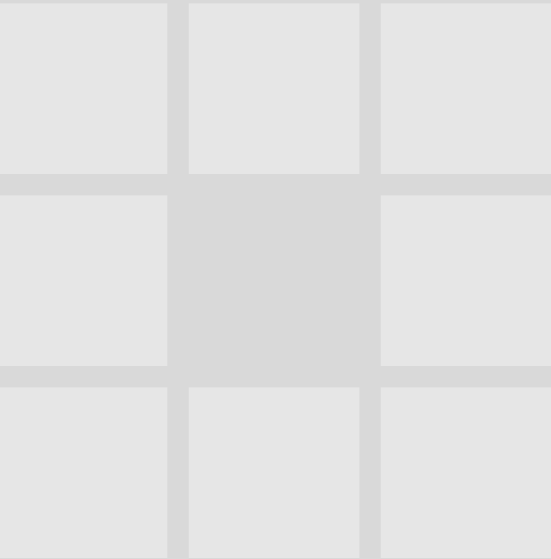
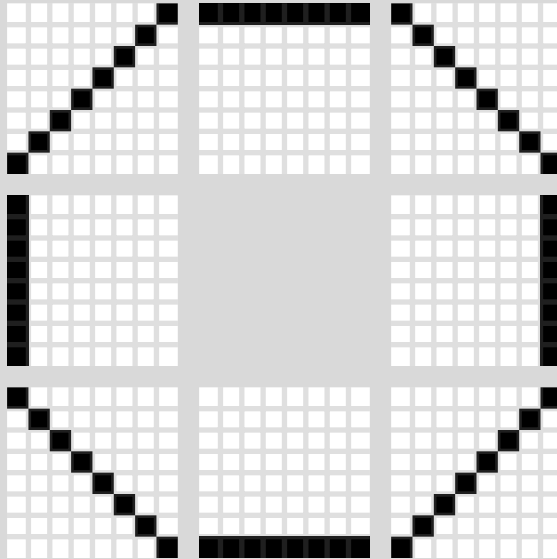


Named Border Sets

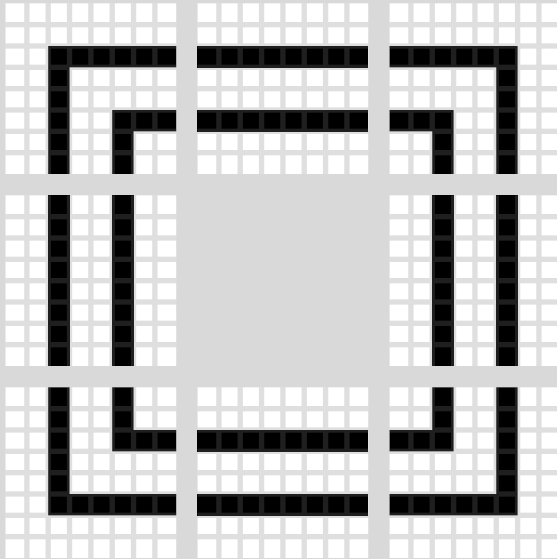
empty



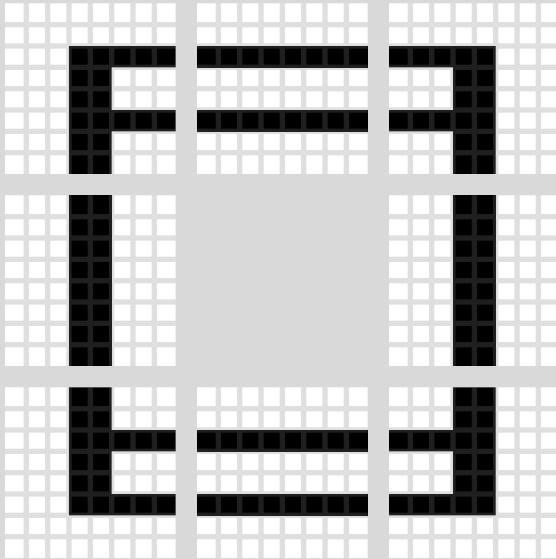
beveled



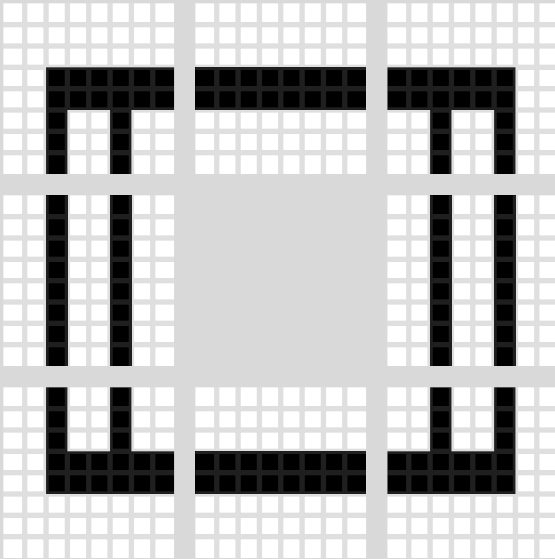
double



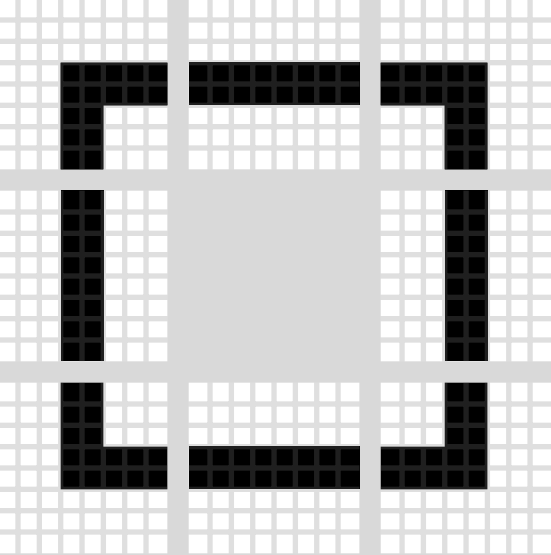
hDouble



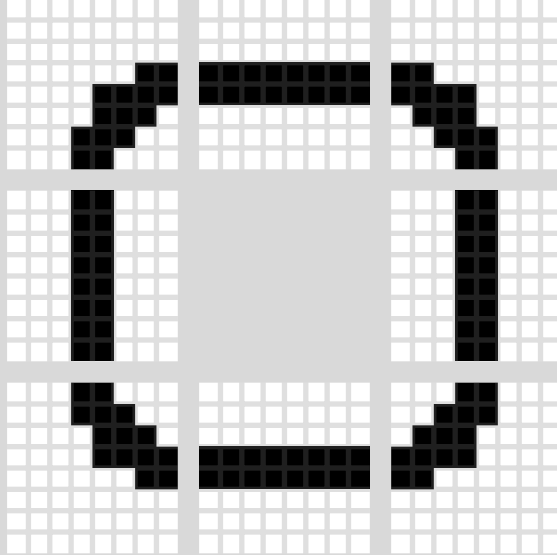
vDouble



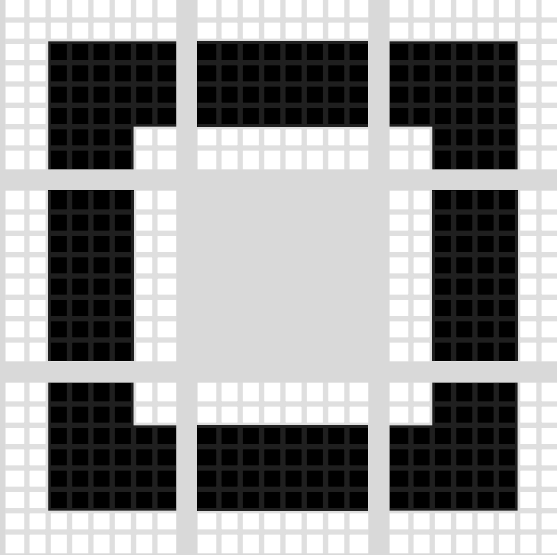
line



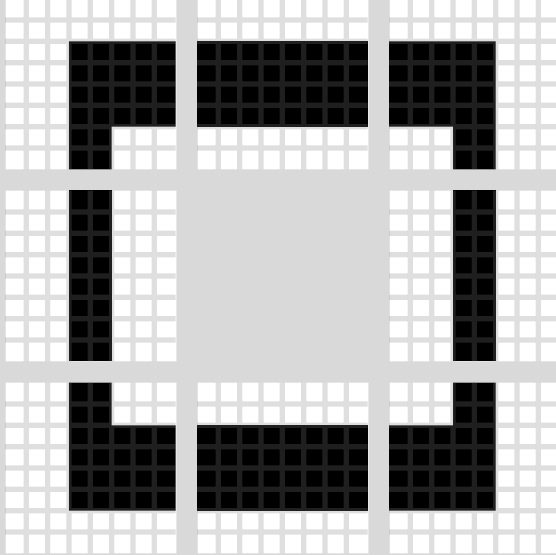
round



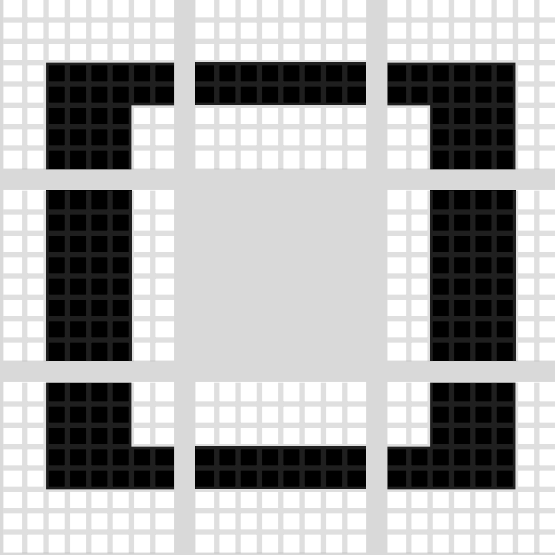
thick



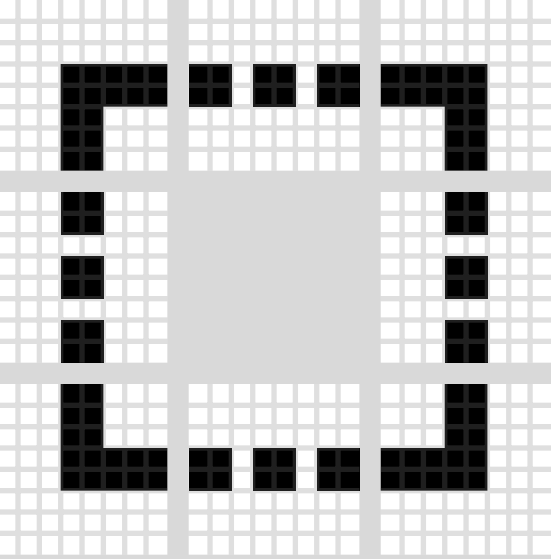
hThick



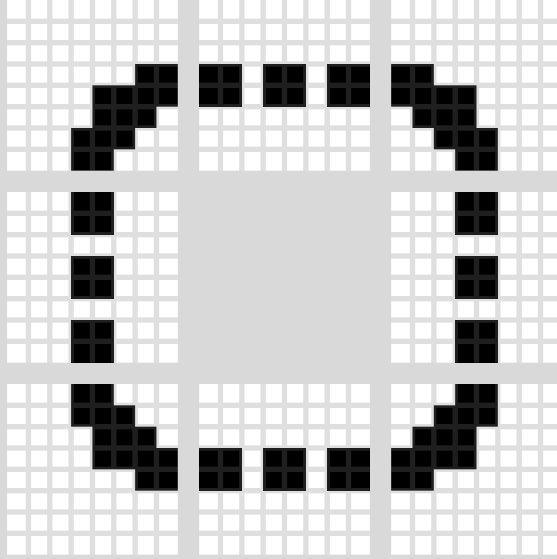
vThick



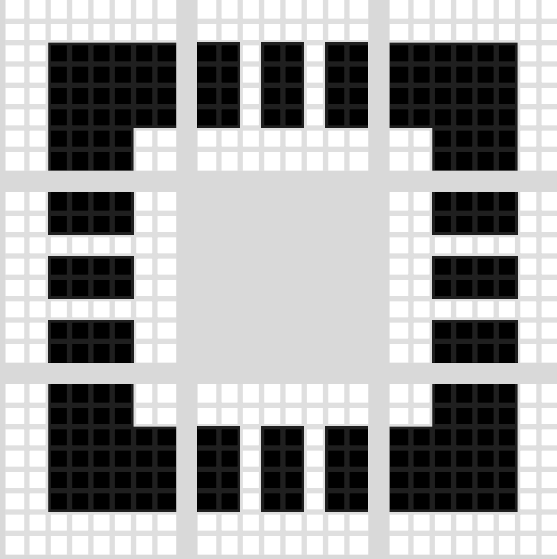
dashed



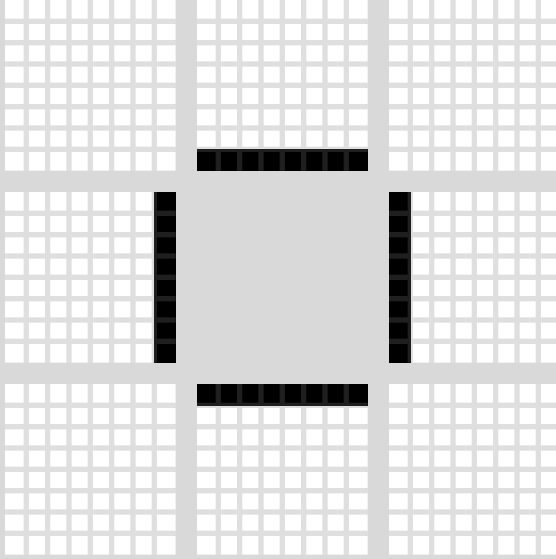
roundDashed



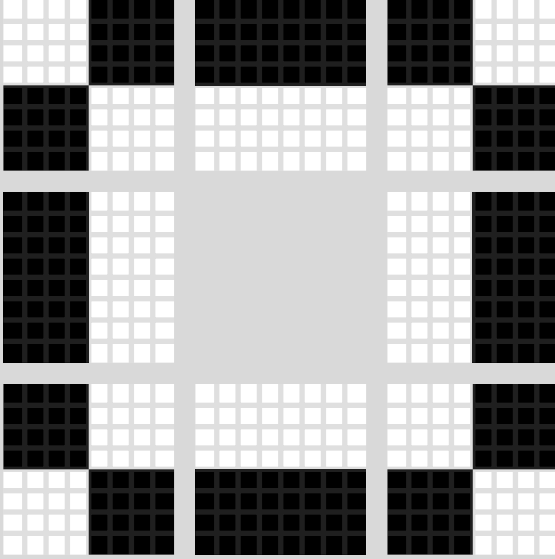
thickDashed



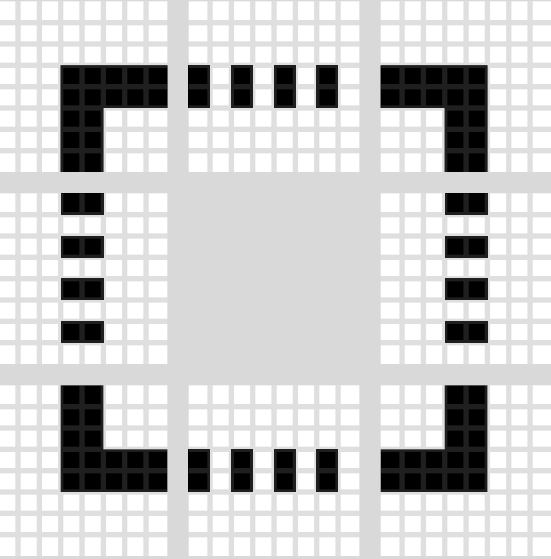
near



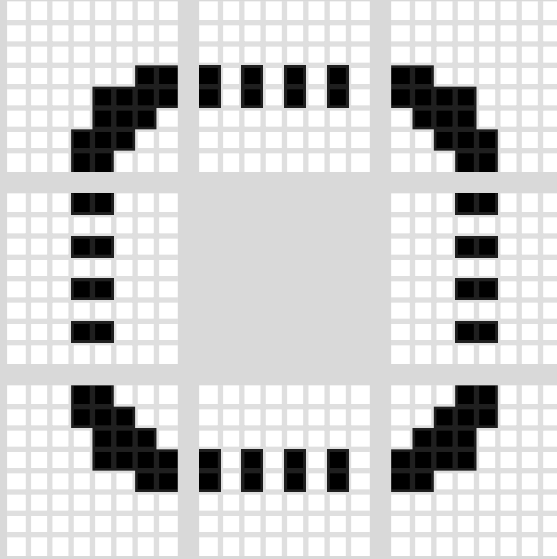
halfSolid



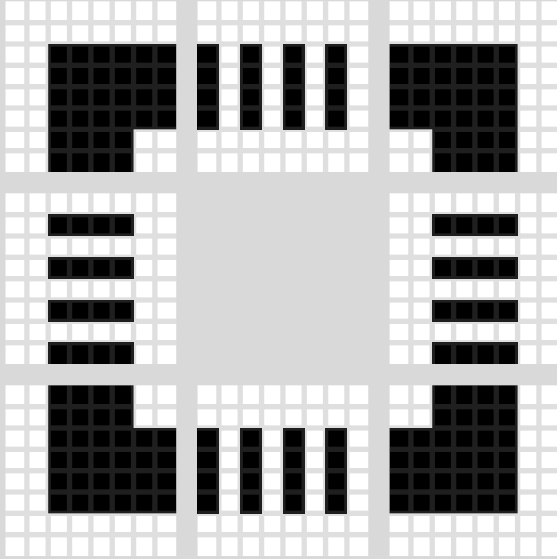
dotted



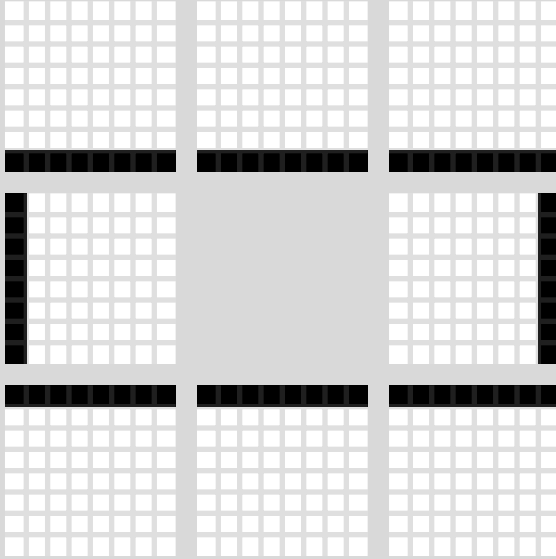
roundDotted



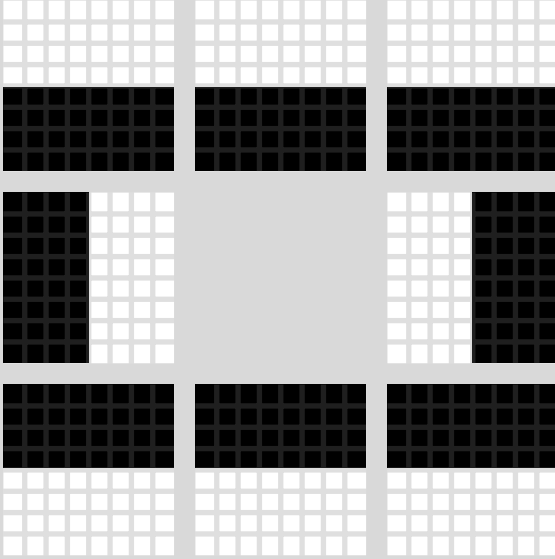
thickDotted



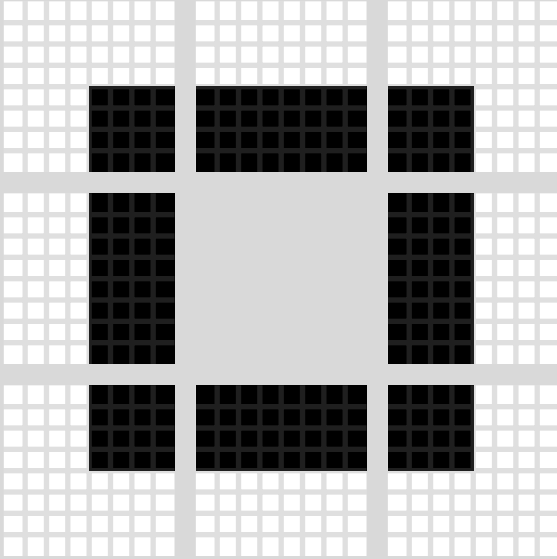
hMcGugan



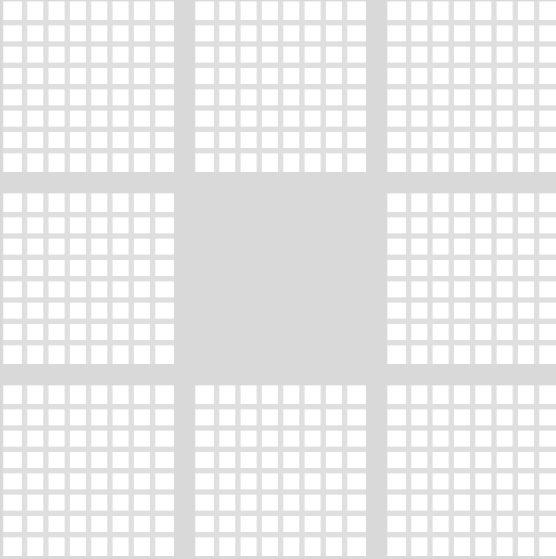
hHalfSolid



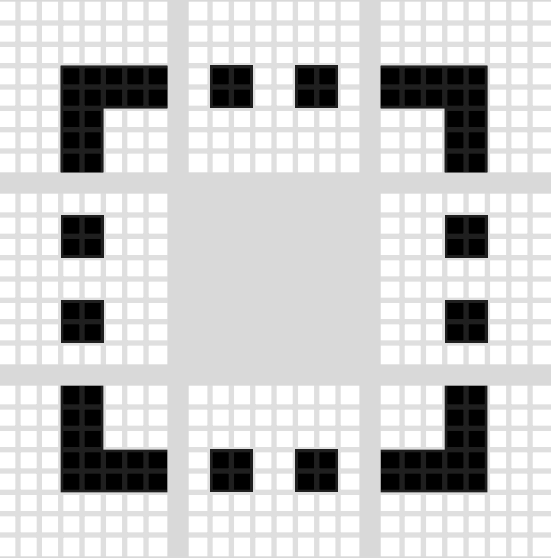
halfSolidNear



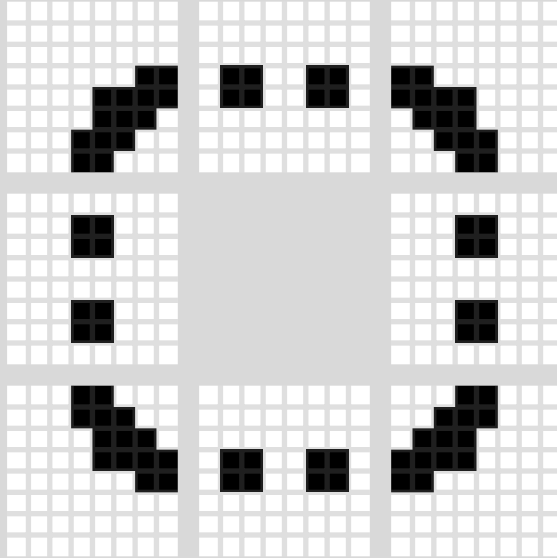
space



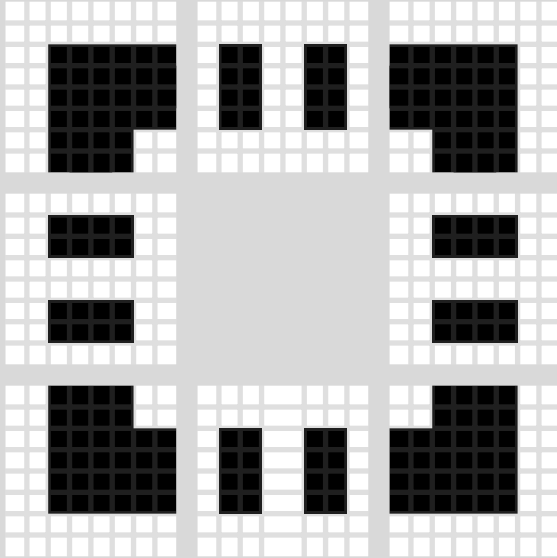
dashedWide



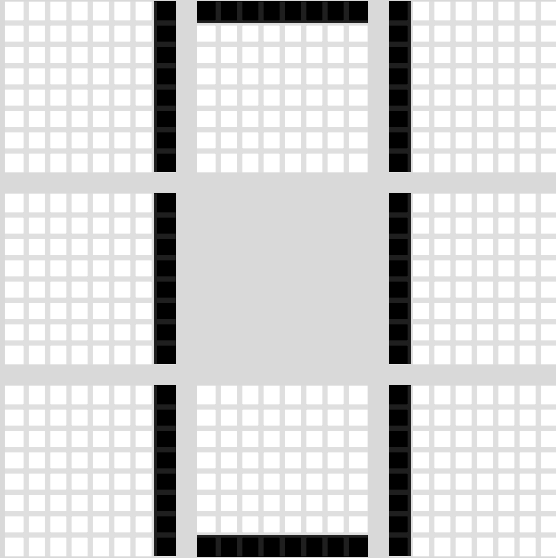
roundDashedWide



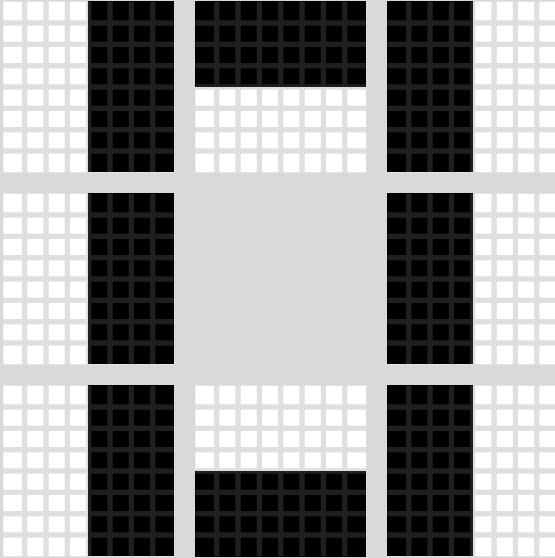
thickDashedWide



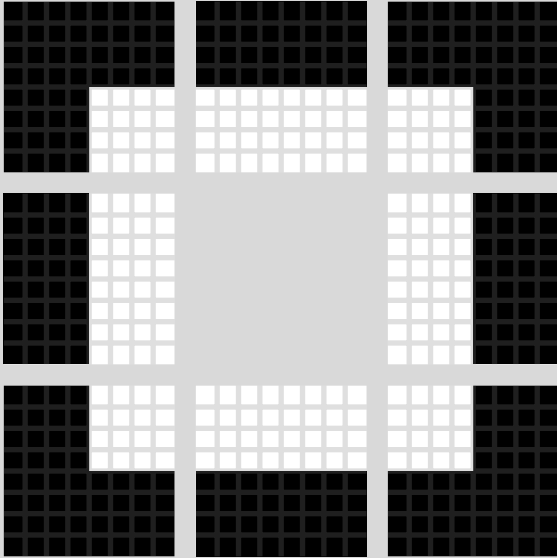
vMcGugan



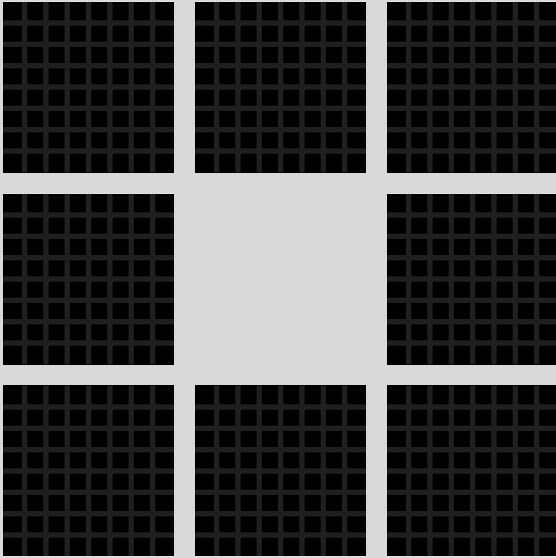
vHalfSolid



halfSolidFar



solid



In the REPL:

```
> ts-node
> .load repl

> pipe(
  '😊',
  box.of,
  border.round,
  print,
)

> const addBorder = pipe(
  border.sets.vMcGugan,
  border.setFg('lime'),
  border
)

> pipe(
  '😊',
  box.of,
  addBorder,
  print,
)
```

