  <xsl:param name="dyelm"/>
  <xsl:if test="((@typ)='31')">
    <svg:path d="M{$xStart},{yStart} h-{$dx} a{$dxel1},{dyelm} 0 0,1 {$dxel1},{dyelm} a{$dxel2},{(dy)-($dyelm)}
    0 0,1 -{$dxel2},{(dy)-($dyelm)} h({dx)-($dxel1)+($dxel2)}" stroke="{stroke}" stroke-width="{stroke-width}"
    fill="{fill}"/>
  </xsl:if>
</xsl:template>

<!-- TYP GedrehteEllipse -->
<xsl:when test="(@name)=(Trochilus_reversus)">
  <svg:path d="M{$xStart},{yStart} h-{@dx} a{(@dxel)},{(@dyel)} {@typ} 0,0 {0.75*@dy},{@dy} h{(@dx)-(0.75*@dy)}"
  stroke="{stroke}" stroke-width="{stroke-width}" fill="{fill}"/>
</xsl:when>

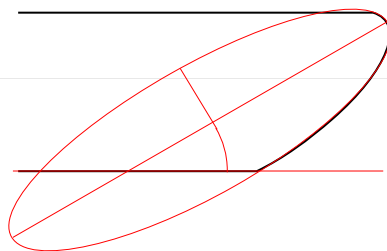
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Trochilus

dx, dy, dxel1, dxel2, typ="31-xx"

dxel1| dxel2 sind abzuschätzen!!!
xx = %-Angabe von dy;
beeinflusst Radien



Trochilus_reversus

dx, dy, dxel, dyel, typ="winkelmass"