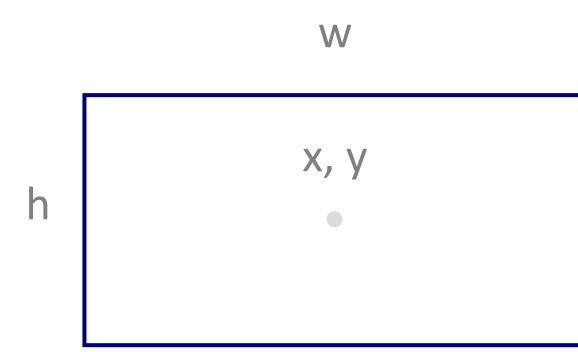


SVG Go Library

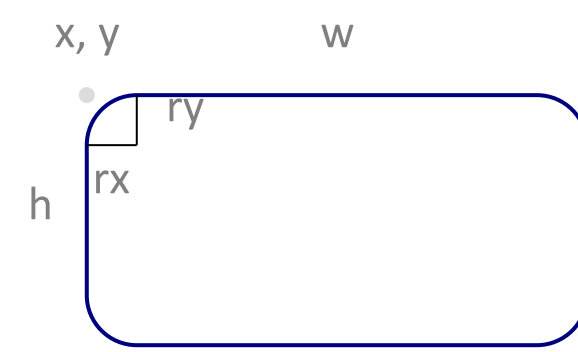
github.com/ajstarks/svgo



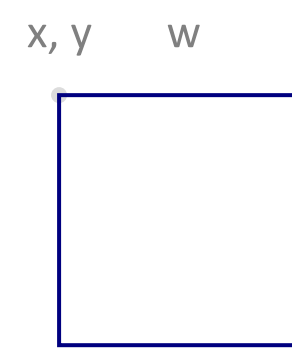
Rect(x, y, w, h int, style ...string)



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



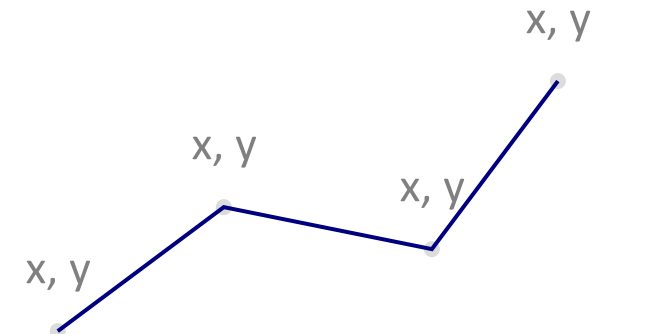
Roundrect(x, y, w, h, rx, ry int, style ...string)



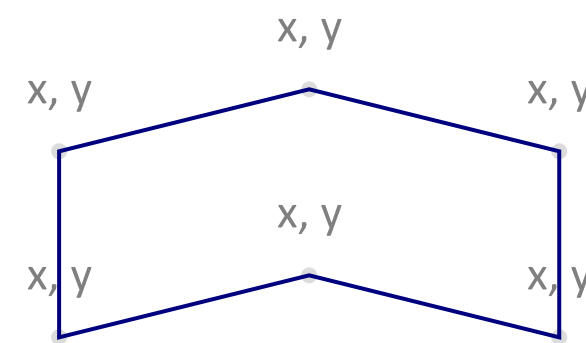
Square(x, y, w int, style ...string)



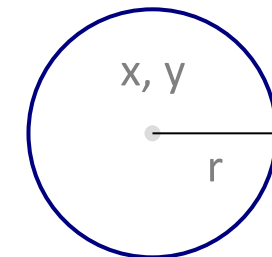
Line(x1, y1, x2, y2 int, style ...string)



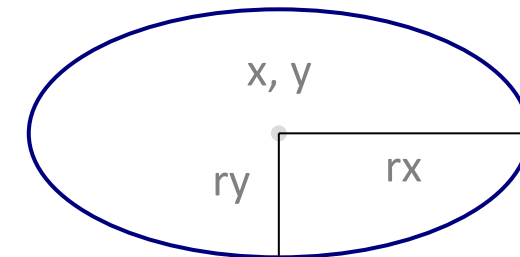
Polyline(x, y []int, style ...string)



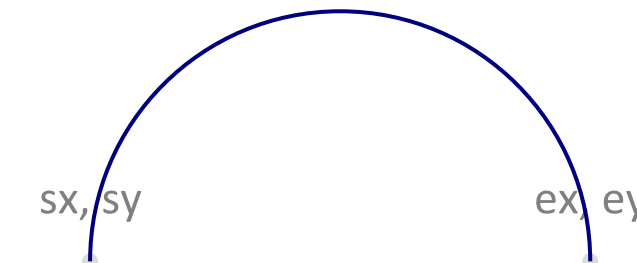
Polygon(x, y []int, style ...string)



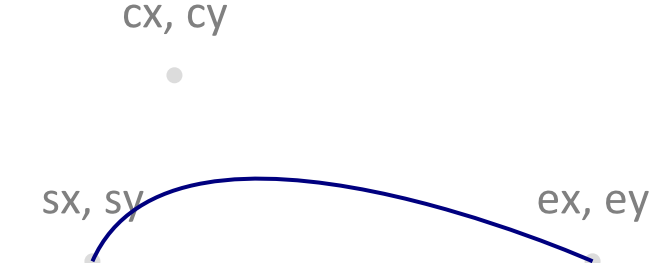
Circle(x, y, r int, style ...string)



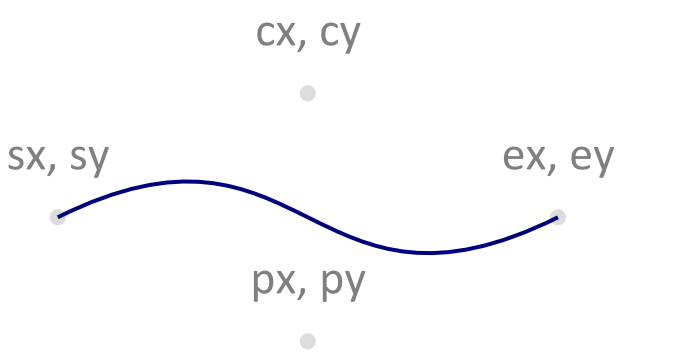
Ellipse(x, y, rx, ry int, style ...string)



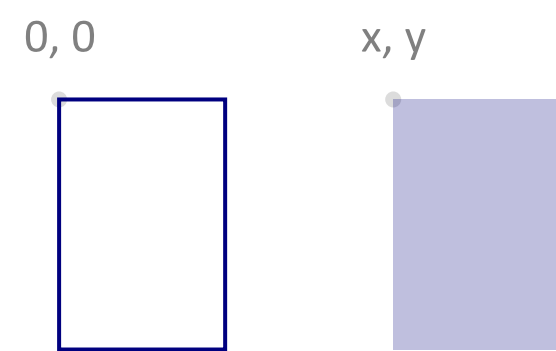
Arc(sx, sy, ax, ay, r int, lflag, sflag bool, ex, ey int, style ...string)



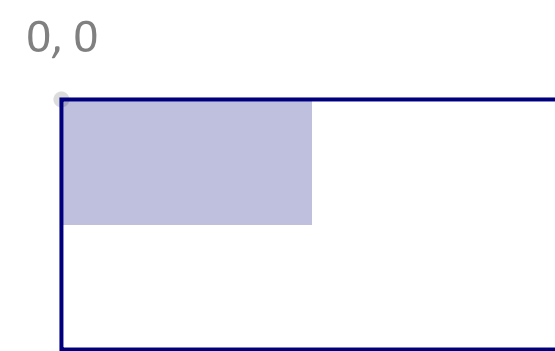
Qbez(sx, sy, cx, cy, ex, ey int, style ...string)



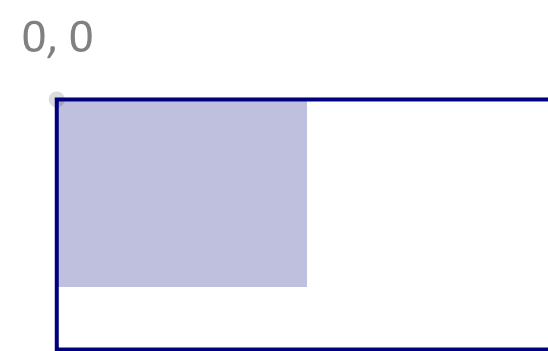
Bezier(sx, sy, cx, cy, px, py, ex, ey int, style ...string)



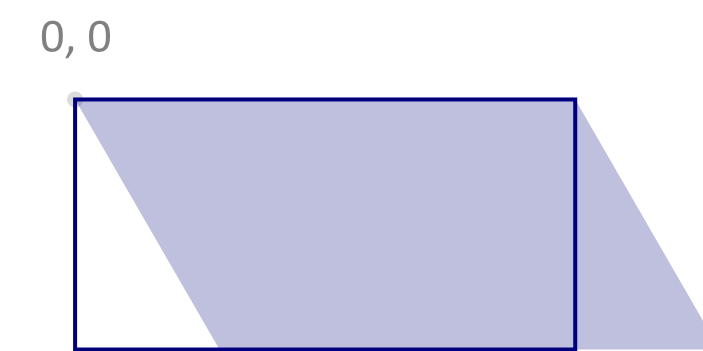
Translate(x, y int)



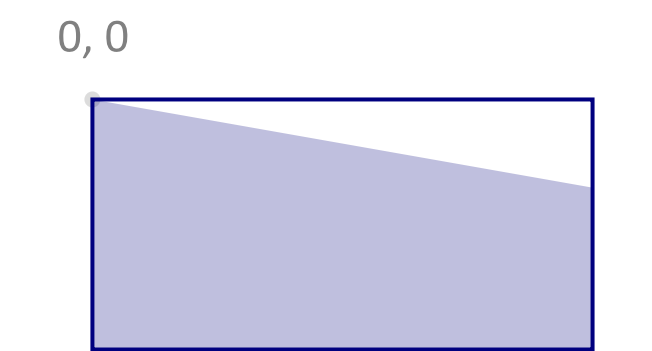
Scale(n float64)



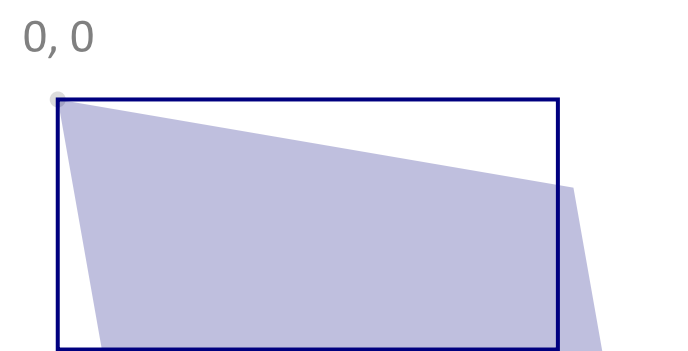
ScaleXY(x, y float64)



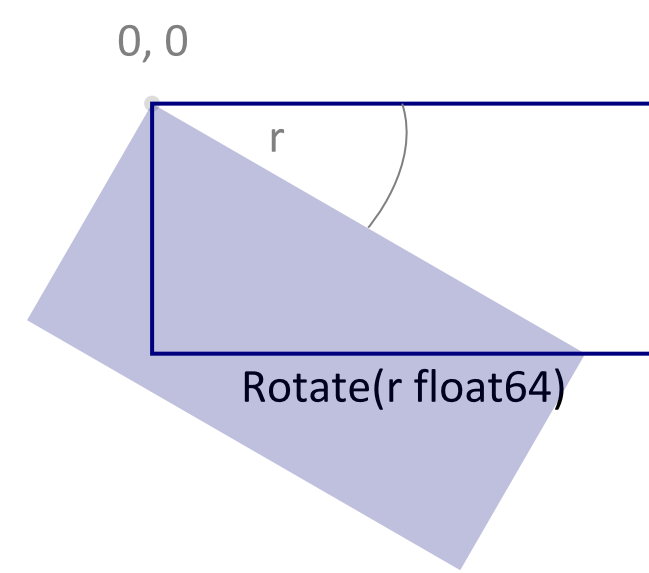
SkewX(a float64)



SkewY(a float64)



SkewXY(x, y float64)



Rotate(r float64)

hello, this is SVG

(x, y)

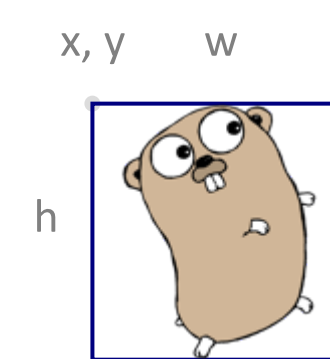
Text(x, y int, s string, style ...string)



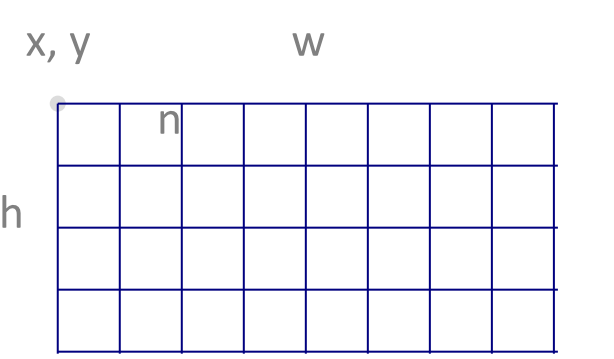
Textpath(s, pathid string, style ...string)



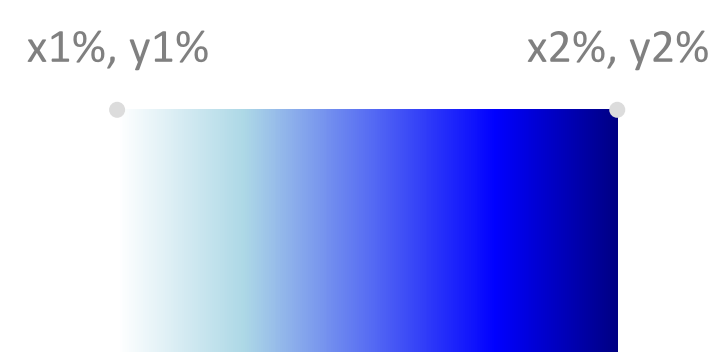
Path(s string, style ...string)



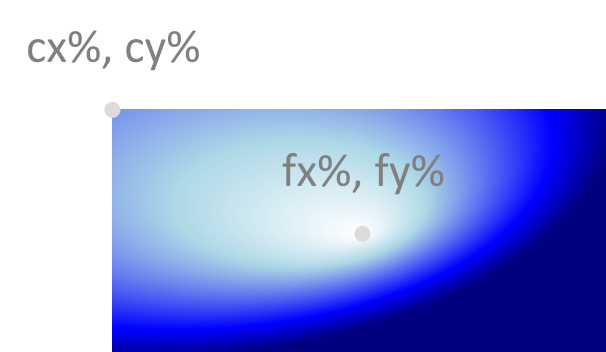
Image(x, y, w, h, int path string, style ...string)



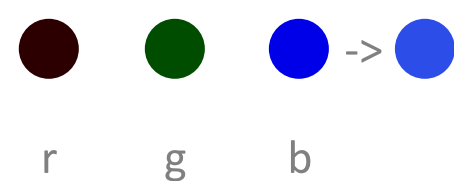
Grid(x, y, w, h, n int, style ...string)



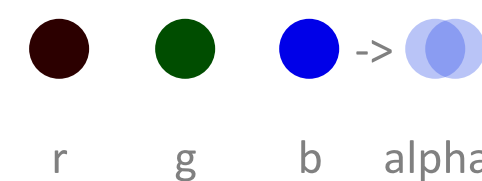
LinearGradient(s string, x1, y1, x2, y2 uint8, oc []Offcolor)



RadialGradient(s string, cx, cy, r, fx, fy uint8, oc []Offcolor)



RGB(r, g, b int)



RGBA(r, g, b int, opacity float64)

New(w io.Writer)
Start(w, h int, options ...string)/End()
Startview(w, h, minx, miny, vw, vh int)
Group(s ...string)/Gend()
Gstyle(s string)/Gend()
Gtransform(s string)/Gend()
Gid(id string)/Gend()
ClipPath(s ...string)/ClipEnd()
Def()/DefEnd()
Marker()/MarkerEnd()
Pattern()/PatternEnd()
Desc(s string)
Title(s string)
Script(type, data ...string)
Mask(id string, x, y, w, h int, style ...string)/MaskEnd()
Link(href string, title string)/LinkEnd()
Use(x int, y int, link string, style ...string)

specify destination
begin/end the document
begin/end the document with viewport
begin/end group with attributes
begin/end group style
begin/end group transform
begin/end group id
begin/end clip path
begin/end a definition block
begin/end markers
begin/end pattern
set the description element
set the title element
define a script
begin/end mask element
begin/end link to href, with a title
use defined objects

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