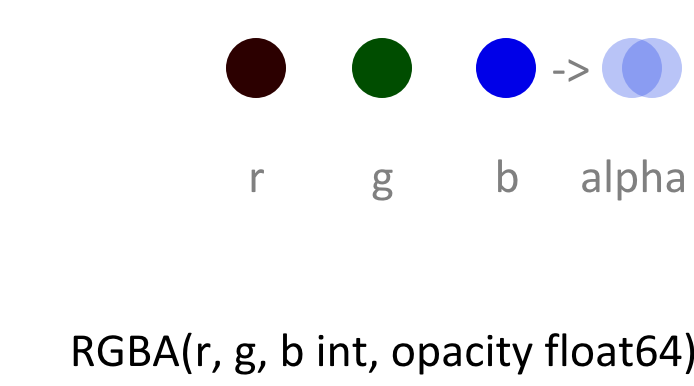
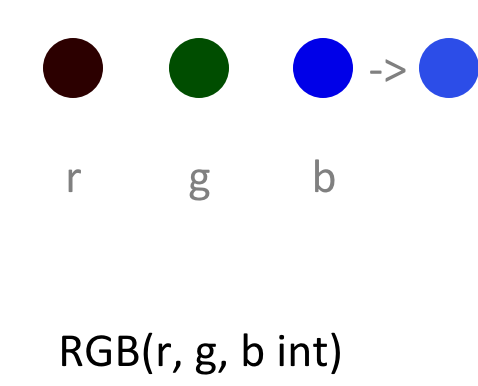
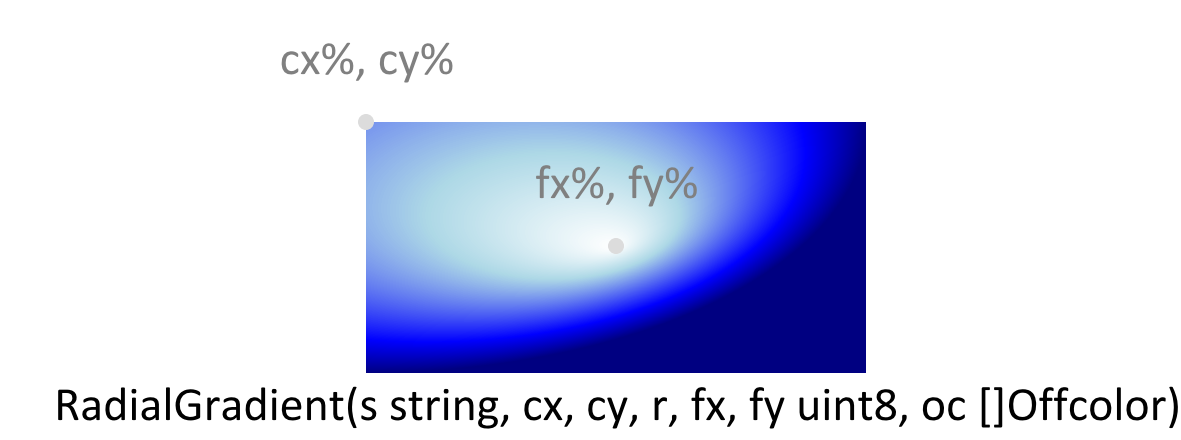
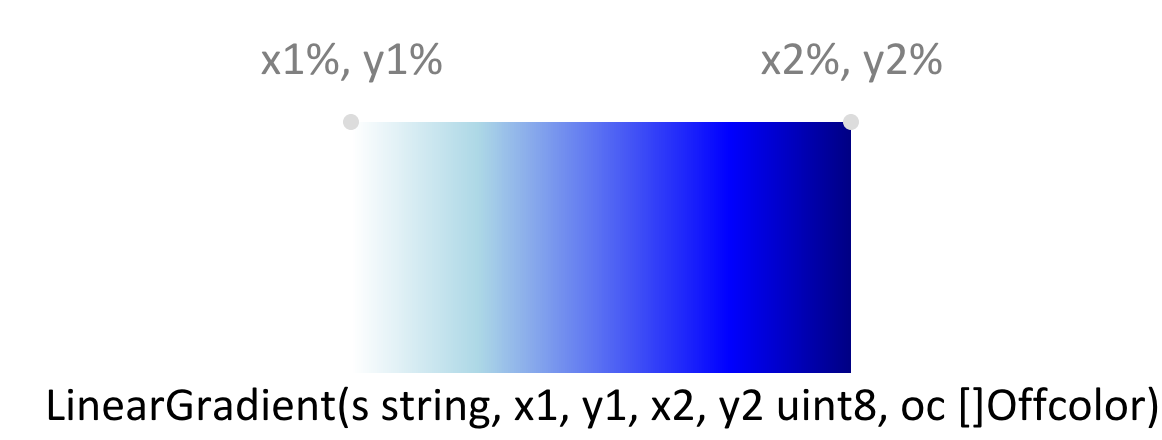
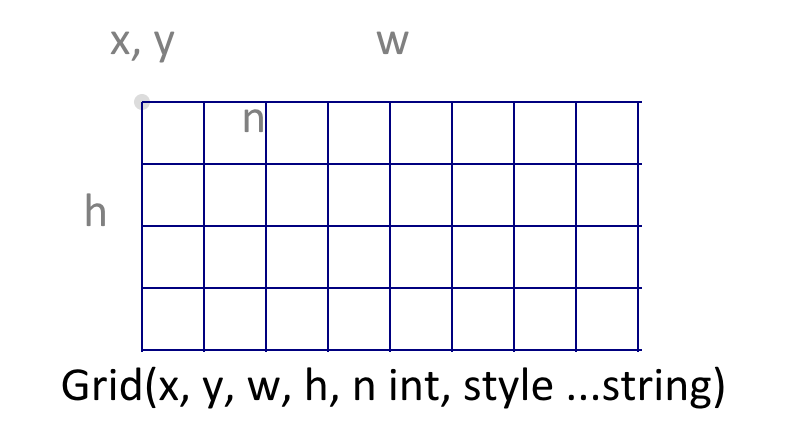
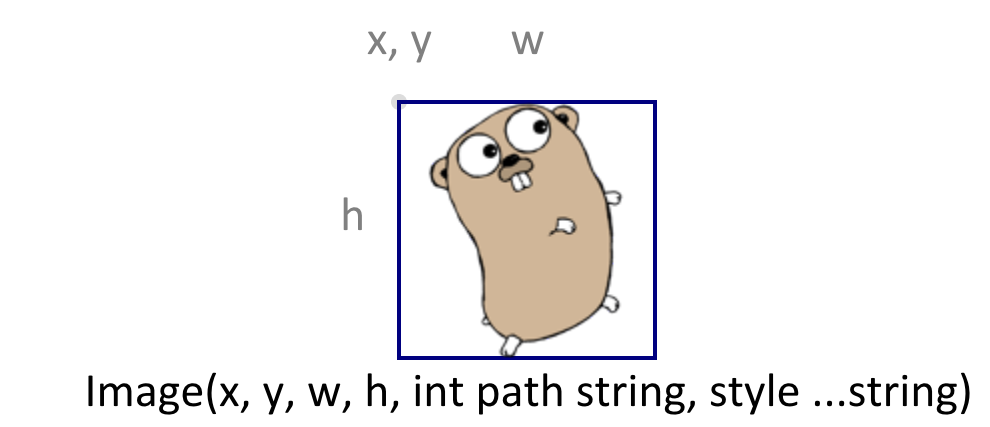
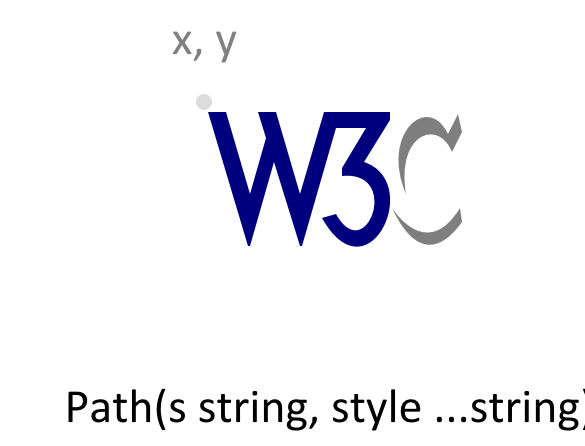
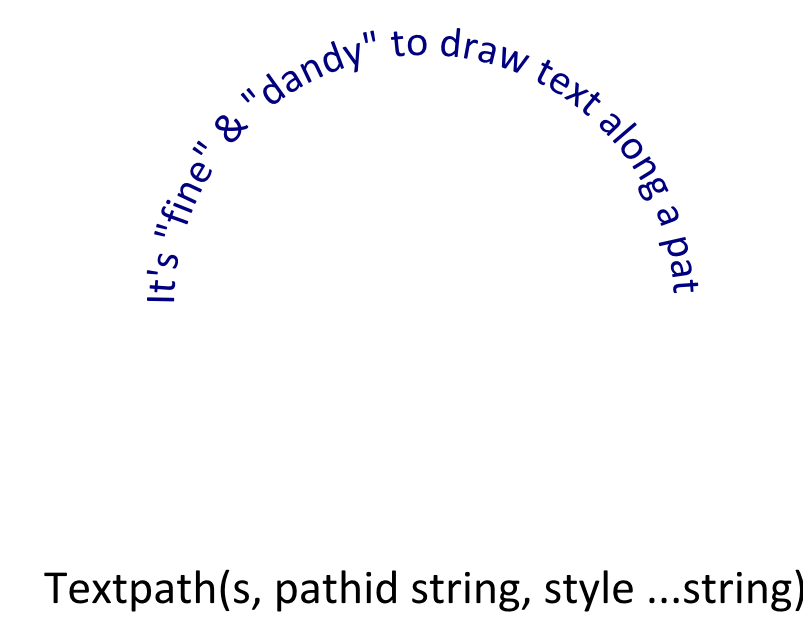
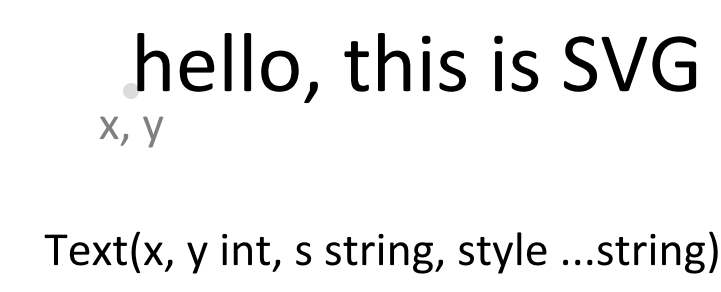
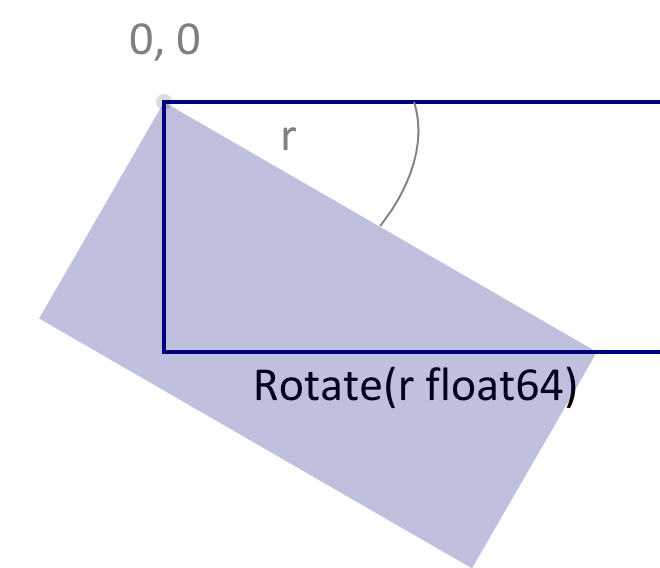
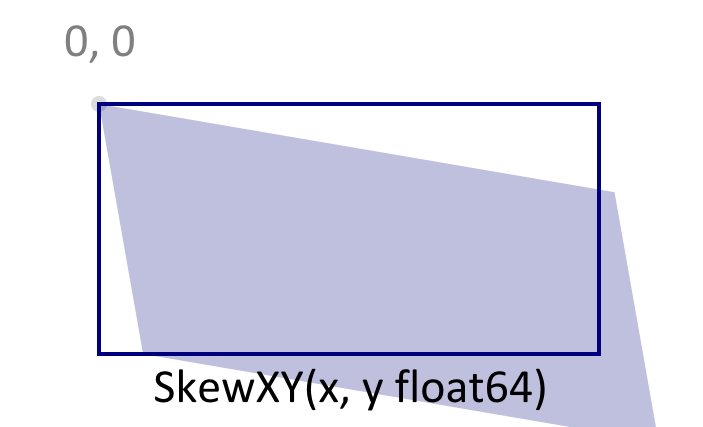
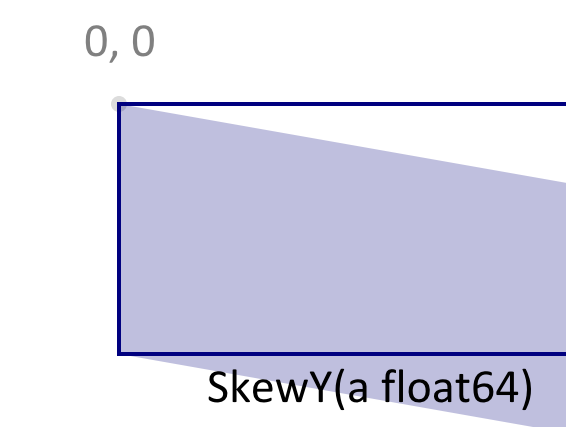
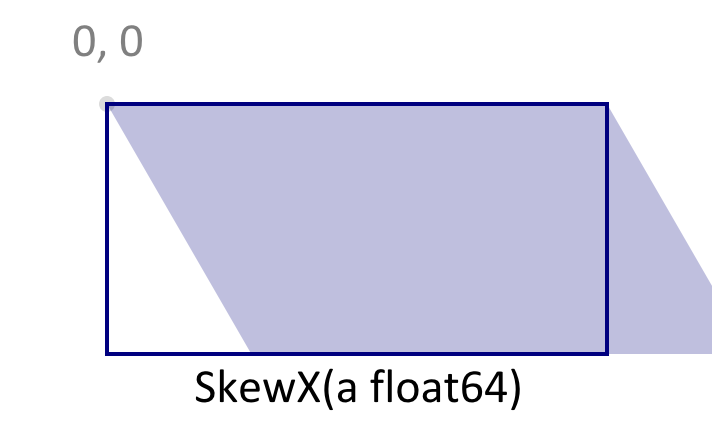
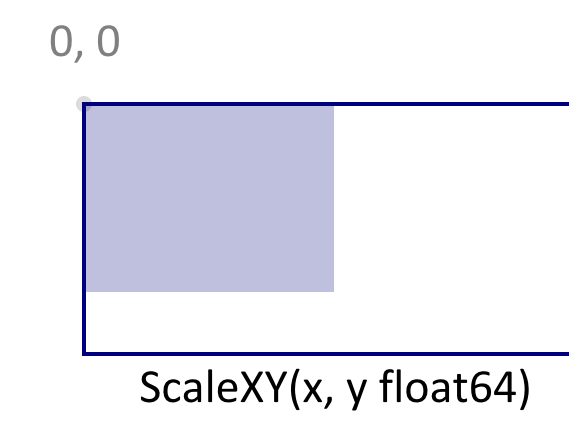
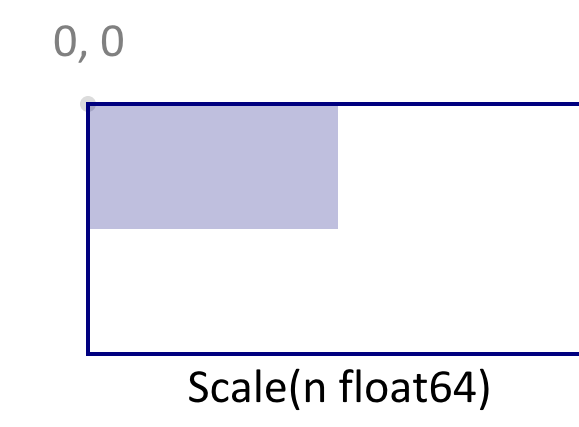
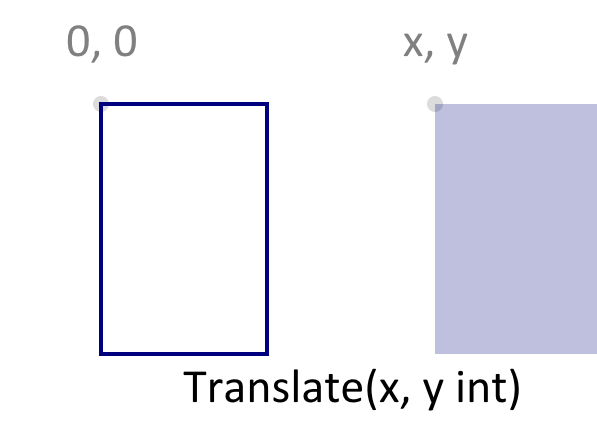
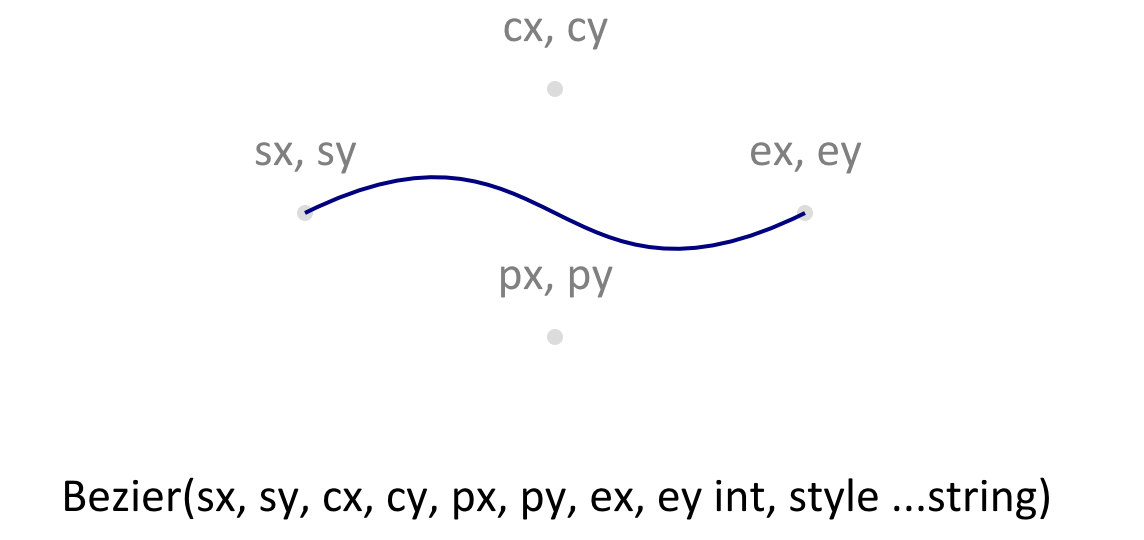
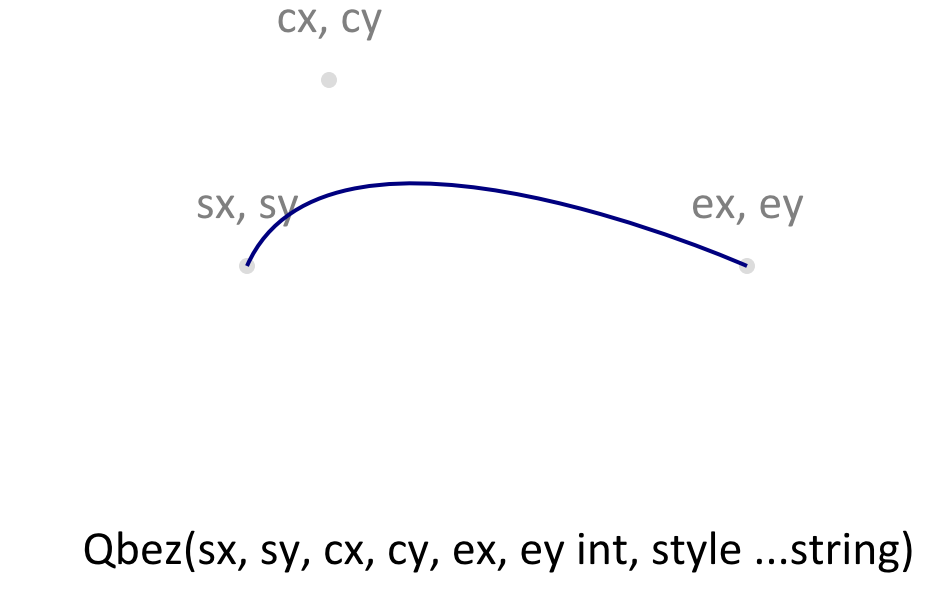
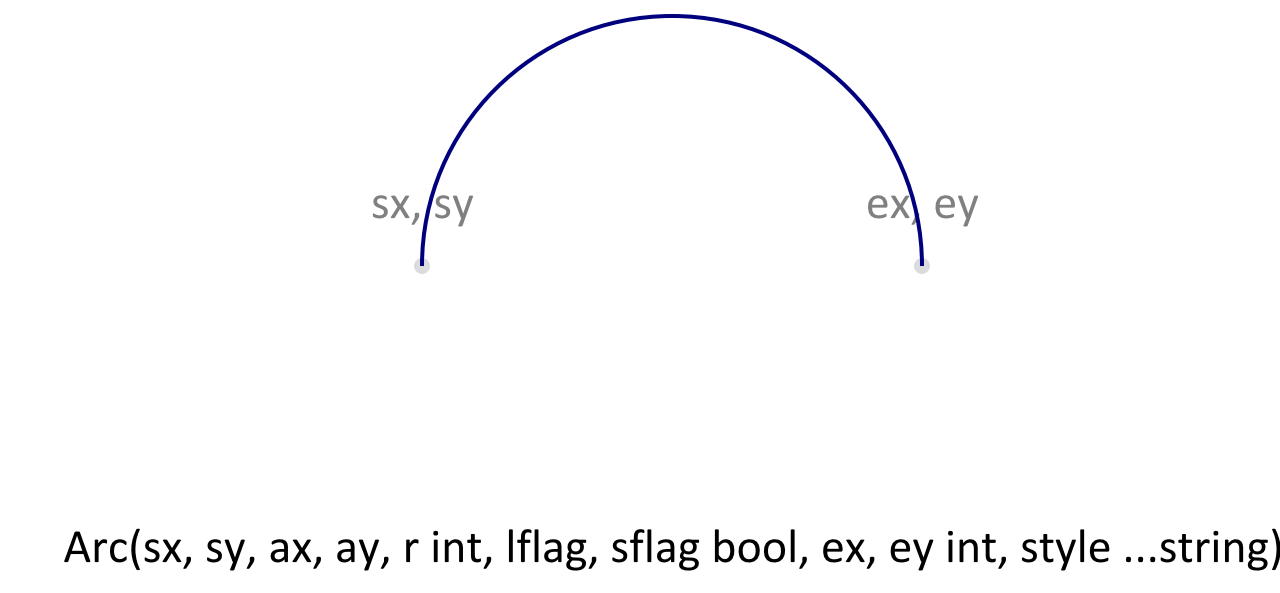
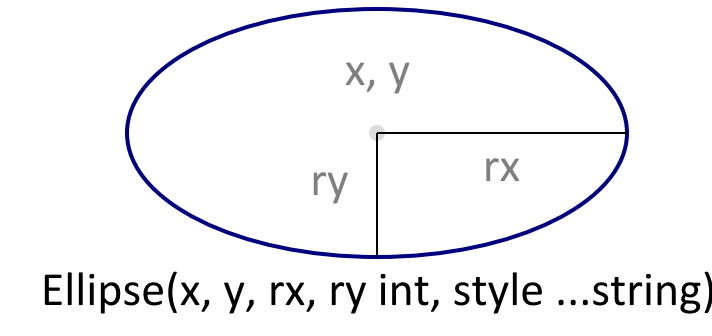
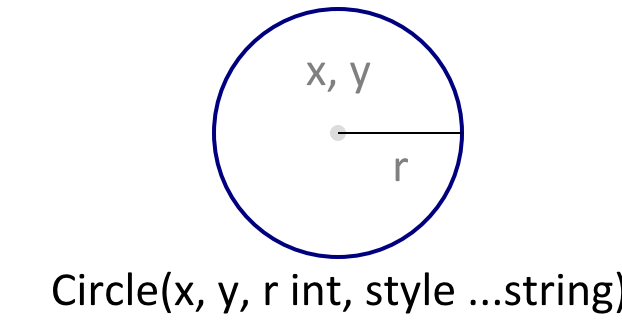
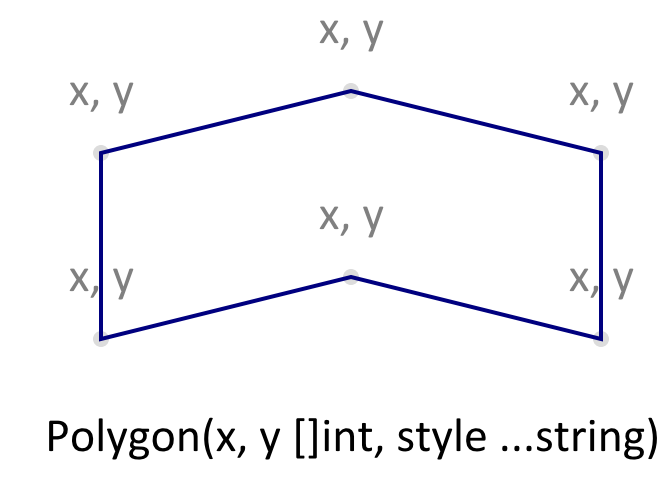
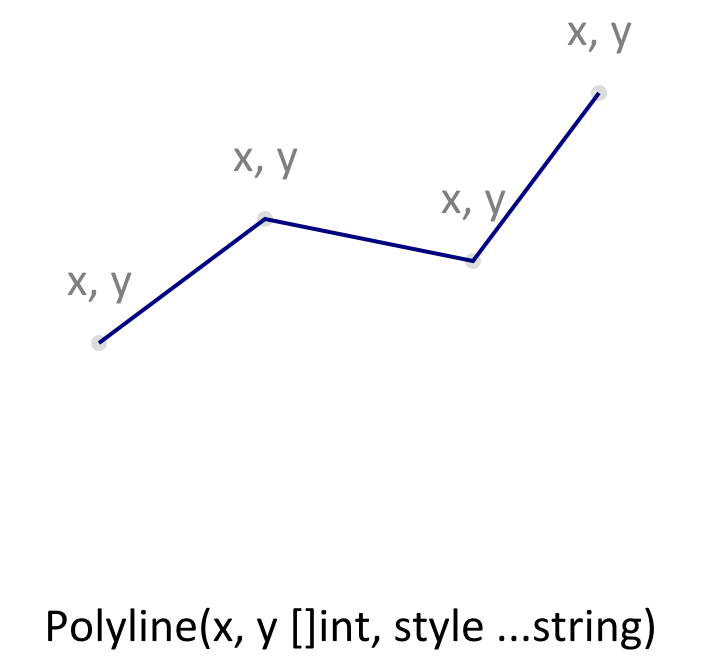
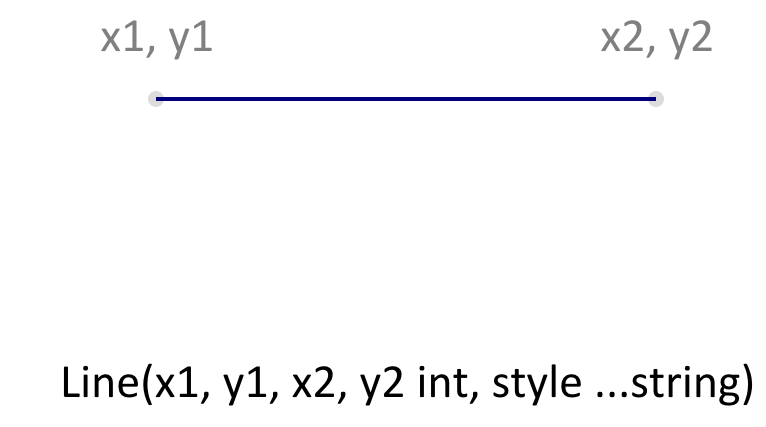
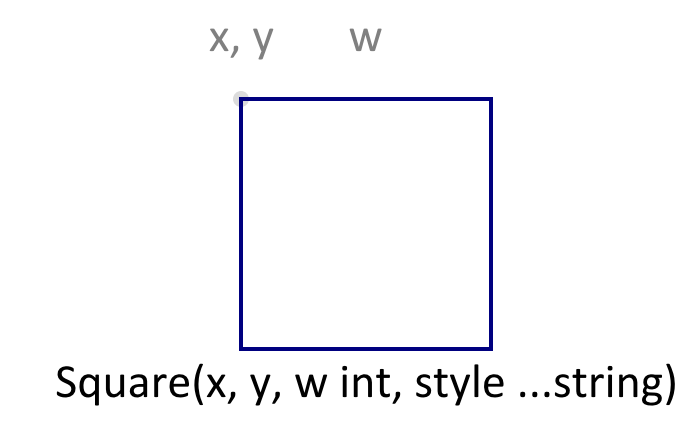
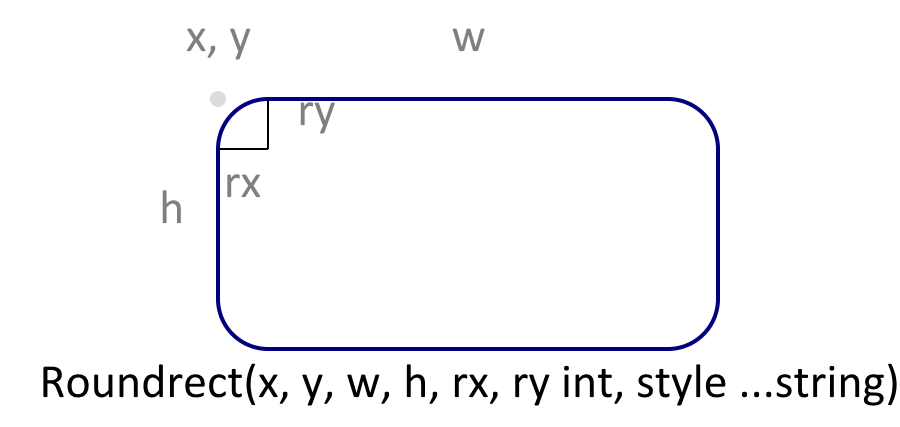
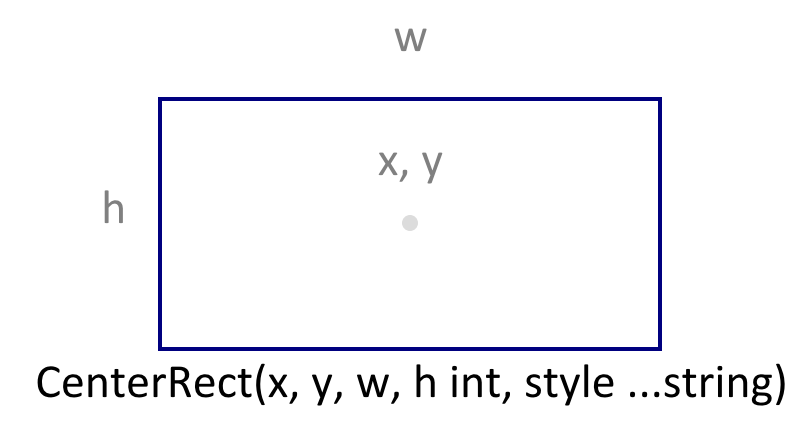
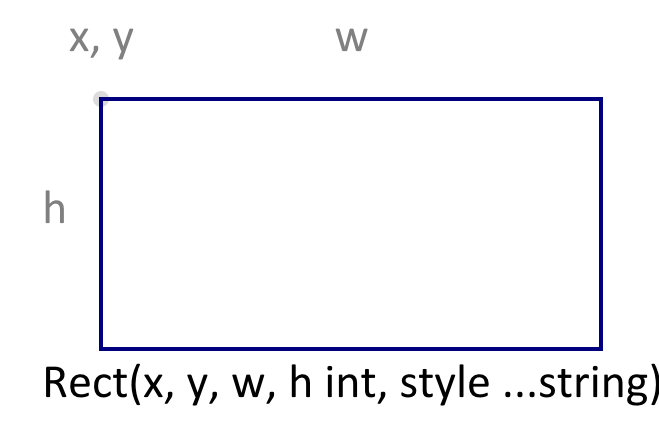


# SVG Go Library

github.com/ajstarks/svgo



- New(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)