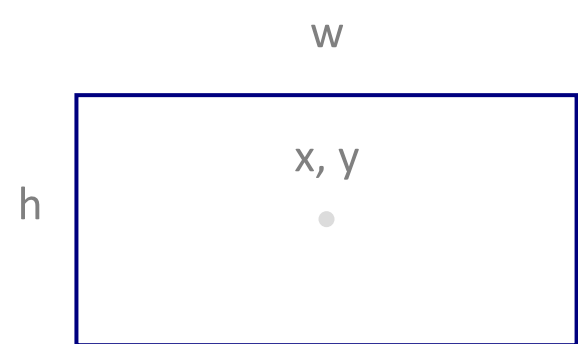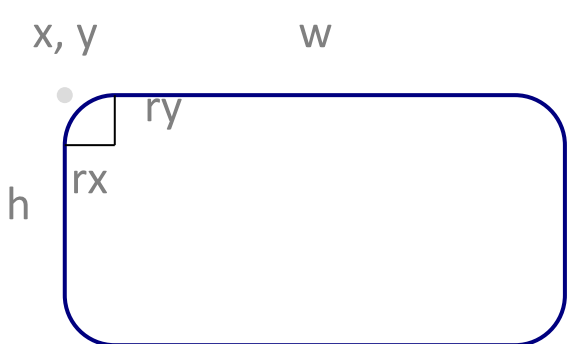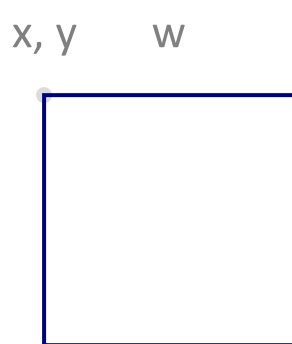# SVG Go Library

github.com/ajstarks/svgo

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

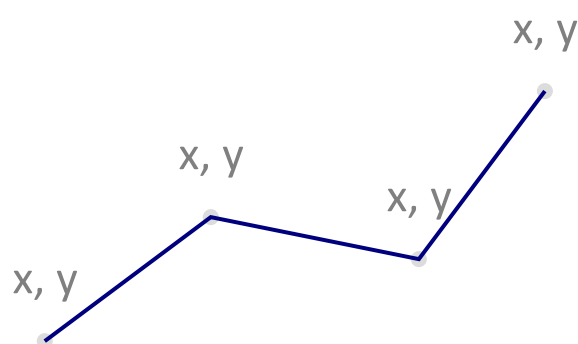CenterRect(x, y, w, h int, style ...string)

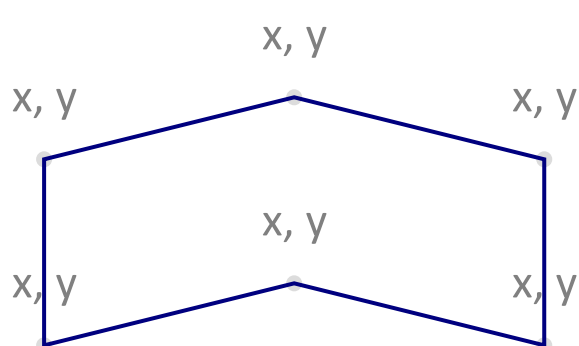Roundrect(x, y, w, h, rx, ry int, style ...string)

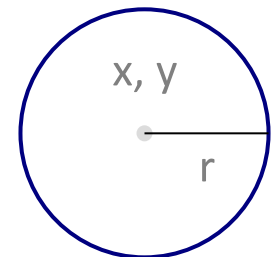Square(x, y, w int, style ...string)
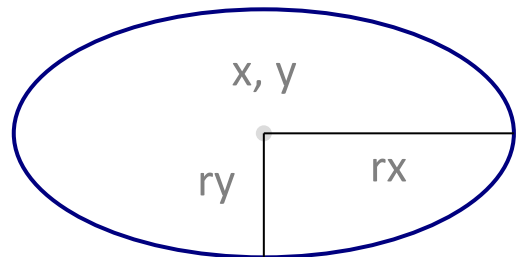
Line(x1, y1, x2, y2 int, style ...string)

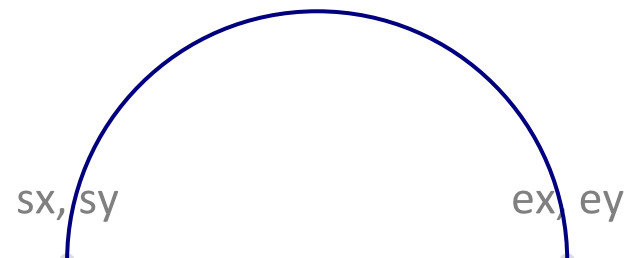Polyline(x, y []int, style ...string)

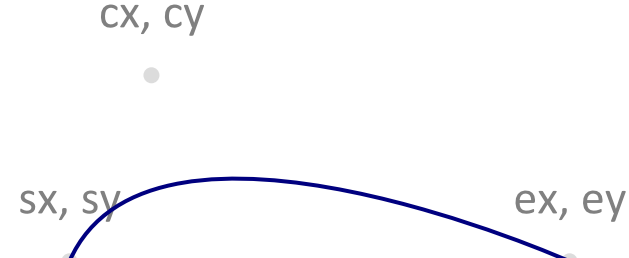Polygon(x, y []int, style ...string)
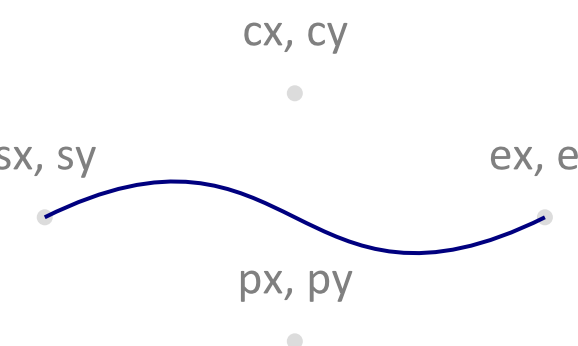
Circle(x, y, r int, style ...string)

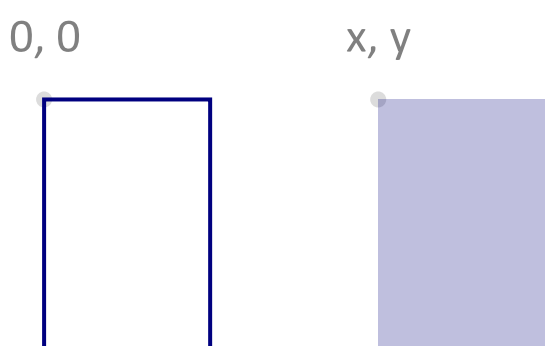Ellipse(x, y, rx, ry int, style ...string)

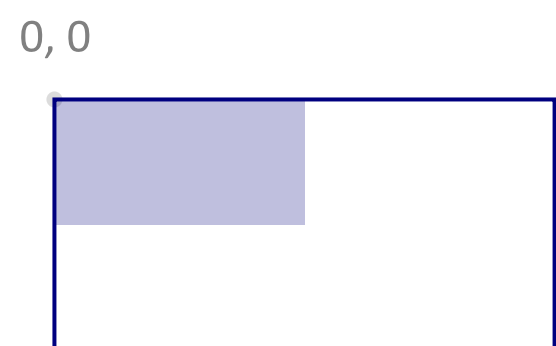Arc(sx, sy, ax, ay, r int, lflag, sflag bool, ex, ey int, style ...string)

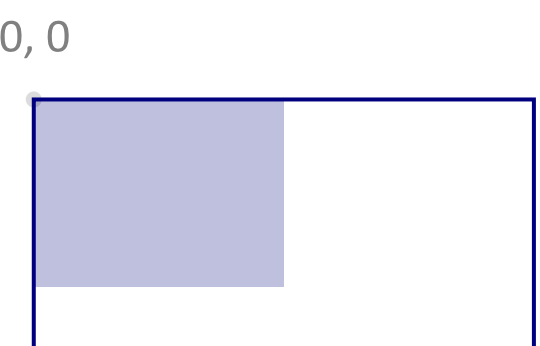Qbez(sx, sy, cx, cy, ex, ey int, style ...string)

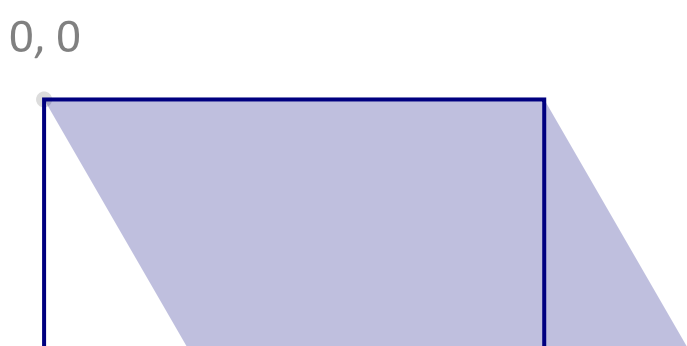Bezier(sx, sy, cx, cy, px, py, ex, ey int, style ...string)

Translate(x, y int)
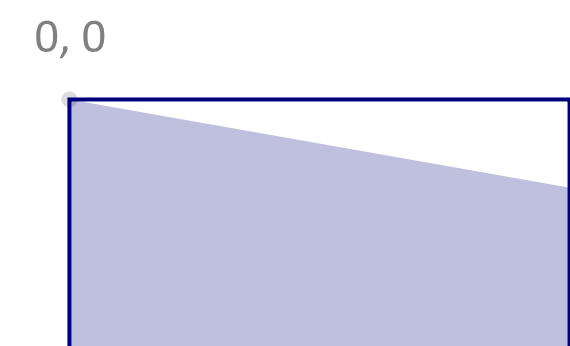
Scale(n float64)

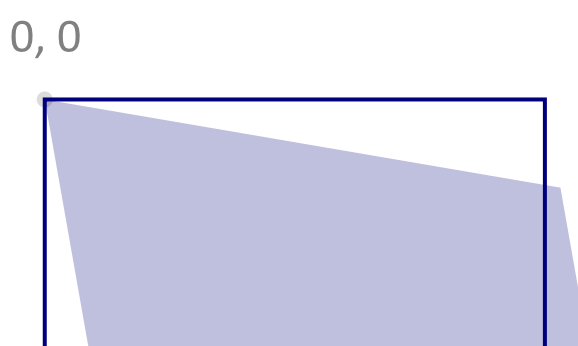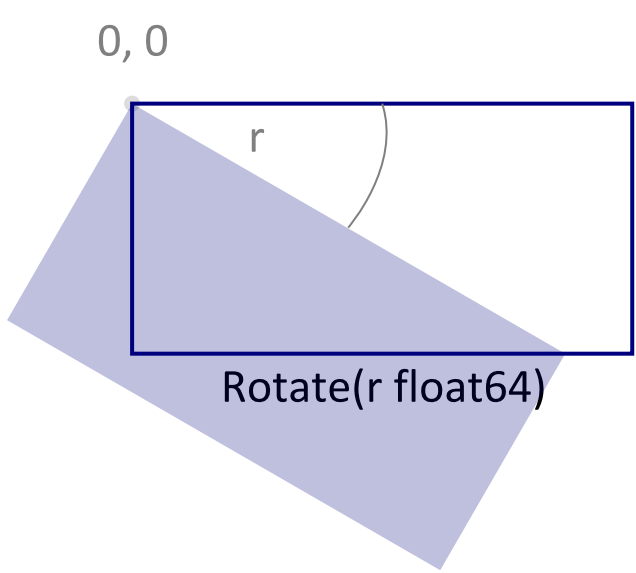ScaleXY(x, y float64)

SkewX(a float64)

SkewY(a float64)

SkewXY(x, y float64)

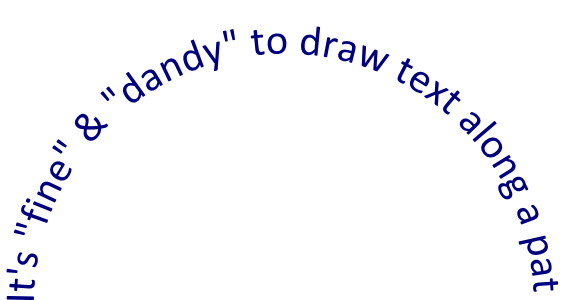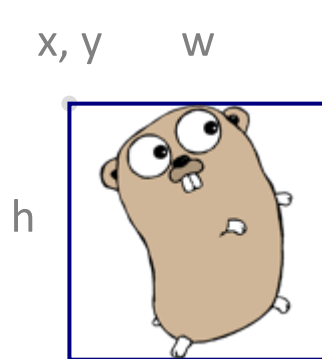Rotate(r float64)

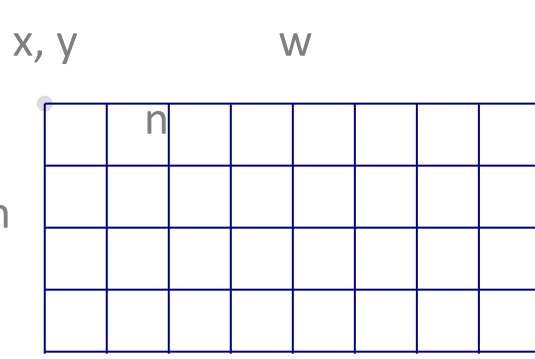Text(x, y int, s string, style ...string)
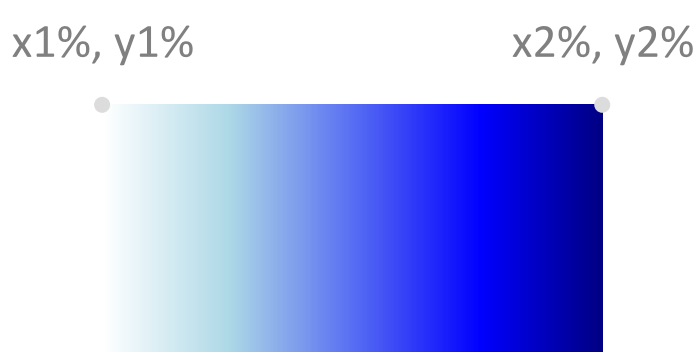
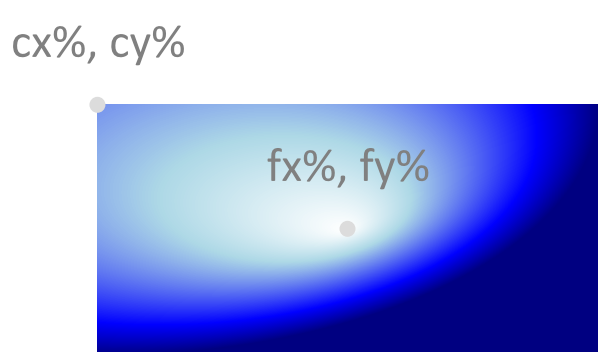Textpath(s, pathid string, style ...string)

Path(s string, style ...string)

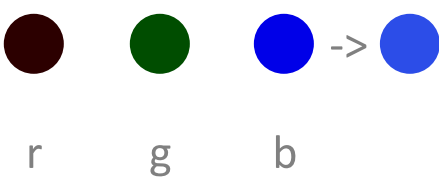Image(x, y, w, h, int path string, style ...string)

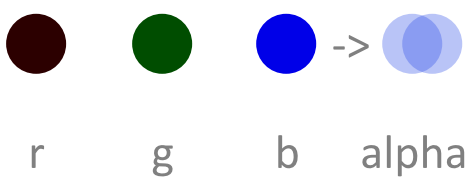Grid(x, y, w, h, n int, style ...string)

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)	specify destination
Start(w, h int, options ...string)/End()	begin/end the document
Startview(w, h, minx, miny, vw, vh int)	begin/end the document with viewport
Group(s ...string)/Gend()	begin/end group with attributes
Gstyle(s string)/Gend()	begin/end group style
Gtransform(s string)/Gend()	begin/end group transform
Gid(id string)/Gend()	begin/end group id
ClipPath(s ...string)/ClipEnd()	begin/end clip path
Def()/DefEnd()	begin/end a defintion block
Desc(s string)	set the description element
Title(s string)	set the title element
Script(type, data ...string)	define a script
Mask(id string, x, y, w, h int, style ...string)/MaskEnd()	begin/end mask 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

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