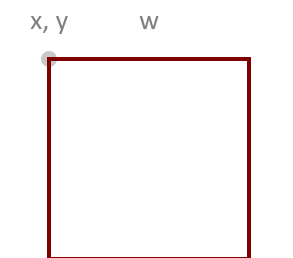
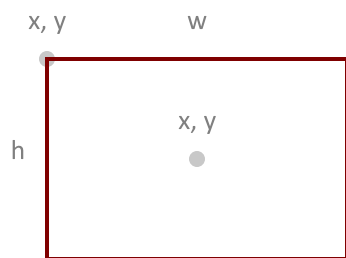


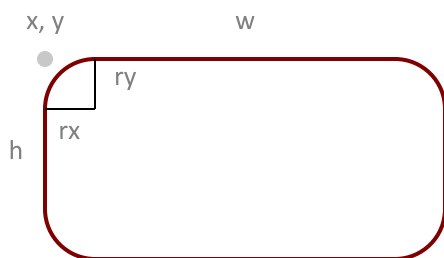
# SVG Go Library



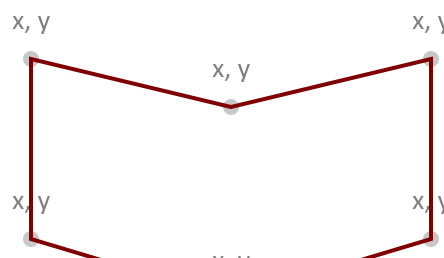
Square(x, y, w,...style)



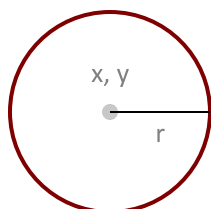
Rect(x, y, w, h,...style)  
CenterRect(x, y, w, h, ...style)



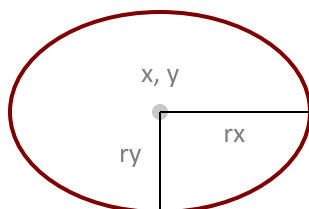
Roundrect(x,y,w,h,rx,ry, ...style)



Polygon(x, y, ...style)



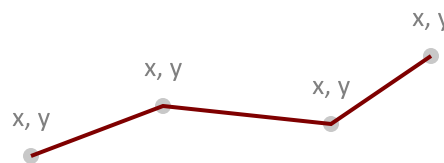
Circle(x, y, r,...style)



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



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



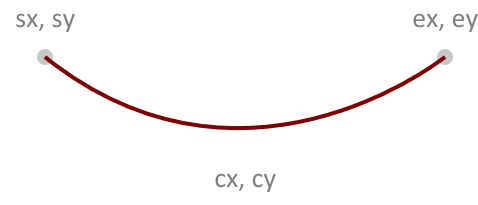
Polyline(x, y, ...style)



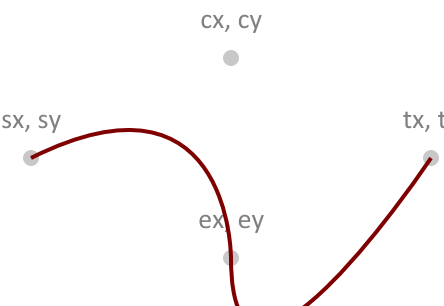
Arc(sx, sy, ax, ay, r, lflag, sflag, ex, ey, ...style)



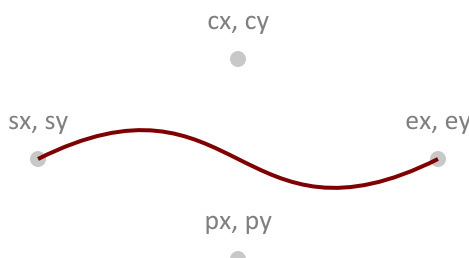
Path(s, ...style)



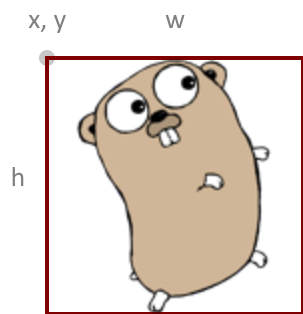
Qbez(sx, sy, cx, cy, ex, ey, ...style)



Qbezier(sx, sy, cx, cy, ex, ey, tx, ty, ...style)



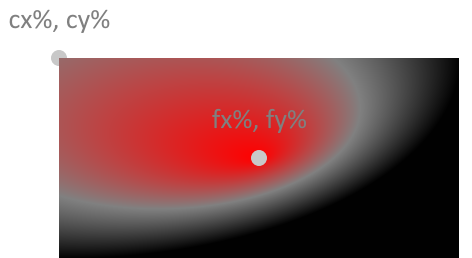
Bezier(sx, sy, cx, cy, px, py, ex, ey, ...style)



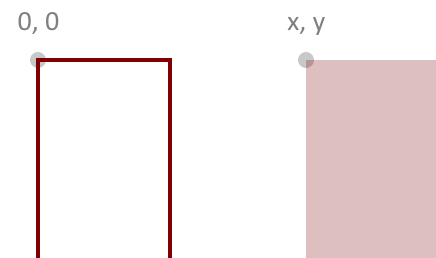
Image(x, y, w, h, path, ...style)



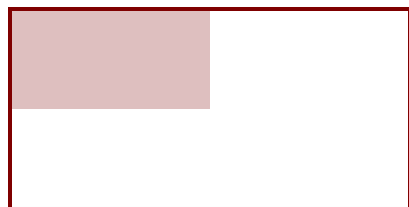
LinearGradient(id, x1, y1, x2, y2, Offcolor)



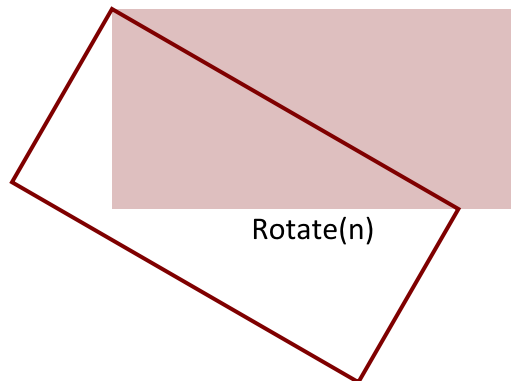
RadialGradient(id, cx, cy, r, fx, fy, Offcolor)



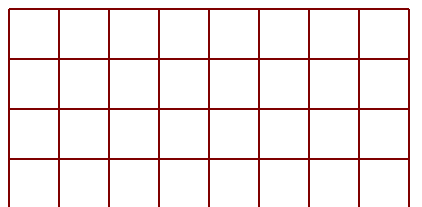
Translate(x, y)



Scale(n)



Rotate(n)



Grid(x, y, w, h, n, ...style)