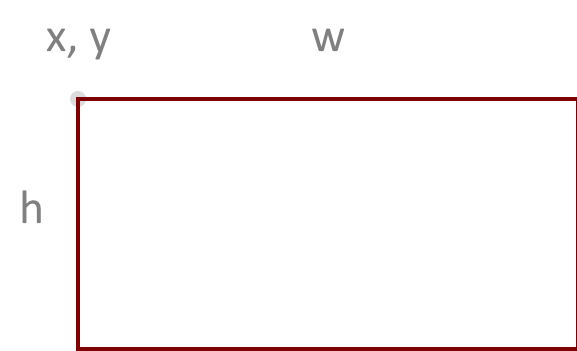
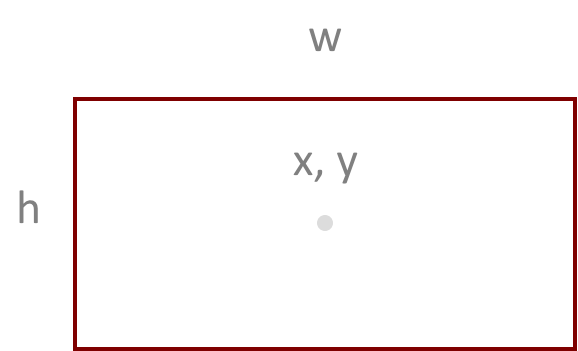


SVG Go Library

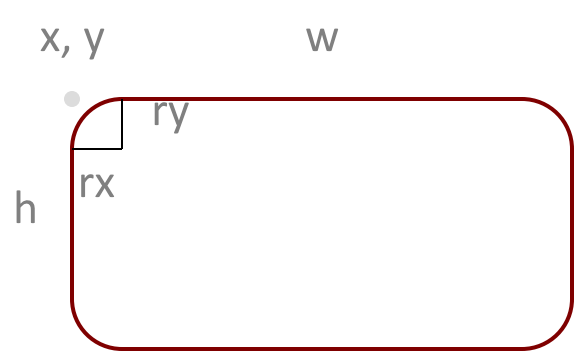
github.com/ajstarks/svgo



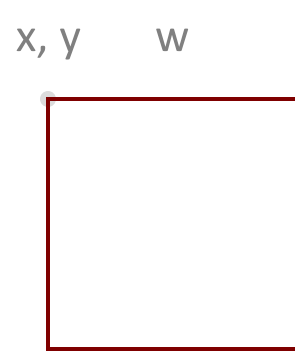
Rect(x, y, w, h int, style ...string)



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



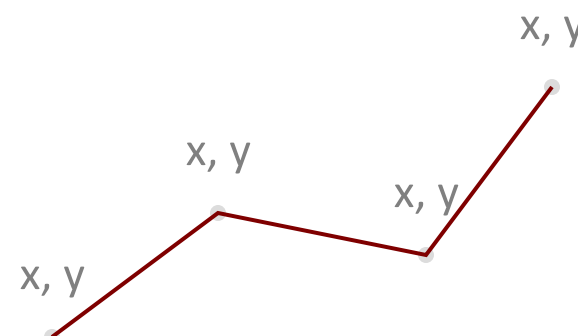
Roundrect(x, y, w, h, rx, ry int, style ...string)



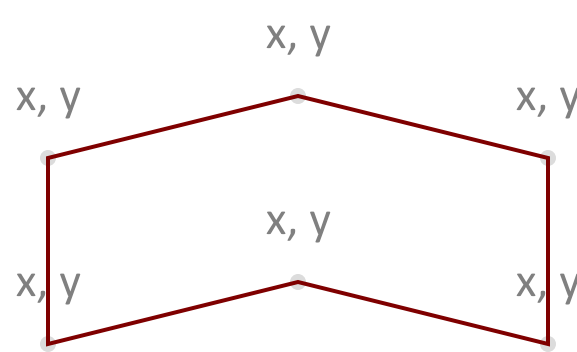
Square(x, y, w int, style ...string)



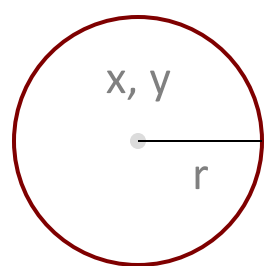
Line(x1, y1, x2, y2 int, style ...string)



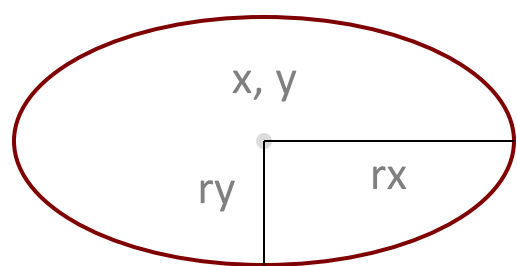
Polyline(x, y []int, style ...string)



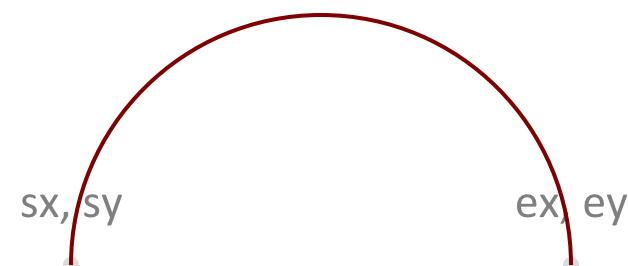
Polygon(x, y []int, style ...string)



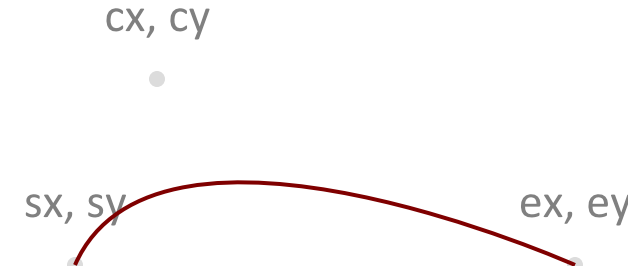
Circle(x, y, r int, style ...string)



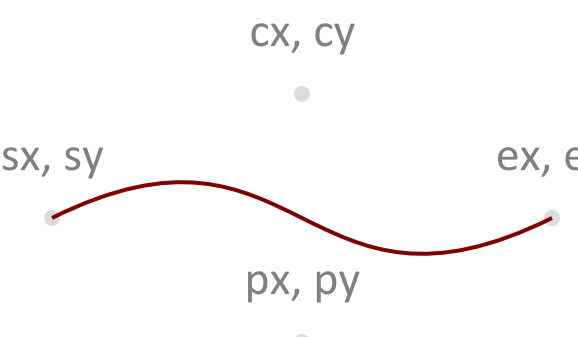
Ellipse(x, y, rx, ry int, style ...string)



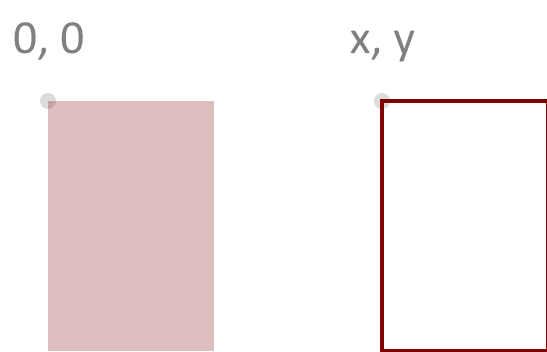
Arc(sx, sy, ax, ay, r, lflag, sflag, ex, ey int, style ...string)



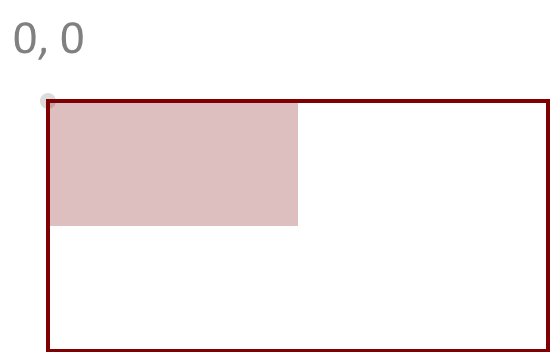
Qbez(sx, sy, cx, cy, ex, ey int, style ...string)



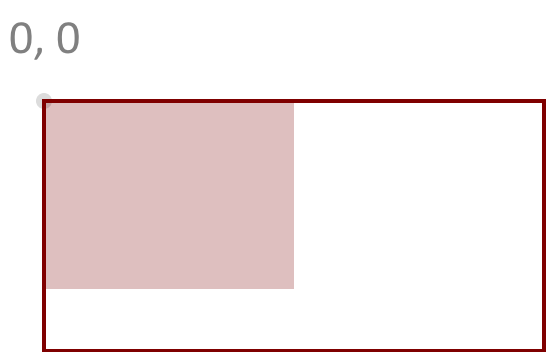
Bezier(sx, sy, cx, cy, px, py, ex, ey int, style ...string)



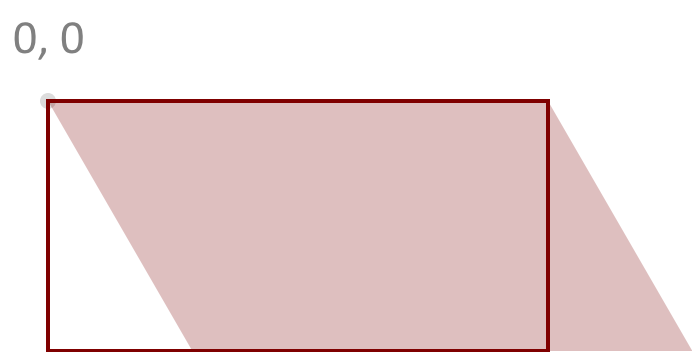
Translate(x, y int)



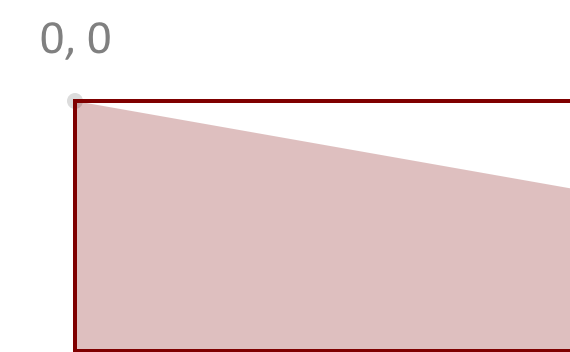
Scale(n float64)



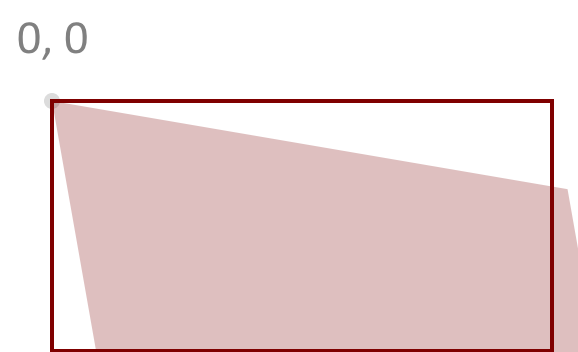
ScaleXY(x, y float64)



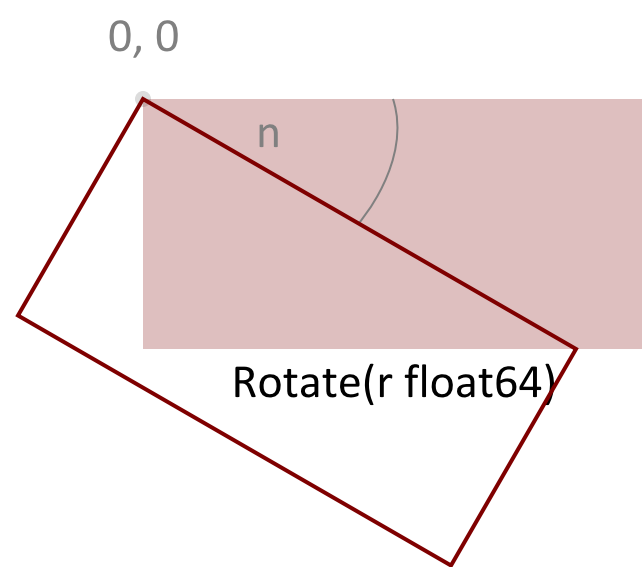
SkewX(a float64)



SkewY(a float64)



SkewXY(x, y float64)



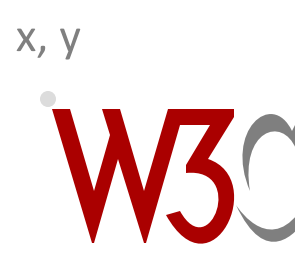
Rotate(r float64)

hello, this is SVG

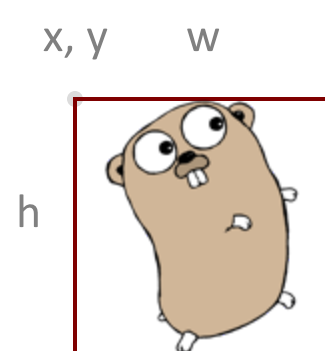
Text(x, y int, s string, style ...string)

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

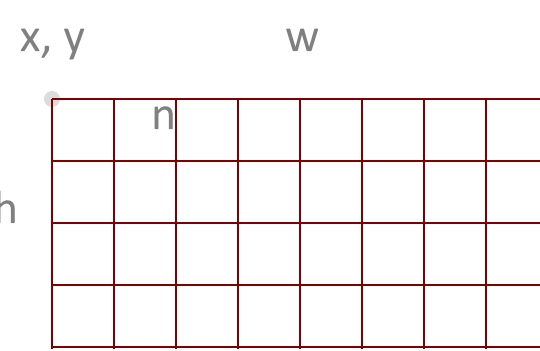
Textpath(s, pathid string, style ...string)



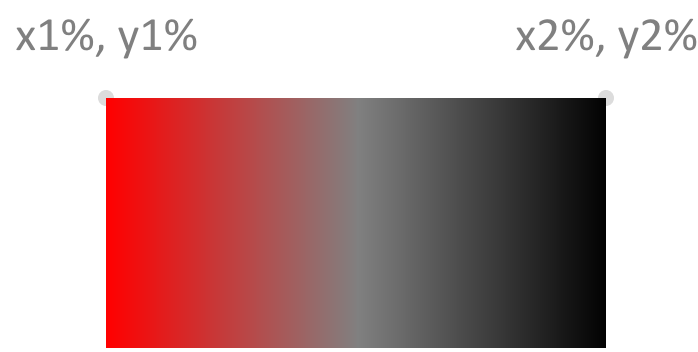
Path(s string, style ...string)



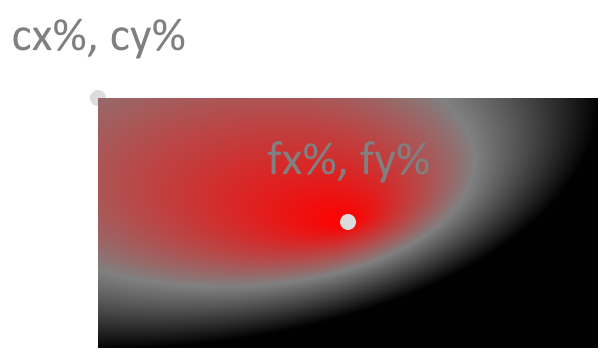
Image(x, y, w, h, int path string, style ...string)



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)/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 definition 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)

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