Canvas cheatsheet with all API methods and properties

This is a valuable resource, which we recommend either printing or keeping open in a separate browser tab. The original version was located at "http://blog.nihilogic.dk/2009/02/html5-canvas-cheat-sheet.html", but this URL no longer works. Here, we share the mirrored versions (HTML and PDF ones).

HTML VERSION

- Just follow this link: https://simon.html5.org/dump/html5-canvas-cheat-sheet.html

PDF VERSION

The image links to a PDF - just click on it.

HTML5 Canvas Cheat Sheet v1.1

http://blog.nihilogic.dk/

Canvas element

Attributes

Name	Type	Default
width	*unsigned long*	300
height	*unsigned long*	150

Methods

Return	Name
string	toDataURL([Optional] *string* type, [Variadic] *any* args)
Object	getContext(*string* contextId)

2D Context

Attributes

Name	Type
canvas	*HTMLCanvasObject* [readonly]

Methods

Return	Name
void	save( )
void	restore( )

Transformation

Methods

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

Image drawing

Methods

Return	Name
void	drawImage(*Object* image, *float* dx, *float* dy, [Optional] *float* dw, *float* dh)

Argument "image" can be of type *HTMLImageElement*, *HTMLCanvasElement* or *HTMLVideoElement*

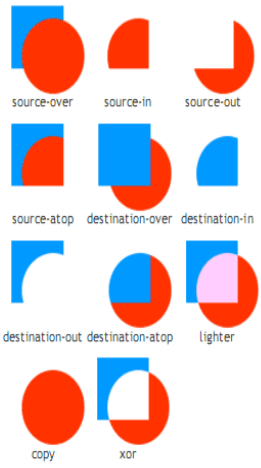
Return	Name
void	drawImage(*Object* image, *float* sx, *float* sy, *float* sw, *float* sh, *float* dx, *float* dy, *float* dw, *float* dh)

Compositing

Attributes

Name	Type	Default
globalAlpha	*float*	1.0
globalCompositeOperation	*string*	source-over

Supports any of the following values:



Line styles

Attributes

Name	Type	Default
lineWidth	*float*	1.0
lineCap	*string*	butt

Supports any of the following values:

lineJoin	*string*	miter

Supports any of the following values:

miterLimit	*float*	10

Colors, styles and shadows

Attributes

Name	Type	Default
strokeStyle	*any*	black
fillStyle	*any*	black
shadowOffsetX	*float*	0.0
shadowOffsetY	*float*	0.0
shadowBlur	*float*	0.0
shadowColor	*string*	transparent black

Methods

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

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

void	addColorStop(*float* offset, *string* color)

CanvasPattern interface

No attributes or methods.

Paths

Methods

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

Text

Attributes

Name	Type	Default
font	*string*	10px sans-serif
textAlign	*string*	start

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

textBaseline	*string*	alphabetic

Supports any of the following values: [top, hanging, middle, alphabetic, ideographic, bottom]

Methods

Return	Name
void	fillText(*string* text, *float* x, *float* y, [Optional] *float* maxWidth)
void	strokeText(*string* text, *float* x, *float* y, [Optional] *float* maxWidth)
TextMetrics	measureText(*string* text)

TextMetrics interface

width	*float*	[readonly]

Rectangles

Methods

Return	Name
void	clearRect(*float* x, *float* y, *float* w, *float* h)
void	fillRect(*float* x, *float* y, *float* w, *float* h)
void	strokeRect(*float* x, *float* y, *float* w, *float* h)

Pixel manipulation

Methods

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

ImageData interface

width	*unsigned long*	[readonly]
height	*unsigned long*	[readonly]
data	*CanvasPixelArray*	[readonly]

CanvasPixelArray interface

length	*unsigned long*	[readonly]

Source: http://www.whatwg.org/specs/web-apps/current-work/ (2009-05-04)