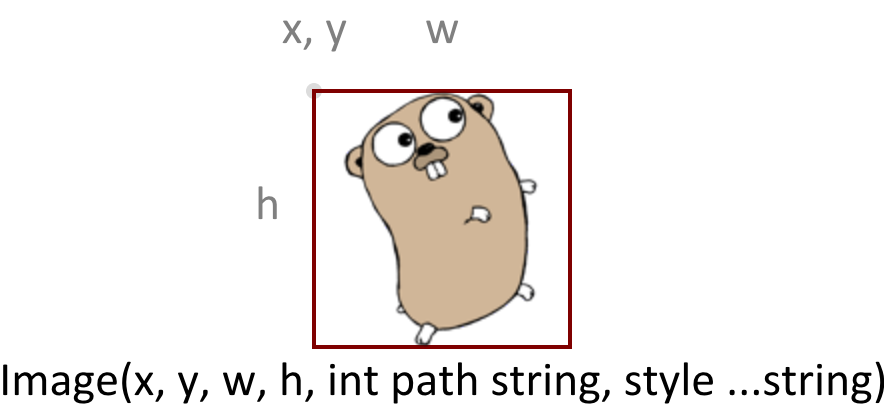
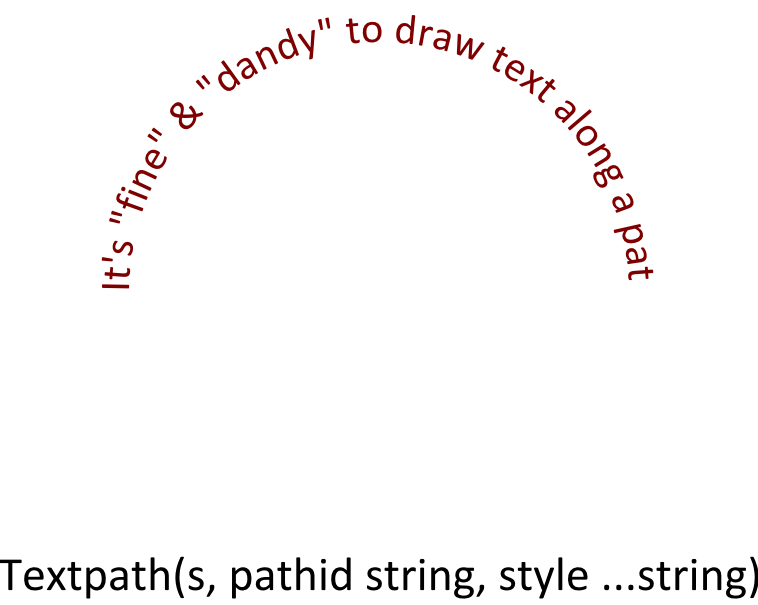
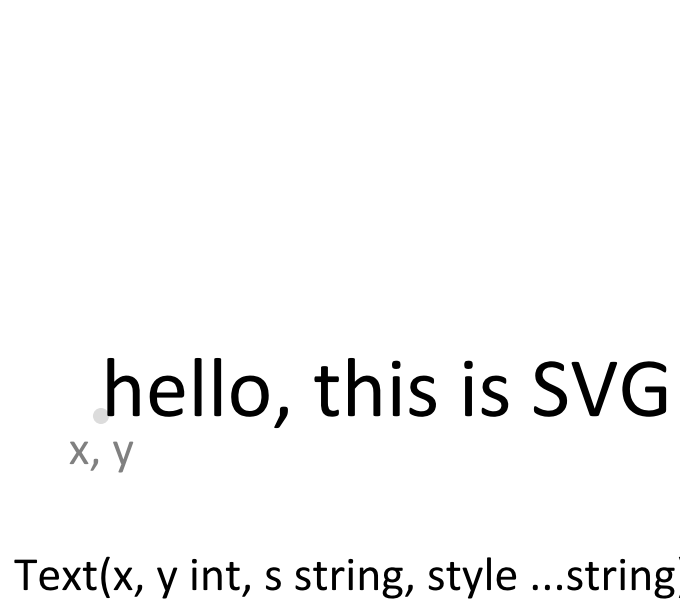
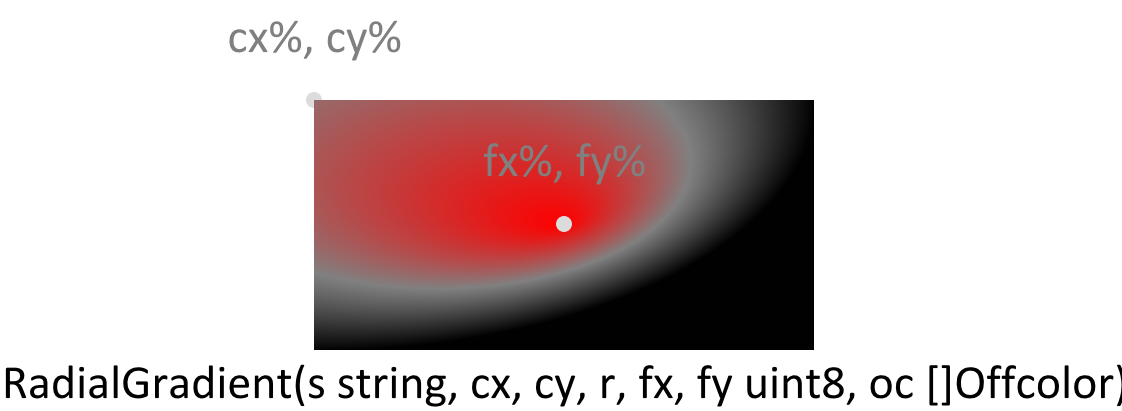
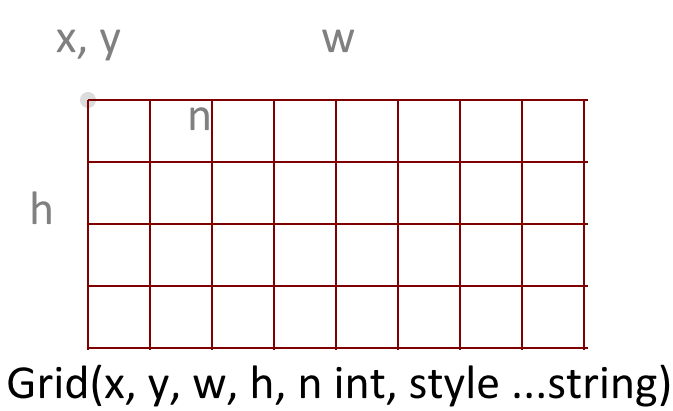
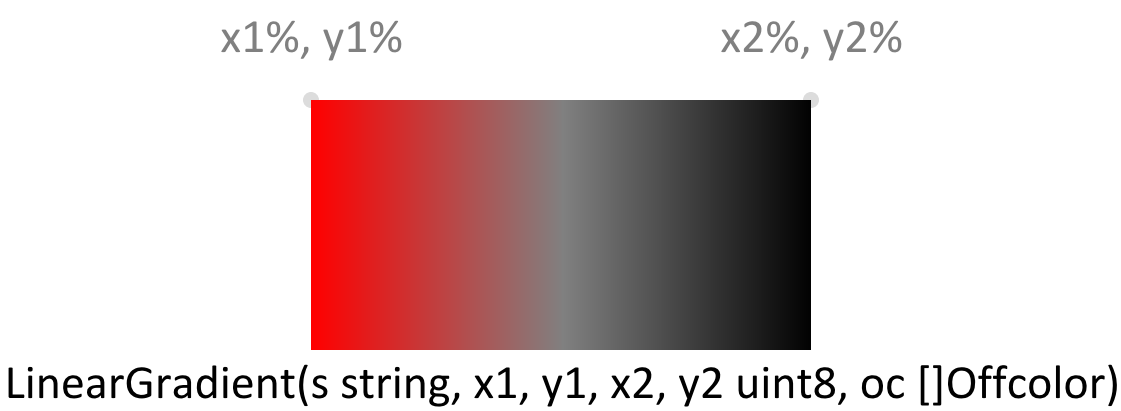
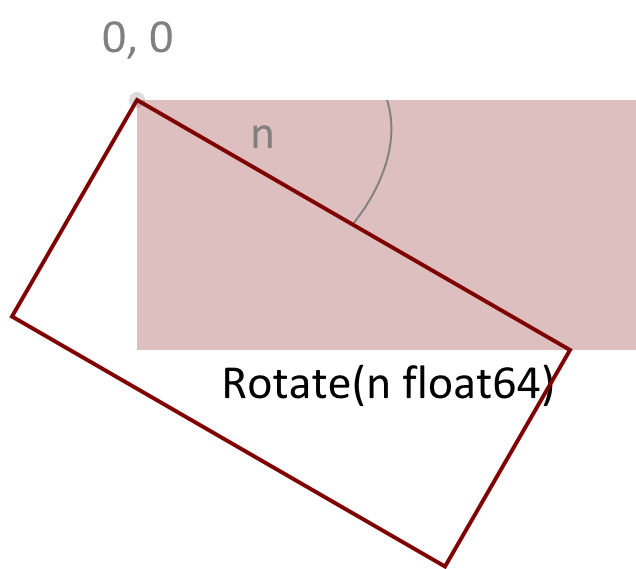
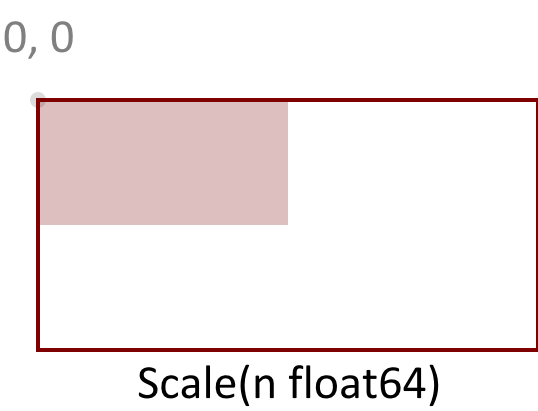
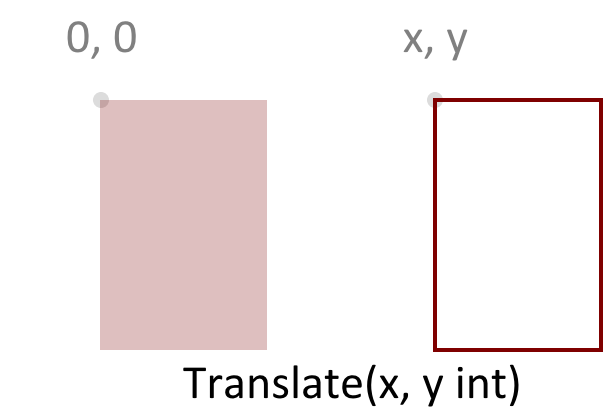
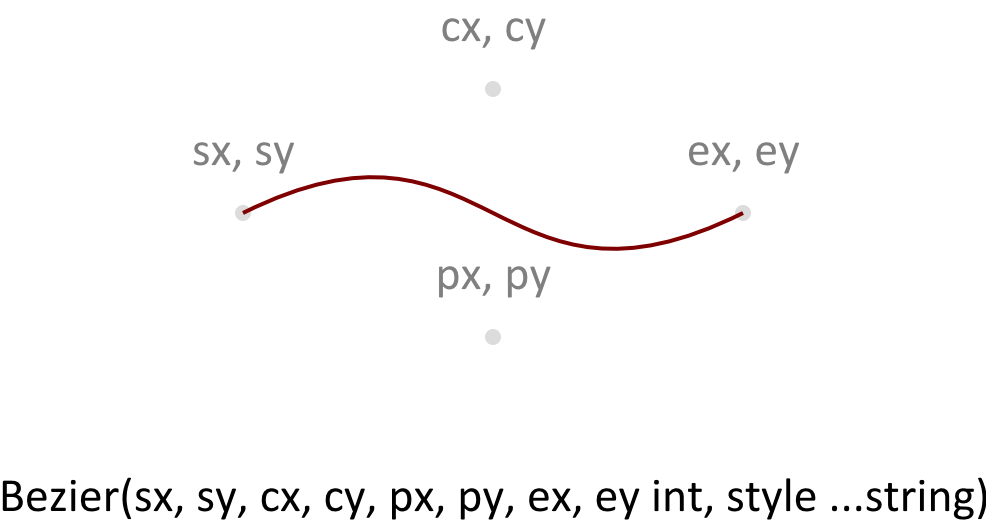
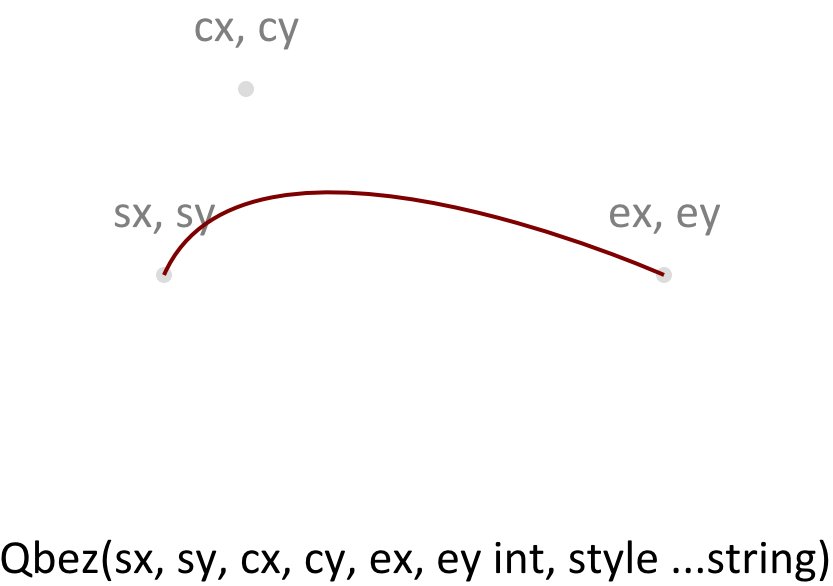
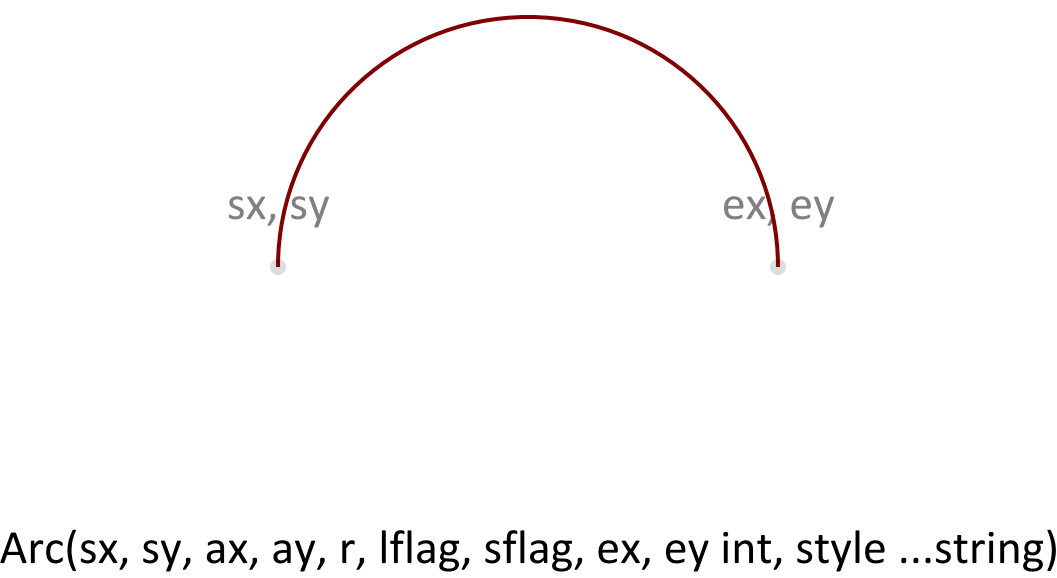
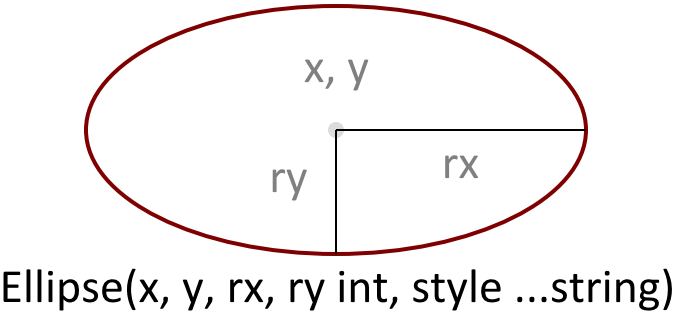
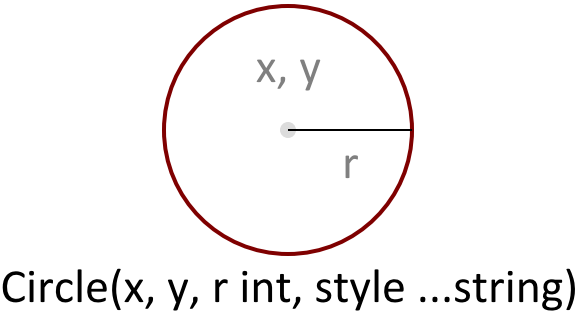
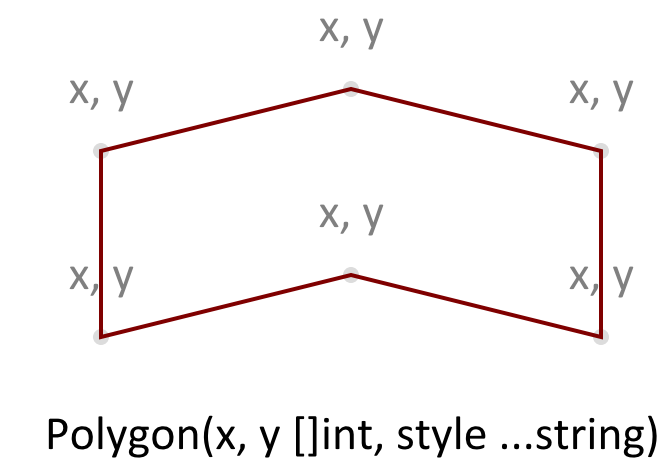
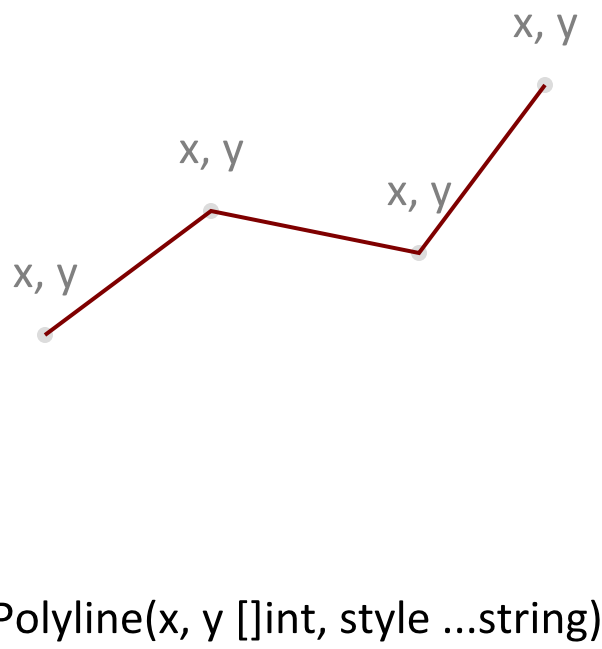
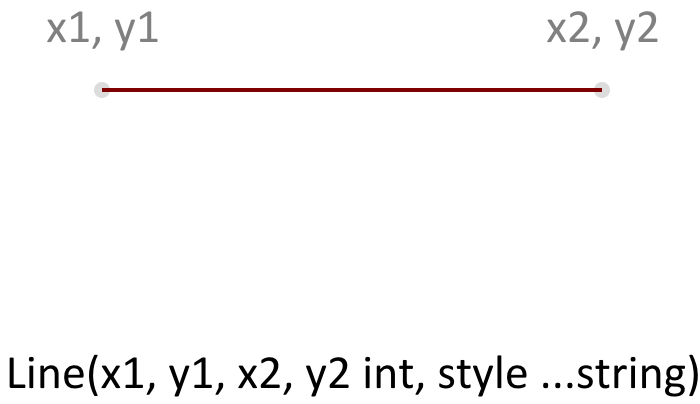
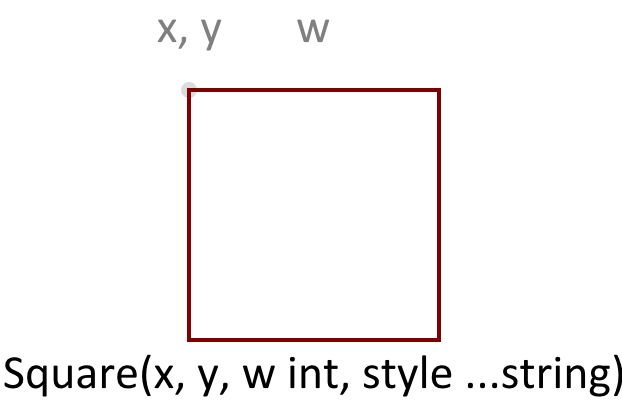
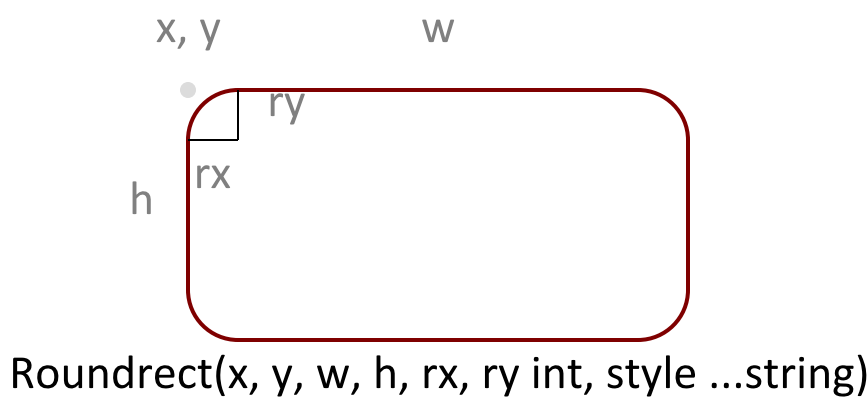
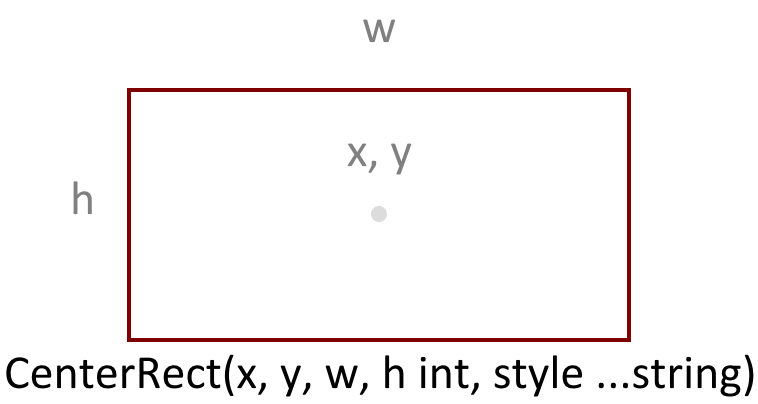
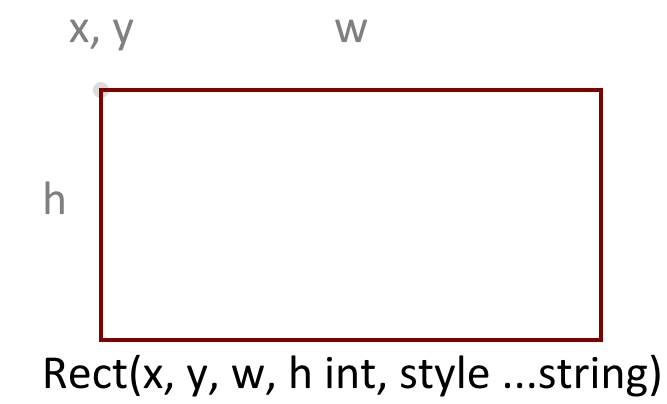


SVG Go Library

github.com/ajstarks/svgo



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
specify destination
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)

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