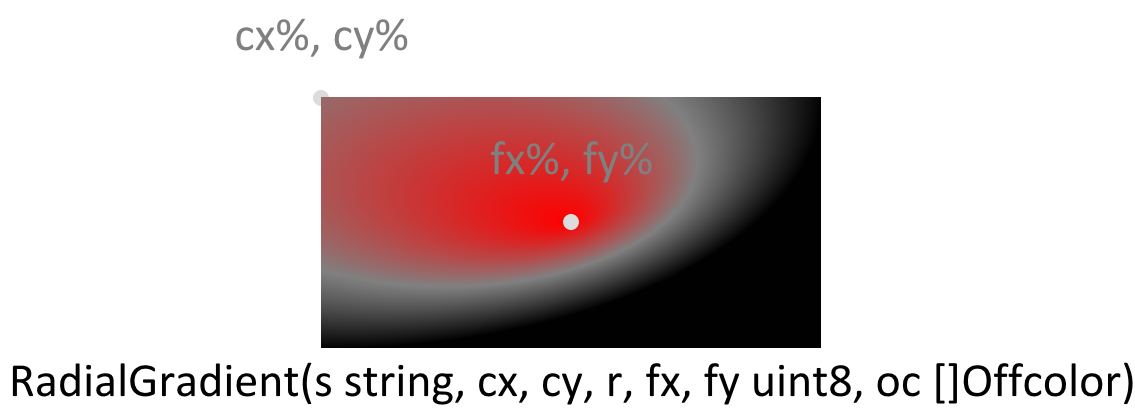
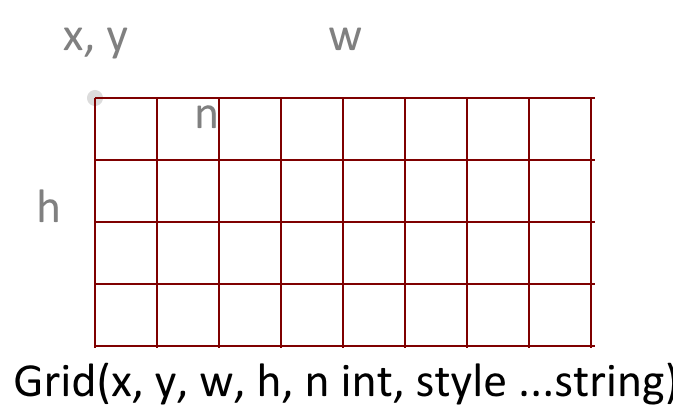
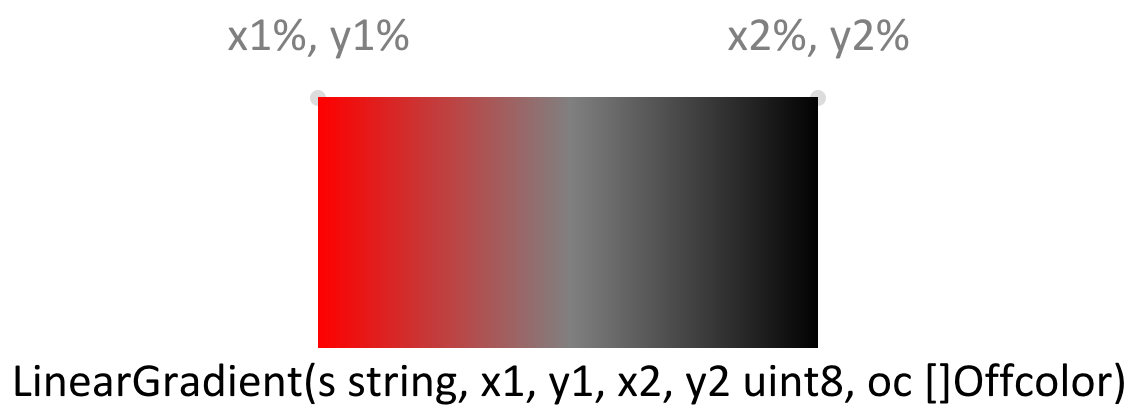
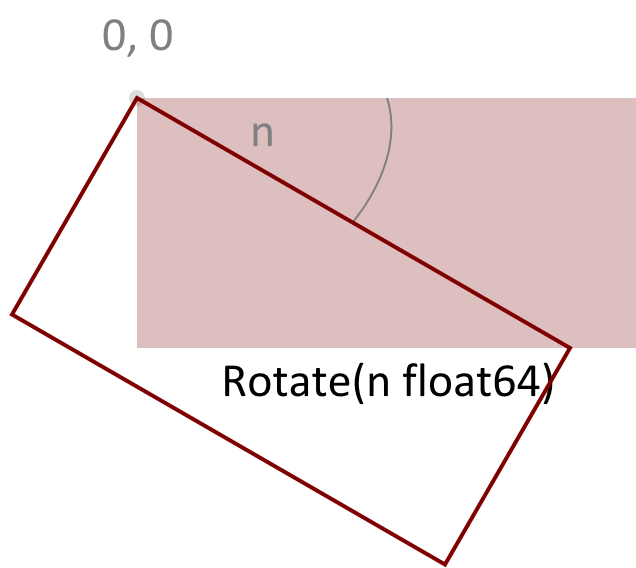
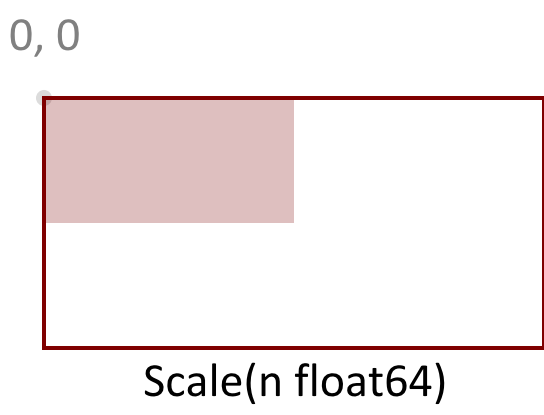
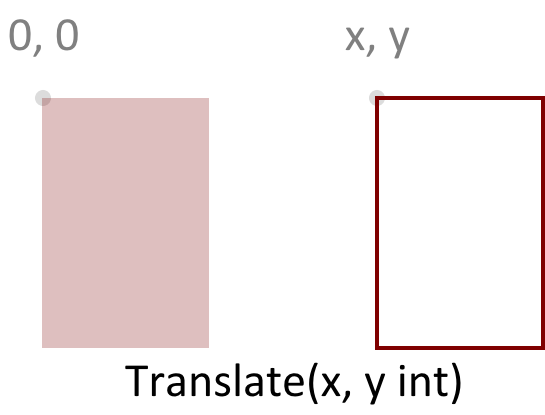
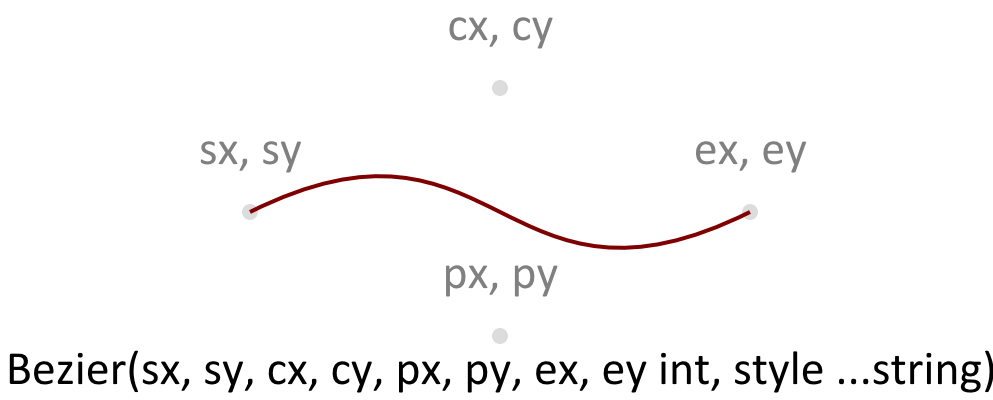
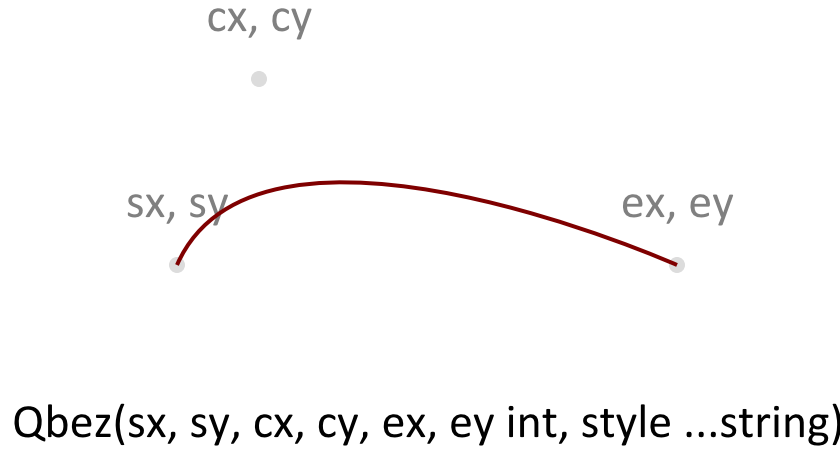
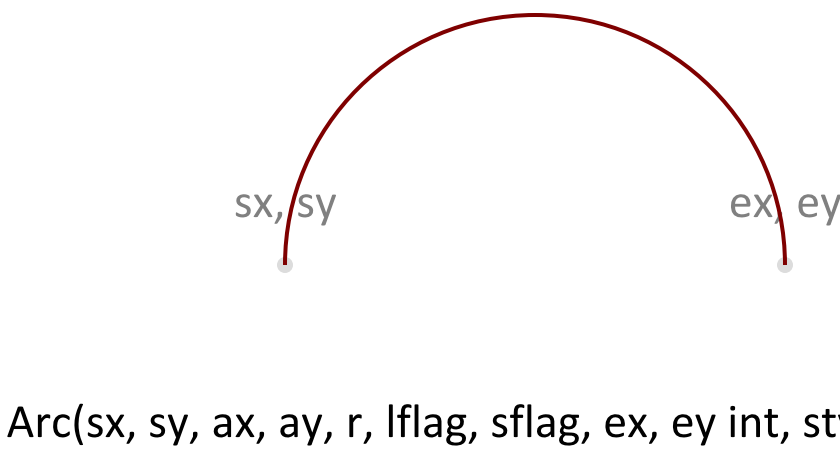
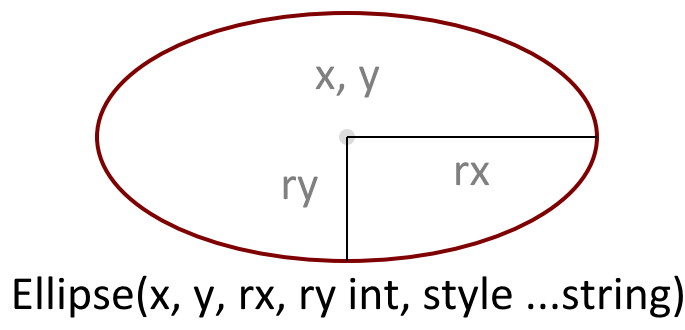
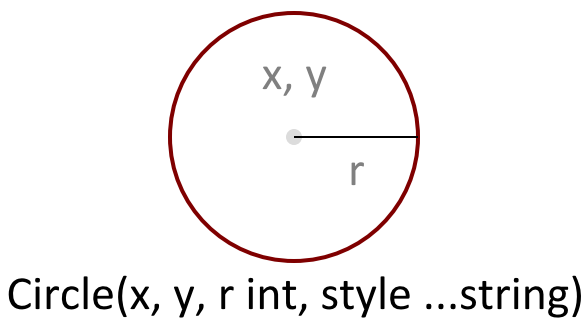
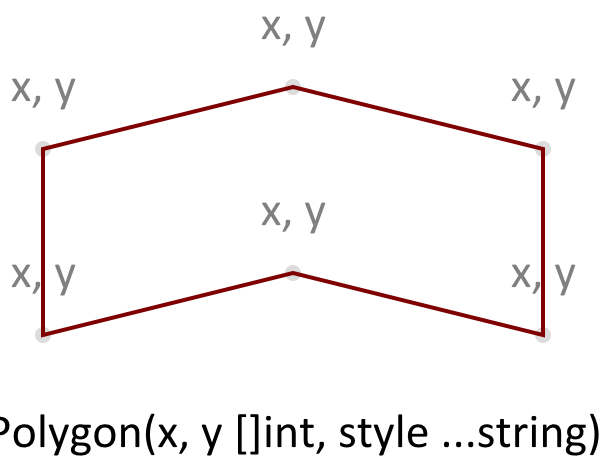
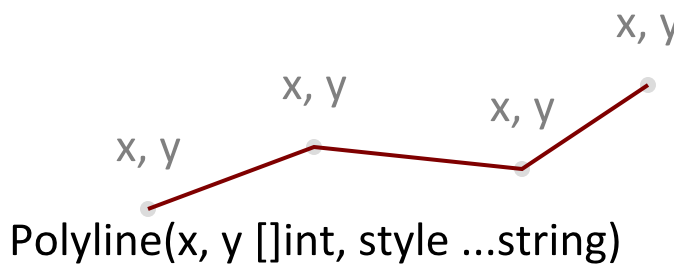
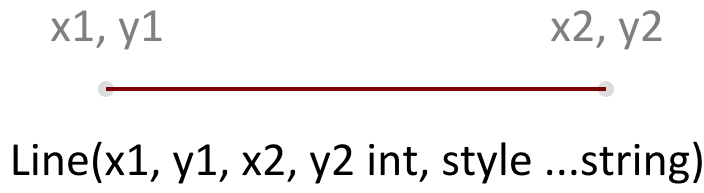
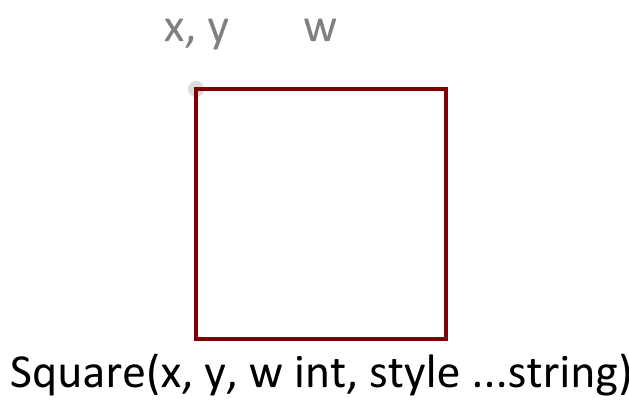
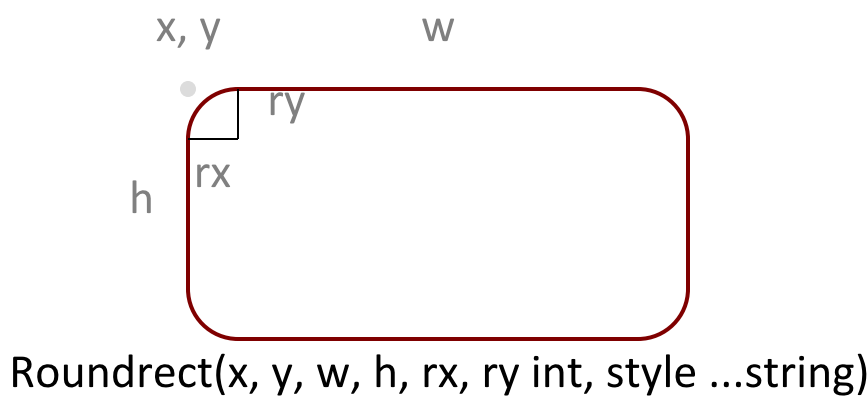
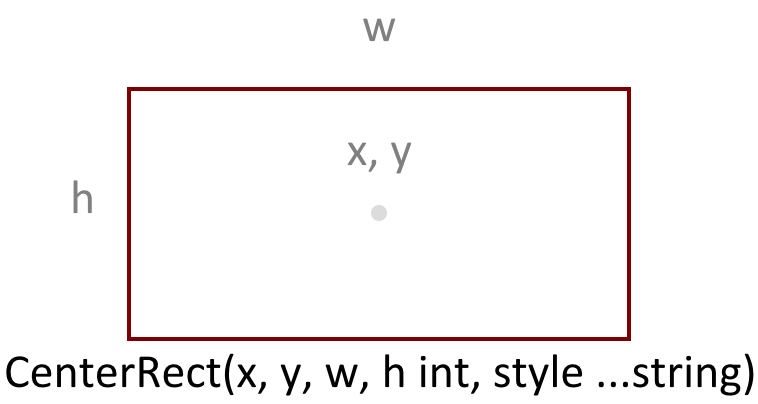
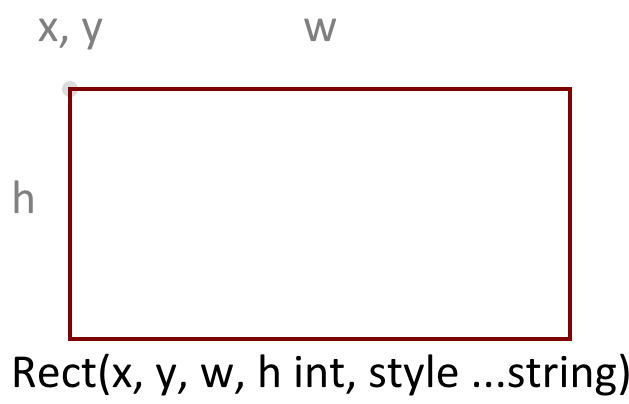


# SVG Go Library

github.com/ajstarks/svggo

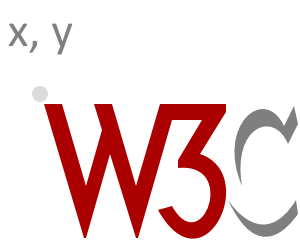
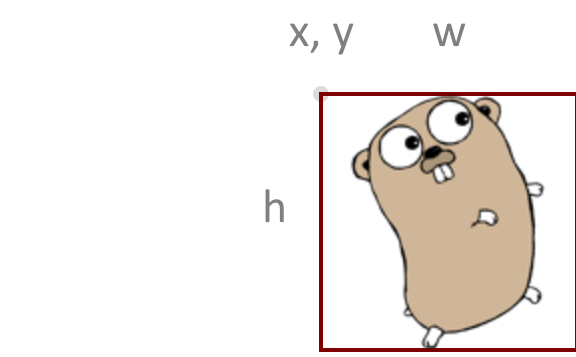


hello, this is SVG

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

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

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



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)