

Canvas element

Attributes

Name	Type	Default
width	<i>unsigned long</i>	300
height	<i>unsigned long</i>	150

Methods

Return	Name
<i>string</i>	toDataURL() [Optional] <i>string type</i> , [Variadic] <i>any args</i>
<i>Object</i>	getContext(<i>string contextId</i>)

2D Context

Attributes

Name	Type
canvas	<i>HTMLCanvasObject</i> [readonly]

Methods

Return	Name
<i>void</i>	save()
<i>void</i>	restore()

Transformation

Methods

Return	Name
<i>void</i>	scale(<i>float x</i>, <i>float y</i>)
<i>void</i>	rotate(<i>float angle</i>)
<i>void</i>	translate(<i>float x</i>, <i>float y</i>)
<i>void</i>	transform(<i>float m11</i>, <i>float m12</i>, <i>float m21</i>, <i>float m22</i>, <i>float dx</i>, <i>float dy</i>)
<i>void</i>	setTransform(<i>float m11</i>, <i>float m12</i>, <i>float m21</i>, <i>float m22</i>, <i>float dx</i>, <i>float dy</i>)

Image drawing

Methods

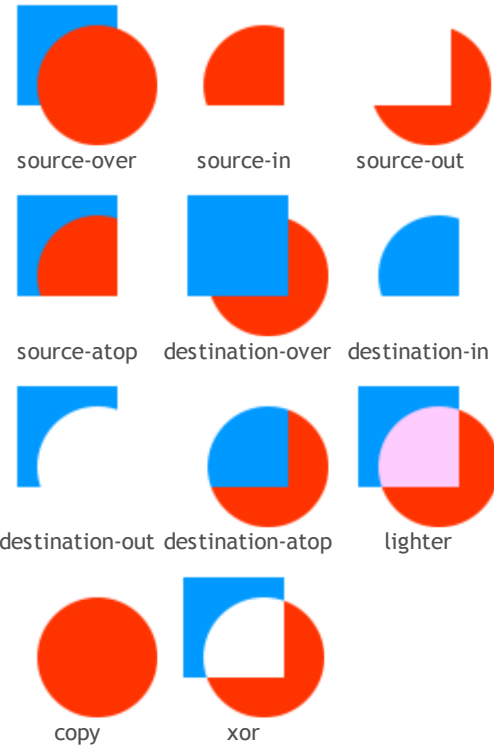
Return	Name
<i>void</i>	drawImage(<i>Object image</i>, <i>float dx</i>, <i>float dy</i>, [Optional] <i>float dw</i>, <i>float dh</i>) Argument "image" can be of type <i>HTMLImageElement</i> , <i>HTMLCanvasElement</i> or <i>HTMLVideoElement</i>
<i>void</i>	drawImage(<i>Object image</i>, <i>float sx</i>, <i>float sy</i>, <i>float sw</i>, <i>float sh</i>, <i>float dx</i>, <i>float dy</i>, <i>float dw</i>, <i>float dh</i>)

Compositing

Attributes

Name	Type	Default
globalAlpha	<i>float</i>	1.0
globalCompositeOperation	<i>string</i>	source-over

Supports any of the following values:



Line styles

Attributes

Name	Type	Default
lineWidth	<i>float</i>	1.0
lineCap	<i>string</i>	butt

Supports any of the following values:



lineJoin	string	miter
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Supports any of the following values:



miterLimit	float	10
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Colors, styles and shadows

Attributes

Name	Type	Default
strokeStyle	<i>any</i>	black
fillStyle	<i>any</i>	black
shadowOffsetX	<i>float</i>	0.0
shadowOffsetY	<i>float</i>	0.0
shadowBlur	<i>float</i>	0.0
shadowColor	<i>string</i>	transparent black

Methods

Return	Name
<i>CanvasGradient</i>	createLinearGradient (<i>float x0, float y0, float x1, float y1</i>)
<i>CanvasGradient</i>	createRadialGradient (<i>float x0, float y0, float r0,</i> <i>float x1, float y1, float r1</i>)
<i>CanvasPattern</i>	createPattern (<i>Object image, string repetition</i>)

Argument "image" can be of type *HTMLImageElement*, *HTMLCanvasElement* or *HTMLVideoElement*
"repetition" supports any of the following values:
[repeat (default), repeat-x, repeat-y, no-repeat]

CanvasGradient interface

<i>void</i>	addColorStop (<i>float offset, string color</i>)
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CanvasPattern interface

No attributes or methods.

Paths

Methods

Return	Name
<i>void</i>	beginPath ()
<i>void</i>	closePath ()
<i>void</i>	fill ()
<i>void</i>	stroke ()
<i>void</i>	clip ()
<i>void</i>	moveTo (<i>float x, float y</i>)
<i>void</i>	lineTo (<i>float x, float y</i>)
<i>void</i>	quadraticCurveTo (<i>float cpx, float cpy,</i> <i>float x, float y</i>)
<i>void</i>	bezierCurveTo (<i>float cp1x, float cp1y,</i> <i>float cp2x, float cp2y,</i> <i>float x, float y</i>)
<i>void</i>	arcTo (<i>float x1, float y1,</i> <i>float x2, float y2, float radius</i>)
<i>void</i>	arc (<i>float x, float y, float radius,</i> <i>float startAngle, float endAngle,</i> <i>boolean anticlockwise</i>)
<i>void</i>	rect (<i>float x, float y, float w, float h</i>)
<i>boolean</i>	isPointInPath (<i>float x, float y</i>)

Text

Attributes

Name	Type	Default
font	<i>string</i>	10px sans-serif
textAlign	<i>string</i>	start

Supports any of the following values:
[start, end, left, right, center]

textBaseline	<i>string</i>	alphabetic
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Supports any of the following values:
[top, hanging, middle, alphabetic, ideographic, bottom]

Methods

Return	Name
<i>void</i>	fillText (<i>string text, float x, float y,</i> <i>[Optional] float maxWidth</i>)
<i>void</i>	strokeText (<i>string text, float x, float y,</i> <i>[Optional] float maxWidth</i>)
<i>TextMetrics</i>	measureText (<i>string text</i>)

TextMetrics interface

width	<i>float</i>	[readonly]
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Rectangles

Methods

Return	Name
<i>void</i>	clearRect (<i>float x, float y, float w, float h</i>)
<i>void</i>	fillRect (<i>float x, float y, float w, float h</i>)
<i>void</i>	strokeRect (<i>float x, float y, float w, float h</i>)

Pixel manipulation

Methods

Return	Name
<i>ImageData</i>	createImageData (<i>float sw, float sh</i>)
<i>ImageData</i>	createImageData (<i>ImageData</i>)
<i>ImageData</i>	getImageData (<i>float sx, float sy, float sw, float sh</i>)
<i>void</i>	putImageData (<i>ImageData imagedata,</i> <i>float dx, float dy,</i> <i>[Optional] float dirtyX, float dirtyY,</i> <i>float dirtyWidth, float dirtyHeight</i>)

ImageData interface

width	<i>unsigned long</i>	[readonly]
height	<i>unsigned long</i>	[readonly]
data	<i>CanvasPixelArray</i>	[readonly]

CanvasPixelArray interface

length	<i>unsigned long</i>	[readonly]
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