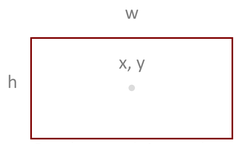
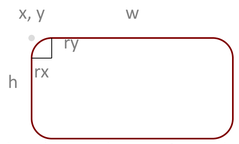
SVG Go Library

github.com/ajstarks/svgo

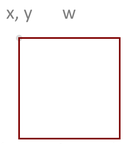
Rect(x, y, w, h int, style ...string)



CenterRect(x, y, w, h int, style ...string)

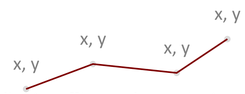


Roundrect(x, y, w, h, rx, ry int, style ...string)

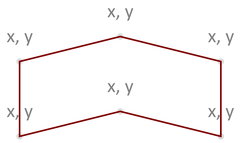


Square(x, y, w int, style ...string)

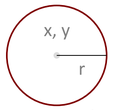
Line(x1, y1, x2, y2 int, style ...string)



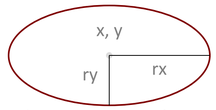
Polyline(x, y []int, style ...string)



Polygon(x, y []int, style ...string)



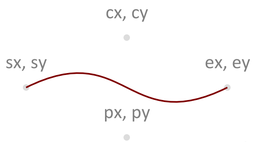
Circle(x, y, r int, style ...string)



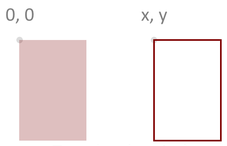
Ellipse(x, y, rx, ry int, style ...string)

Arc(sx, sy, ax, ay, r, lflag, sflag, ex, ey int, style ...string)

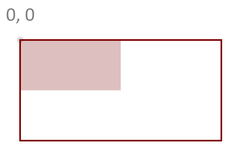
Qbez(sx, sy, cx, cy, ex, ey int, style ...string)



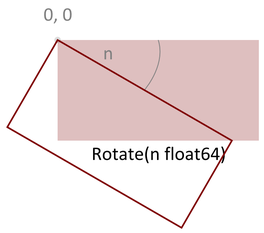
Bezier(sx, sy, cx, cy, px, py, ex, ey int, style ...string)



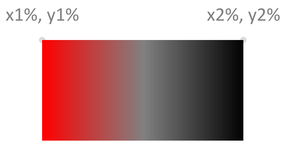
Translate(x, y int)



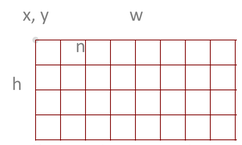
Scale(n float64)



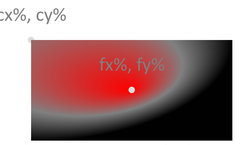
Rotate(n float64)



LinearGradient(s string, x1, y1, x2, y2 uint8, oc []Offcolor)



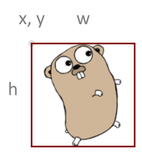
Grid(x, y, w, h, n int, style ...string)



RadialGradient(s string, cx, cy, r, fx, fy uint8, oc []Offcolor)

Text(x, y int, s string, style ...string)

Textpath(s, pathid string, style ...string)



Image(x, y, w, h, int path string, style ...string)

Path(s string, style ...string)

New(w io Writer)	specify destination
Start(w, h int)/End()	begin/end the document
Startview(w, h, minx, miny, vw, vh int)	begin/end the document with viewport
Gstyle(s string)/Gend()	begin/end group style
Gtransform(s string)/Gend()	begin/end group transform
Gid(id string)/Gend()	begin/end group id
Def()/DefEnd()	begin/end a defintion block
Desc(s string)	set the description element
Title(s string)	set the title element
Link(href string, title string)/LinkEnd()	begin/end link to href, with a title
Use(x int, y int, link string, style ...string)	use defined objects
RGB(r, g, b int)	fill color using (r,g,b) triples
RGBA(r, g, b int, opacity float64)	fill color using (r,g,b) with opacity (0.0-1.0)