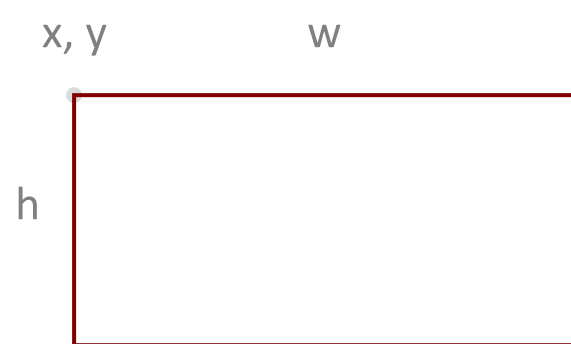
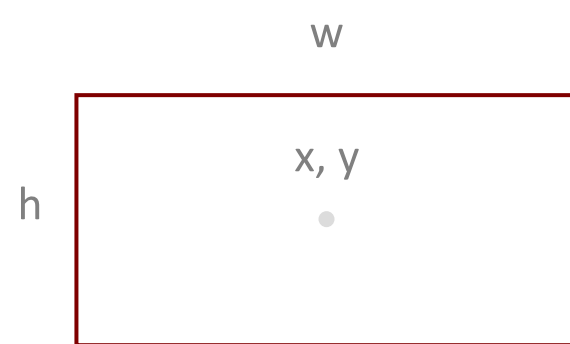


# SVG Go Library

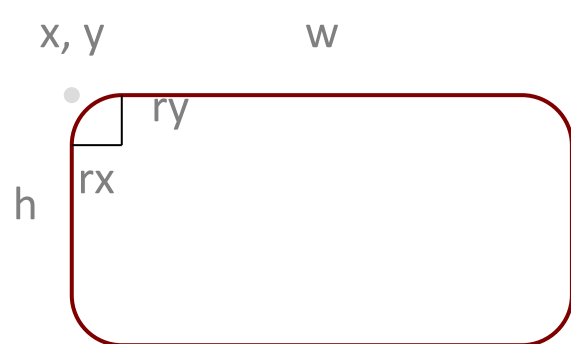
github.com/ajstarks/svgo



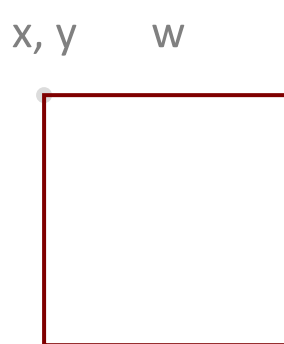
Rect(x, y, w, h int, style ...string)



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



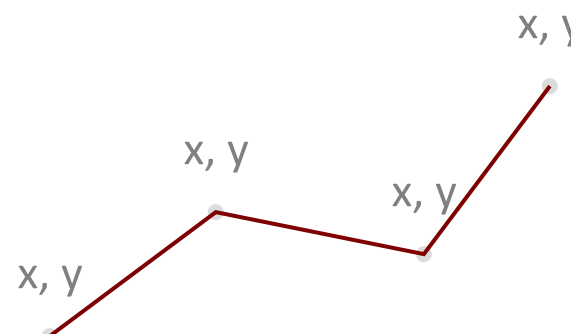
Roundrect(x, y, w, h, rx, ry int, style ...string)



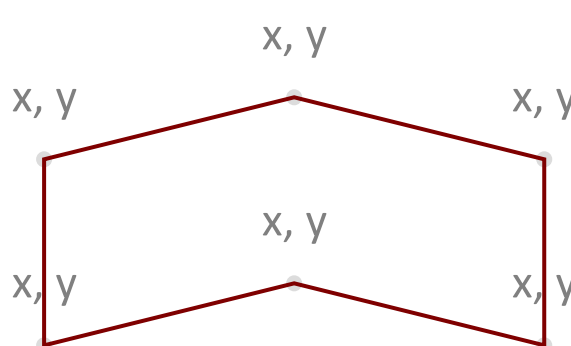
Square(x, y, w int, style ...string)



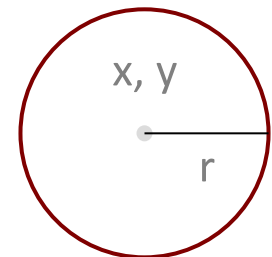
Line(x1, y1, x2, y2 int, style ...string)



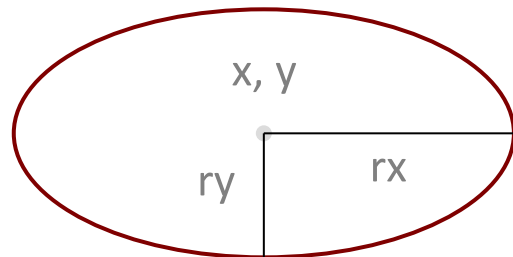
Polyline(x, y []int, style ...string)



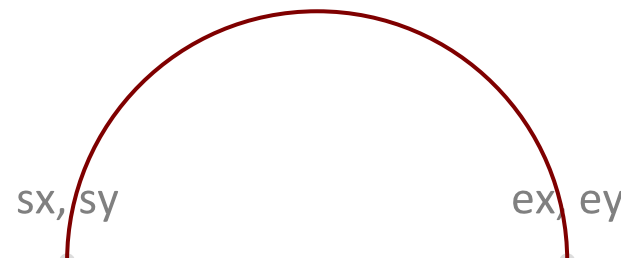
Polygon(x, y []int, style ...string)



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



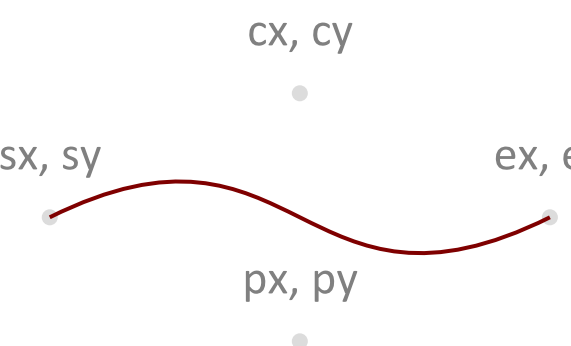
Ellipse(x, y, rx, ry int, style ...string)



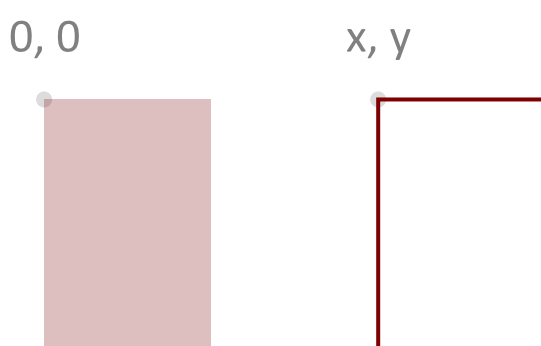
Arc(sx, sy, ax, ay, r, lflag, sflag, ex, ey int, style ...string)



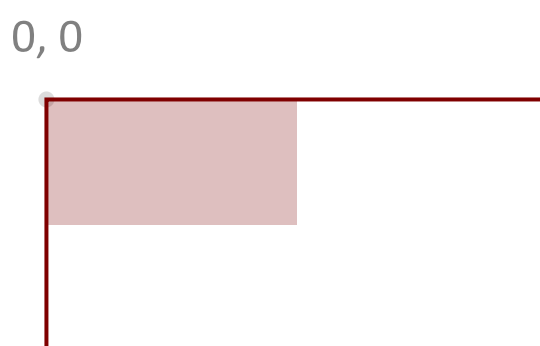
Qbez(sx, sy, cx, cy, ex, ey int, style ...string)



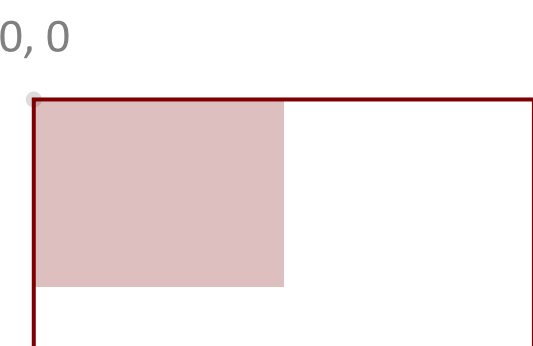
Bezier(sx, sy, cx, cy, px, py, ex, ey int, style ...string)



Translate(x, y int)



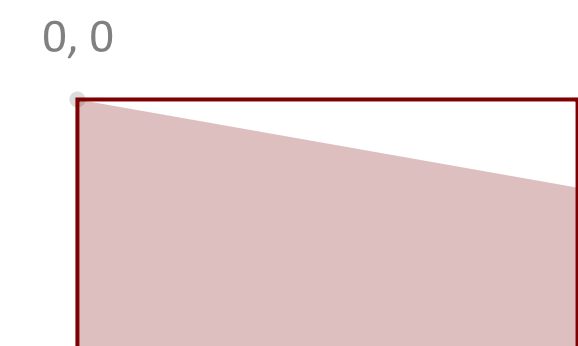
Scale(n float64)



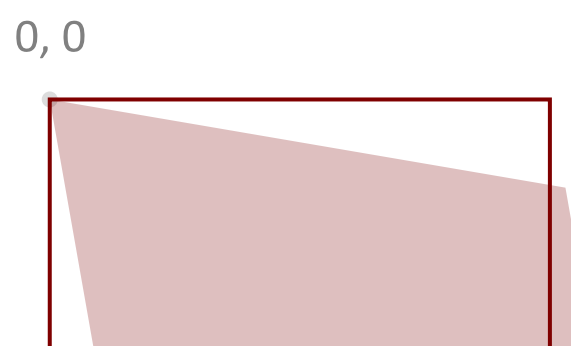
ScaleXY(x, y float64)



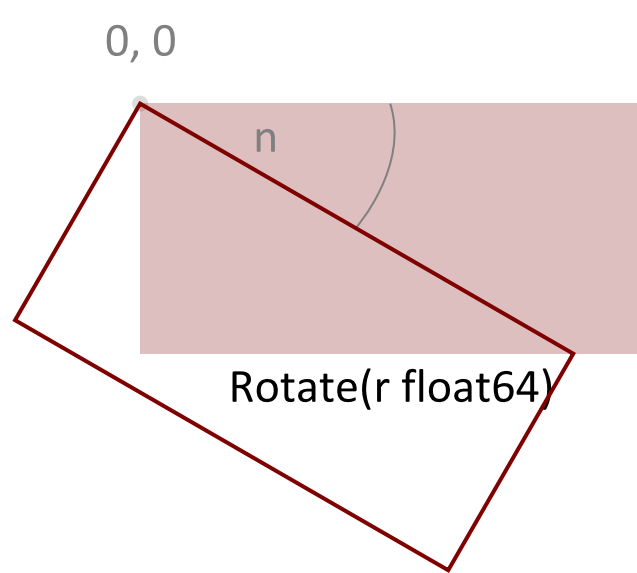
SkewX(a float64)



SkewY(a float64)



SkewXY(x, y float64)



Rotate(r float64)

hello, this is SVG

x, y

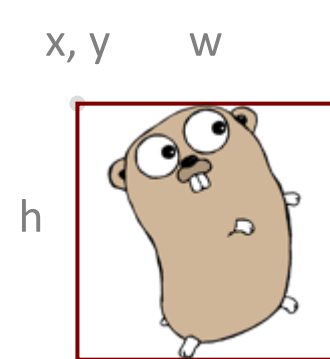
Text(x, y int, s string, style ...string)

It's "fine" & "dandy" to draw text along a pat

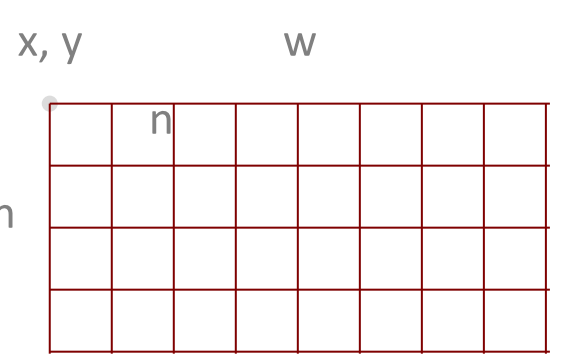
Textpath(s, pathid string, style ...string)



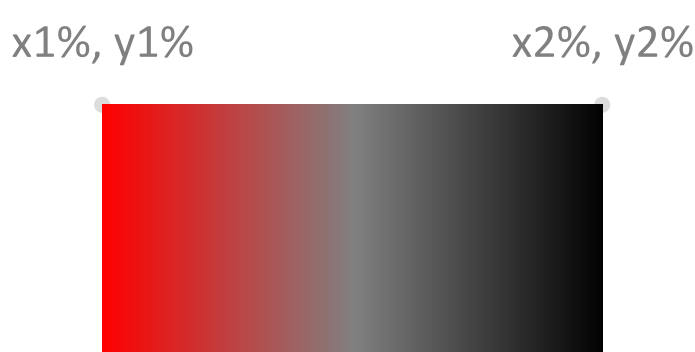
Path(s string, style ...string)



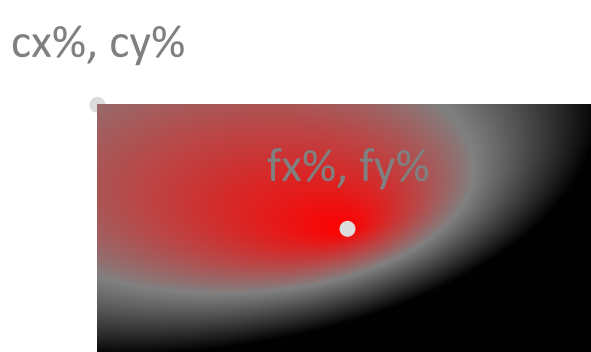
Image(x, y, w, h, int path string, style ...string)



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



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



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

New(w io Writer)  
Start(w, h int, options ...string)/End()  
Startview(w, h, minx, miny, vw, vh int)  
Gstyle(s string)/Gend()  
Gtransform(s string)/Gend()  
Gid(id string)/Gend()  
Def()/DefEnd()  
Desc(s string)  
Title(s string)  
Script(type, data ...string)  
Mask(id string, x, y, w, h, style ...string)/MaskEnd()  
Link(href string, title string)/LinkEnd()  
Use(x int, y int, link string, style ...string)  
RGB(r, g, b int)  
RGBA(r, g, b int, opacity float64)

specify destination  
begin/end the document  
begin/end the document with viewport  
begin/end group style  
begin/end group transform  
begin/end group id  
begin/end a definition block  
set the description element  
set the title element  
define a script  
begin/end mask element  
begin/end link to href, with a title  
use defined objects  
fill color using (r,g,b) triples  
fill color using (r,g,b) with opacity (0.0-1.0)

Textlines(x, y int, s []string, size, spacing int, fill, align string)