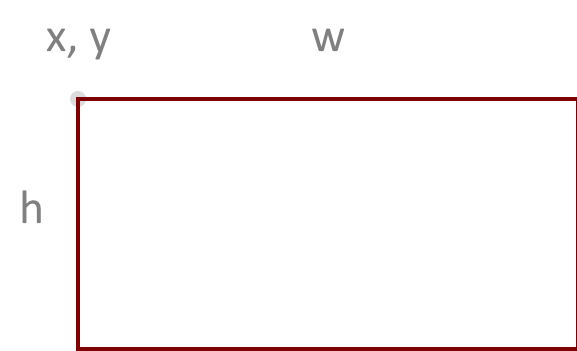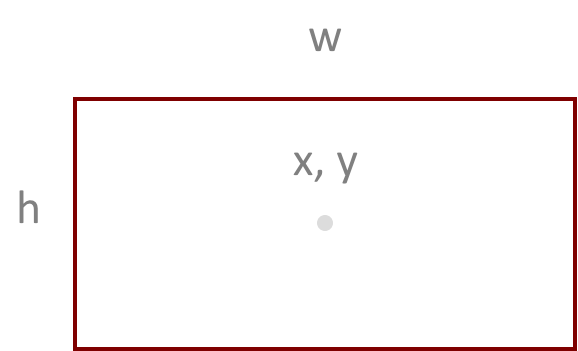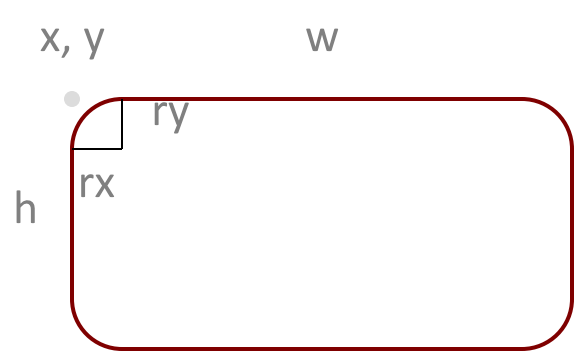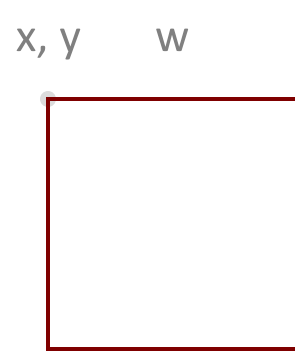# SVG Go Library

github.com/ajstarks/svgo

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

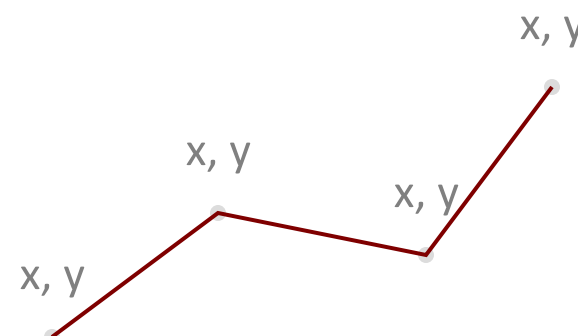CenterRect(x, y, w, h int, style ...string)

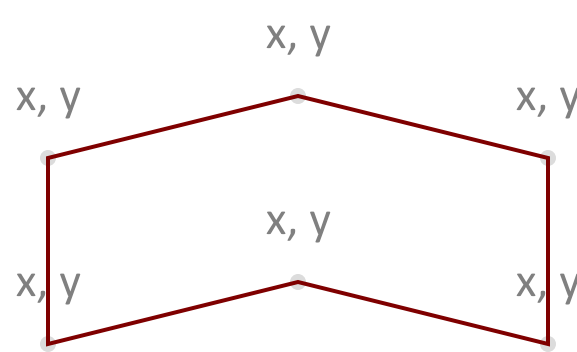Roundrect(x, y, w, h, rx, ry int, style ...string)

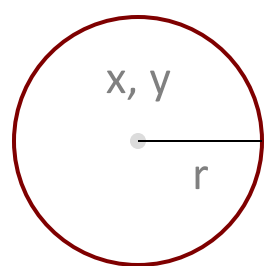Square(x, y, w int, style ...string)
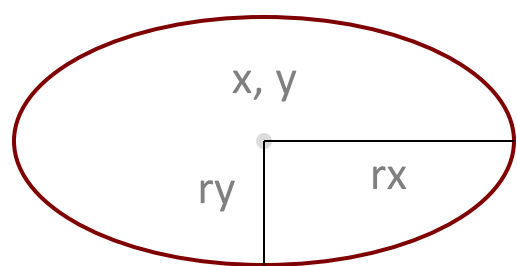
Line(x1, y1, x2, y2 int, style ...string)

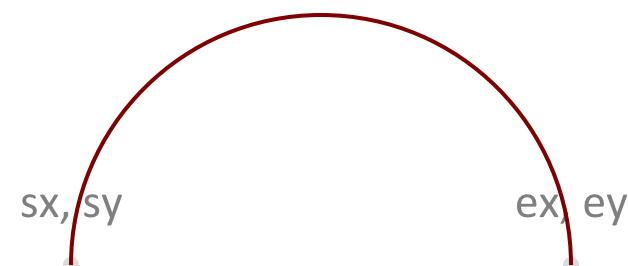Polyline(x, y []int, style ...string)

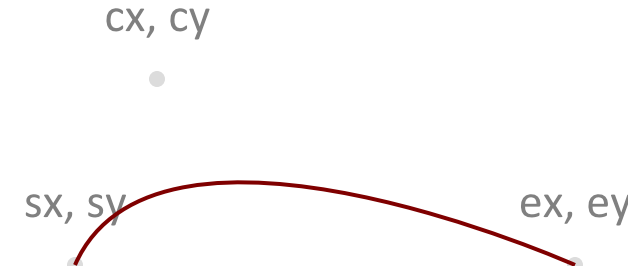Polygon(x, y []int, style ...string)
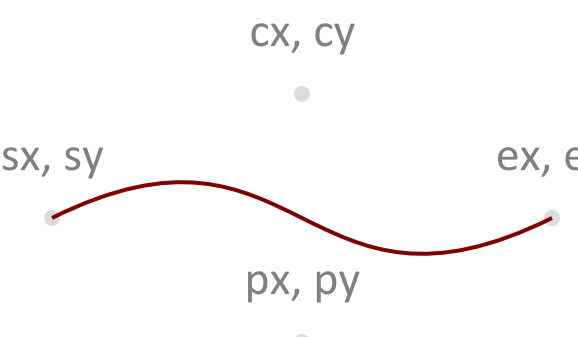
Circle(x, y, r int, style ...string)

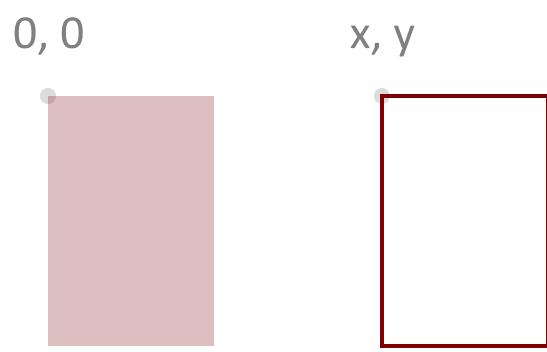Ellipse(x, y, rx, ry int, style ...string)

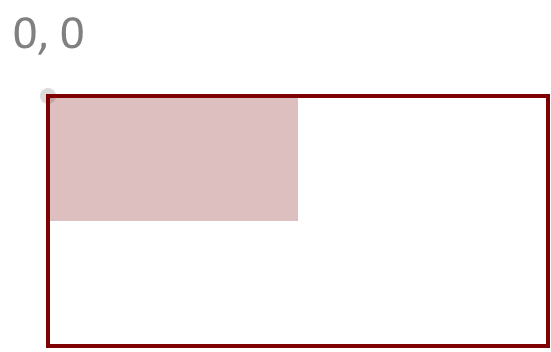Arc(sx, sy, ax, ay, r, lflag, sflag, ex, ey int, style ...string)
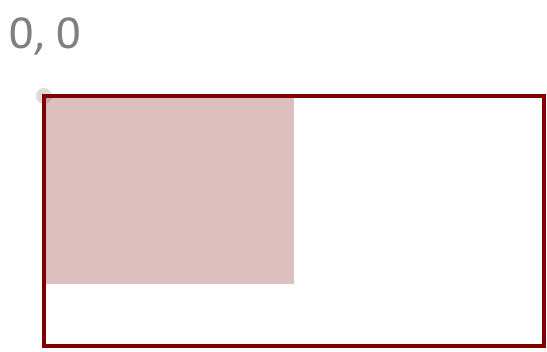
Qbez(sx, sy, cx, cy, ex, ey int, style ...string)

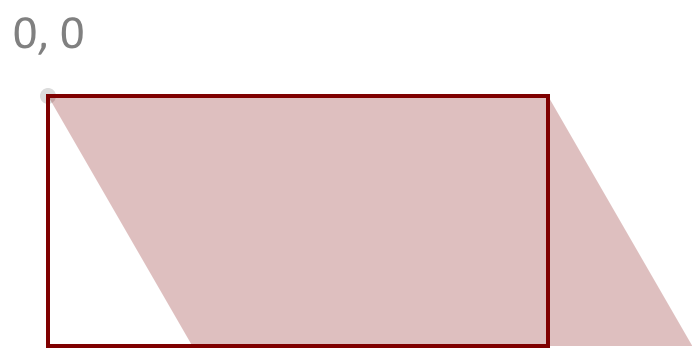Bezier(sx, sy, cx, cy, px, py, ex, ey int, style ...string)
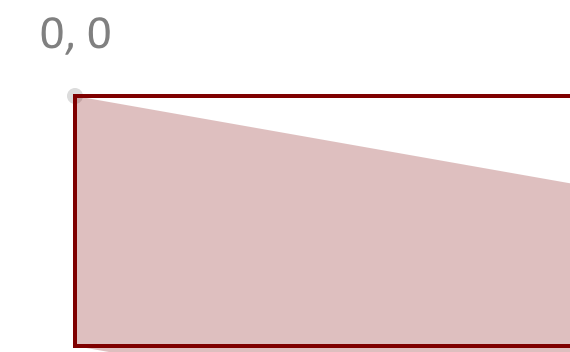
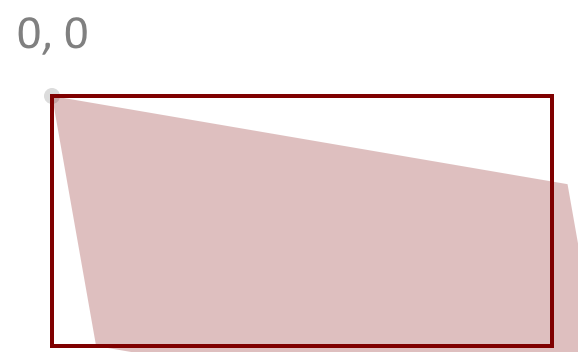Translate(x, y int)

Scale(n float64)
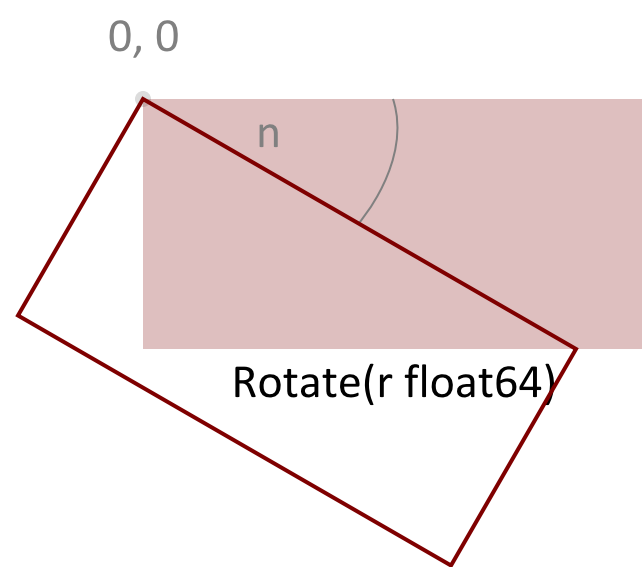
ScaleXY(x, y float64)

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)
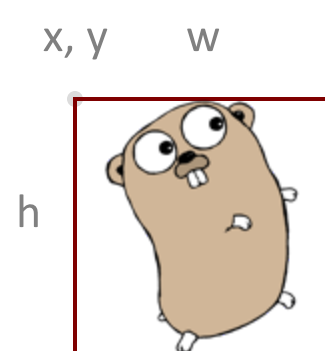
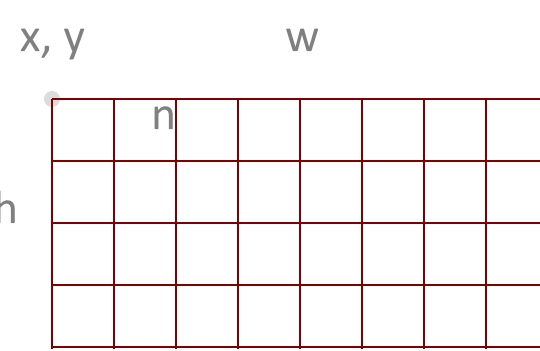It's "fine" & "dandy" to draw text along a path
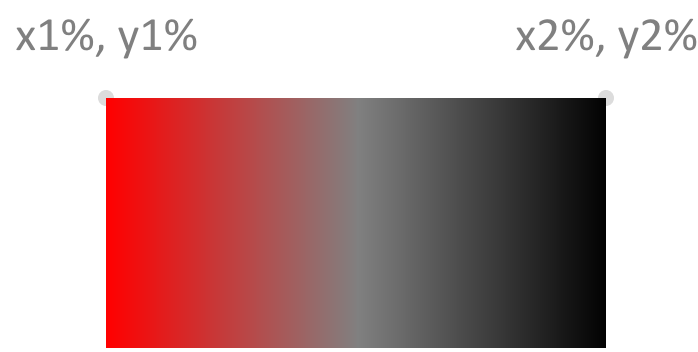
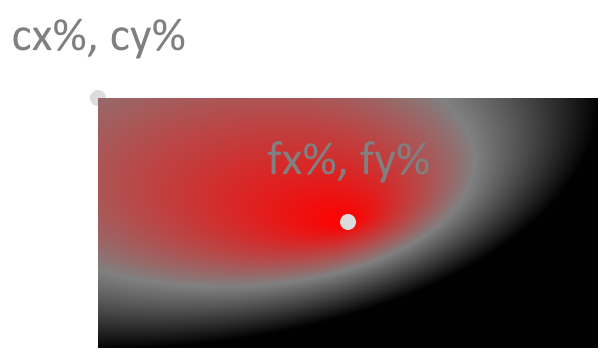Textpath(s, pathid string, style ...string)
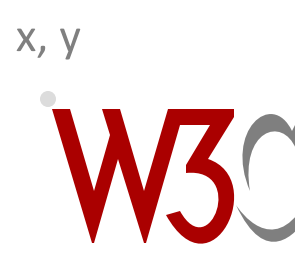
Path(s string, style ...string)

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)

Function	Description
New(w io Writer)	specify destination
Start(w, h int)/End()	specify destination
Startview(w, h, minx, miny, vw, vh int)	begin/end the document with viewport
Gstyle(s string)/Gend()	begin/end group style
Gtransform(s string)/Gend()	begin/end group transform
Gid(id string)/Gend()	begin/end group id
Def()/DefEnd()	begin/end a defintion block
Desc(s string)	set the description element
Title(s string)	set the title element
Link(href string, title string)/LinkEnd()	begin/end link to href, with a title
Use(x int, y int, link string, style ...string)	use defined objects
RGB(r, g, b int)	fill color using (r,g,b) triples
RGBA(r, g, b int, opacity float64)	fill color using (r,g,b) with opacity (0.0-1.0)

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