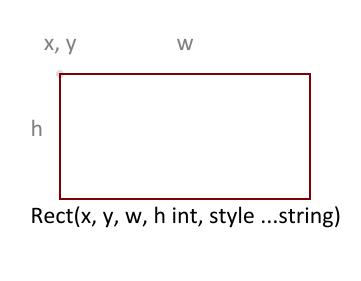
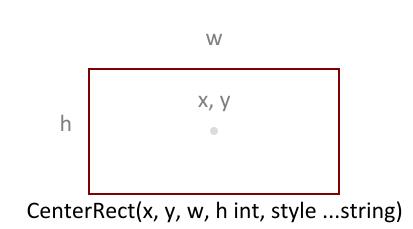
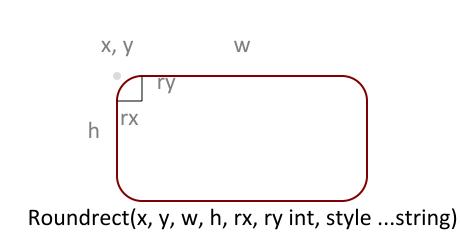
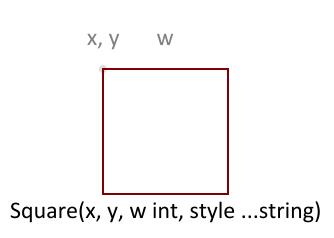
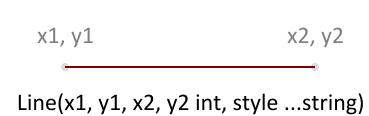
SVG Go Library github.com/ajstarks/svgo

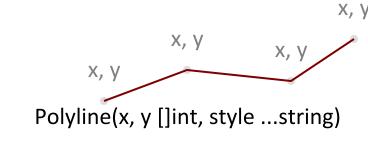


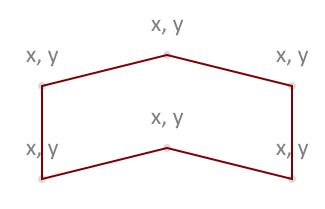




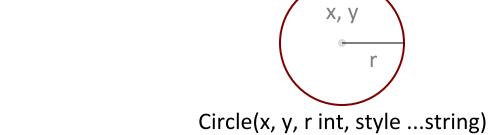


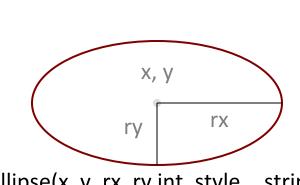


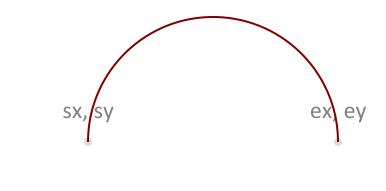




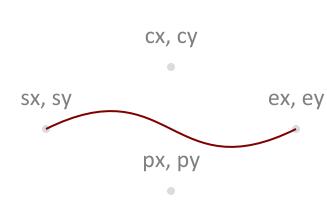
Polygon(x, y []int, style ...string)







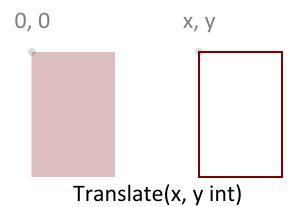




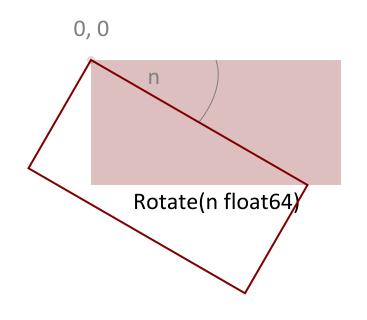
Ellipse(x, y, rx, ry int, style ...string)

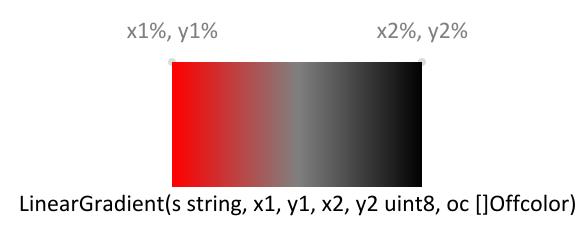
Arc(sx, sy, ax, ay, r, Iflag, sflag, ex, ey int, style ...string) Qbez(sx, sy, cx, cy, ex, ey int, style ...string)

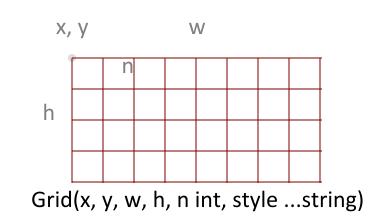
Bezier(sx, sy, cx, cy, px, py, ex, ey int, style ...string)

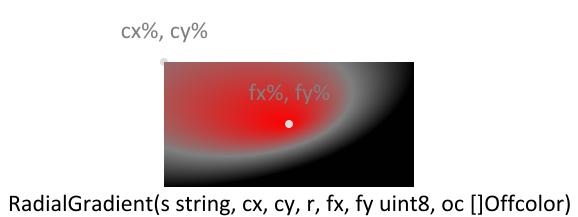


0, 0 Scale(n float64)















New(w io Writer) Start(w, h int)/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) 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 defintion block set the description element set the title 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)

hello, this is SVG

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

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

x, y w