Canvas cheatsheet with all API methods and properties

This is a valuable resource 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 does not work anymore. Here, we share here the mirrored versions (HTML and PDF ones).

HTML VERSION

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

PDF VERSION

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

HTML5 Canvas Cheat Sheet v1.1

Canvas element Attributes Default Type 300 width unsigned long height unsigned long 150 Methods Return Name toDataURL(string [Optional] string type, [Variadic] any args) getContext(string contextId) Object

2D Context Attributes HTMLCanvasObject [readonly]

Methods Return void save() void restore()

Transformation

Methods

Return Name 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) setTransform(void float m11, float m12, float m21, float m22, float dx, float dy)

Image drawing

Methods Return

void drawlmage(Object image float dx, float dy, [Optional] float dw, float dh) Argument "image" can be of type HTMLImageElement, HTMLCanvasElement or HTMLVideoElement

drawlmage(Object image, float sx, float sy, float sw, float sh, float dx, float dy, float dw, float dh)

Compositing Type Default globalAlpha 1.0 float globalCompositeOperation string source-over Supports any of the following values: source-over source-in source-out destination-over destinationdestination-out destination-atop

Attributes Default lineWidth 1.0 lineCap string butt Supports any of the following values: butt round square lineJoin string miter Supports any of the following values: round bevel

float

Line styles

miterLimit

Colors, styles and shadows Attributes Туре Default

strokeStyle black any fillStyle black any shadowOffsetX0.0 float shadowOffsetY 0.0 float shadowBlur 0.0 float shadowColor transparent black string

Methods

CanvasGradient	createLinearGradient(
	6140 6140 614

float x0, float y0, float x1, float y1) CanvasGradient createRadialGradient(float x0, float v0, 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

addColorStop(float offset, string color)

CanvasPattern interface

No attributes or methods

Paths Methods

void

boolean

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)

float x, float y, float radius, float startAngle, float endAngle, boolean anticlockwise) rect(float x, float y, float w, float h) isPointInPath(float x, float y)

Text Туре Default Name string 10px sans-serif font 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]

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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

[readonly] float

Rectangles

Nethods	

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 v. float w. float h)

Pixel manipulation

Methods	

ImageData createImageData(float sw, float sh) ImageData createImageData(ImageData imagedata) lmageDa ta getImageData(${\it float}~{\sf sx}, {\it float}~{\sf sy}, {\it float}~{\sf sw}\,, {\it float}~{\sf sh})$ putImageData(ImageData imagedata, float dx, float dy, [Optional] float dirtyX, float dirtyY, float dirtyWidth, float dirtyHeight) ImageData interface

[readonly]

[readonly]

[readonly]

width unsigned long height unsigned long CanvasPixelArray

[readonly] CanvasPixelArray interface

length unsigned long

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