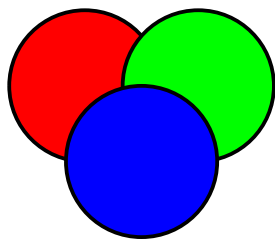


GRAPHIC STATE DEMO



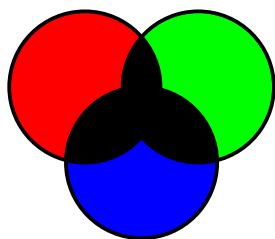
normal



alpha fill = 0.8



alpha fill = 0.4



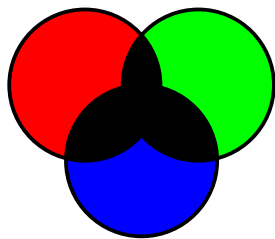
BM\_MULTIPLY



BM\_SCREEN



BM\_OVERLAY



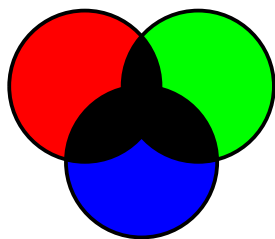
BM\_DARKEN



BM\_LIGHTEN



BM\_COLOR\_DODGE



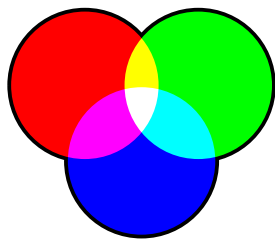
BM\_COLOR\_BURN



BM\_SOFT\_LIGHT



BM\_HARD\_LIGHT

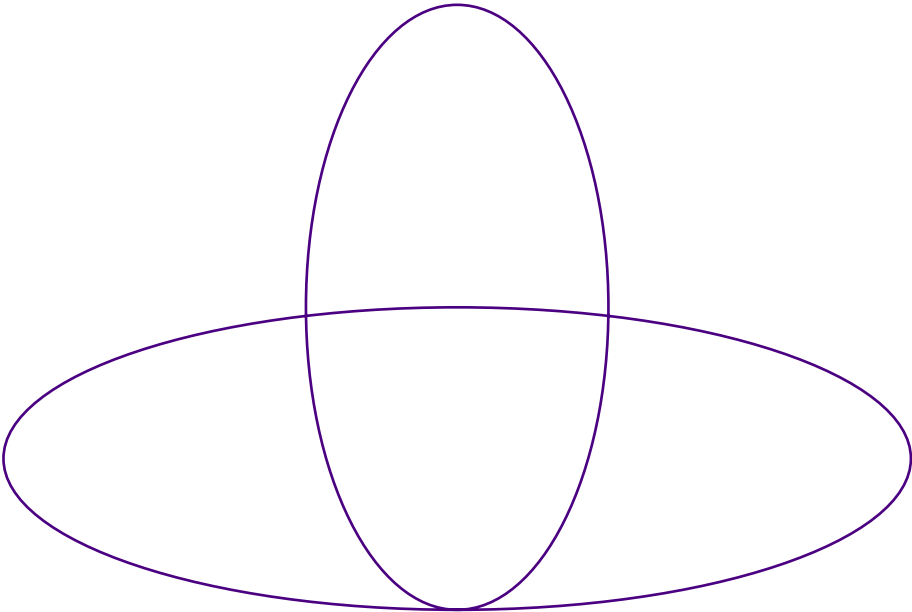
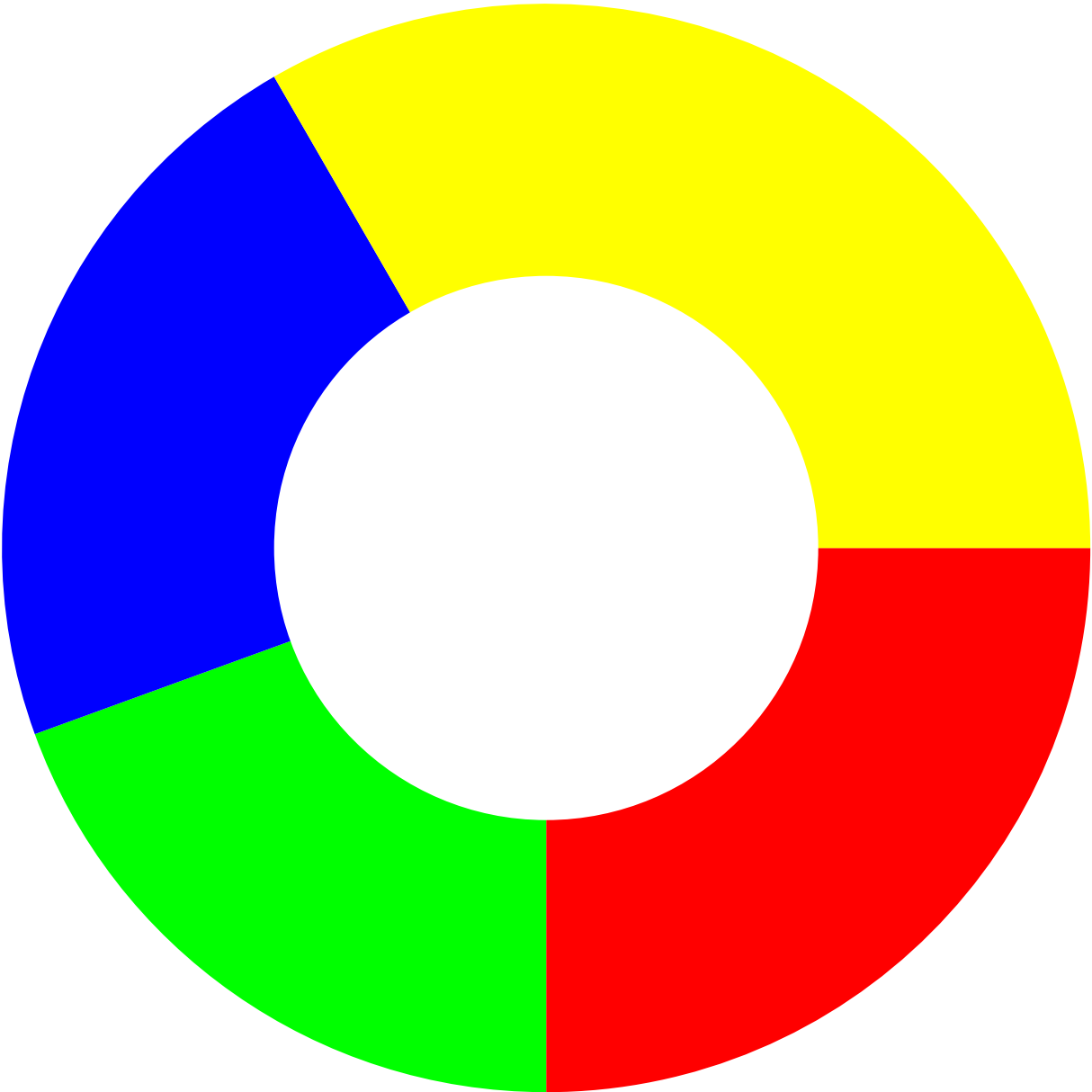


BM\_DIFFERENCE



BM\_EXCLUSION

ARC DEMO



# ADOBE STANDARD FONT DEMO

Courier

abcdefghijklmnopqrstuvwxyz0123456789!#\$%&'()\*+,-./:;<=>?@[\]^\_`{|}~

Courier Bold

abcdefghijklmnopqrstuvwxyz0123456789!#\$%&+,-@?[\ ]<>"

Courier Italic

abcdefghijklmnopqrstuvwxyz0123456789!@#\$%^&\*~\_`{|}~<=>~

Courier Bold Italic

**abcdefghijklmnopqrstuvwxyz0123456789!#\$%&+,-@? \ ( ) [ ] < > "**

Helvetica

abcdefghijklmnopqrstuvwxyz0123456789!@#\$%^&\*~\_`{|}~

Helvetica Bold

abcdefghijklmnopqrstuvwxyz0123456789!@#\$%^&\*~\_`{|}~<>[]<>"

Helvetica Italic

abcdefghijklmnopqrstuvwxyz0123456789!@#\$%^&\*~\_`{|}~<=>[]<=>[]<=>

Helvetica Bold Italic

**abcdefghijklmnopqrstuvwxyz0123456789!@#\$%^&\*~\_`{|}~<>[]<>"**

Times

abcdefghijklmnopqrstuvwxyz0123456789!#\$%&+-@? \()[]<>"

Times Bold

abcdefghijklmnopqrstuvwxyz0123456789!@#\$%^&\*~\_`{|}~<>\"

Times Italic

abcdefghijklmnopqrstuvwxyz0123456789!@#\$%^&\*~\_`{|}~<>[]< >

Times Bold Italic

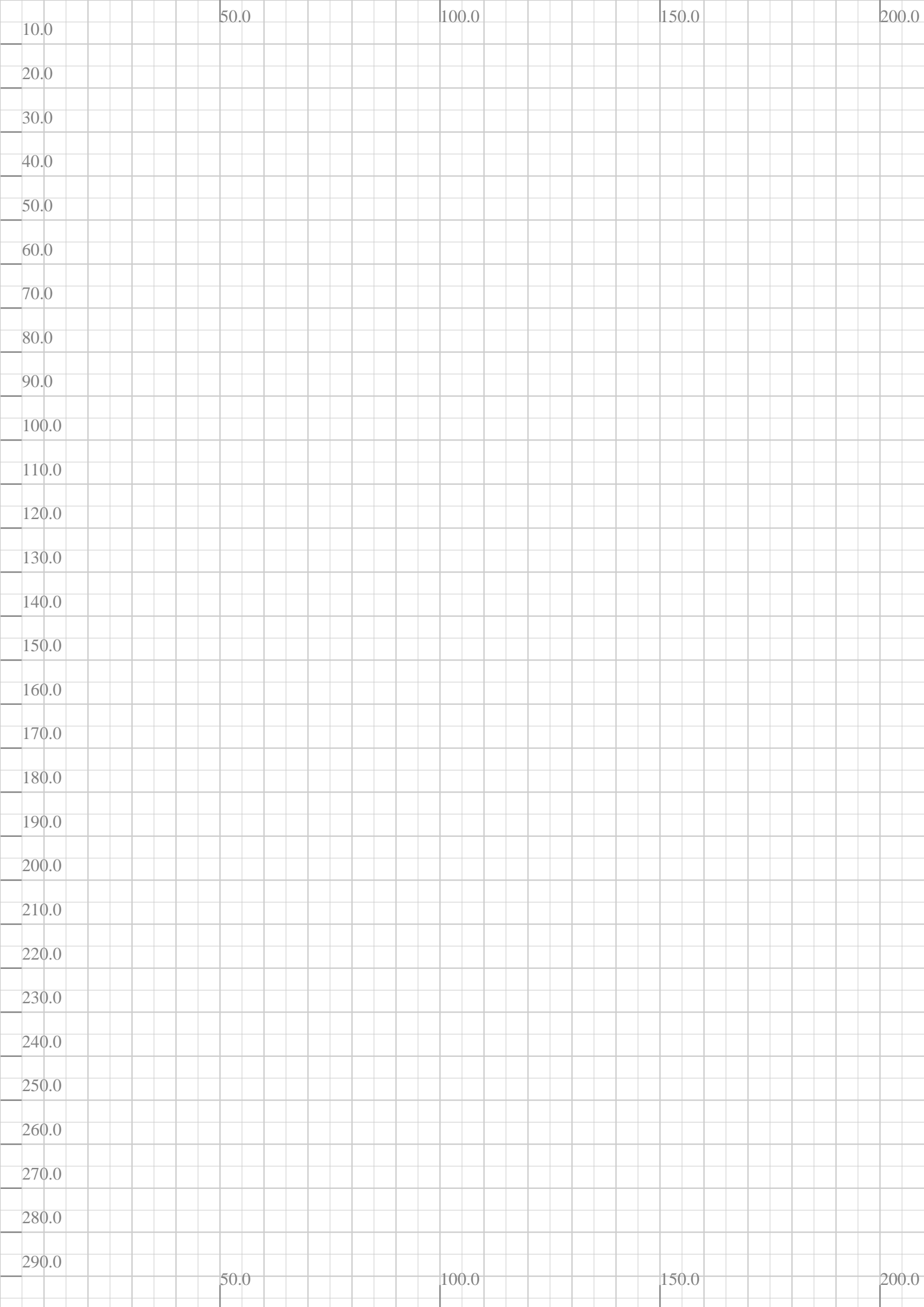
***abcdefghijklmnopqrstuvwxyzABCDEFGHIJKLMNOPQRSTUVWXYZ12345!#\$%&+-@? \()[]<>"***

Symbol

αβχδεφγΑΒΧΔΕΦΓ12345!#∃%&+-≡?∴()[]<>∇

## ZapfDingbats

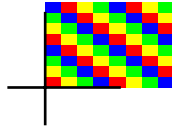
[illegible]



# IMAGE DEMO



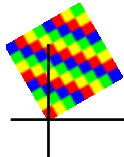
Actual Size  
(x=40.0,y=40.0)



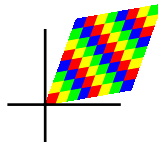
Scaling image (X direction)  
(x=100.0,y=40.0)



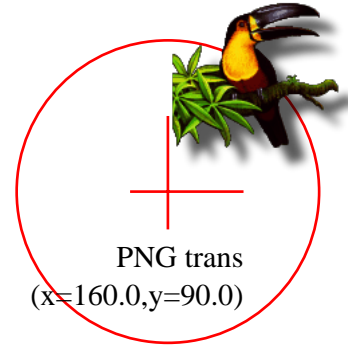
Scaling image (Y direction)  
(x=160.0,y=40.0)



Rotating Image  
(x=40.0,y=90.0)



Skewing Image  
(x=100.0,y=90.0)



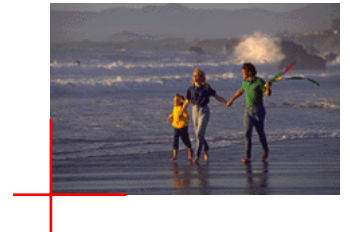
PNG trans  
(x=160.0,y=90.0)



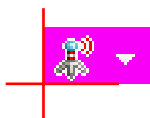
bmp 1 bit  
(x=40.0,y=140.0)



bmp 4 bit  
(x=100.0,y=140.0)



bmp 8 bit  
(x=160.0,y=140.0)



bmp 16 bit  
(x=40.0,y=190.0)



bmp 24 bit  
(x=100.0,y=190.0)



bmp 32 bit  
(x=160.0,y=190.0)



Original  
(x=40.0,y=240.0)



Alpha = 0.8  
(x=100.0,y=240.0)



Alpha = 0.4  
(x=160.0,y=240.0)

Adjustable Image Transparency

# LINE DEMO

line width = 0

line width = 0.5

line width = 1.0

dash\_ptn=[3], phase=1 -- 2 on, 3 off, 3 on...

dash\_ptn=[7, 3], phase=2 -- 5 on 3 off, 7 on,...

dash\_ptn=[8, 7, 2, 7], phase=0

BUTT\_END



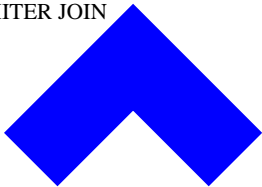
ROUND\_END



SQUARE\_END



MITER JOIN



ROUND JOIN



BEVEL JOIN



Stroke



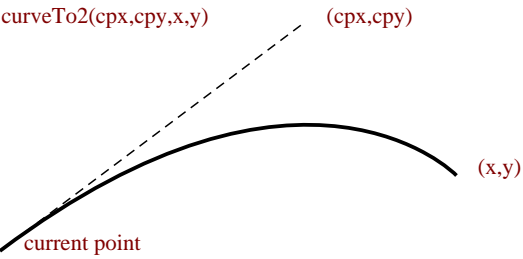
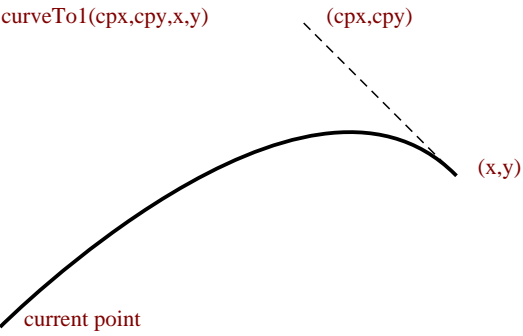
Fill



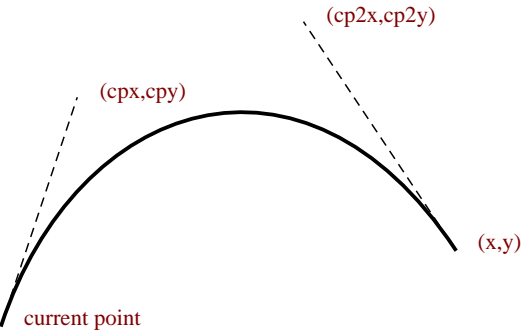
Fill then Stroke



Clip Rectangle



bezierCurveTo(cp1x,cp1y,cp2x,cp2y,x,y)





## TEXT DEMO 2

char-spacing 0

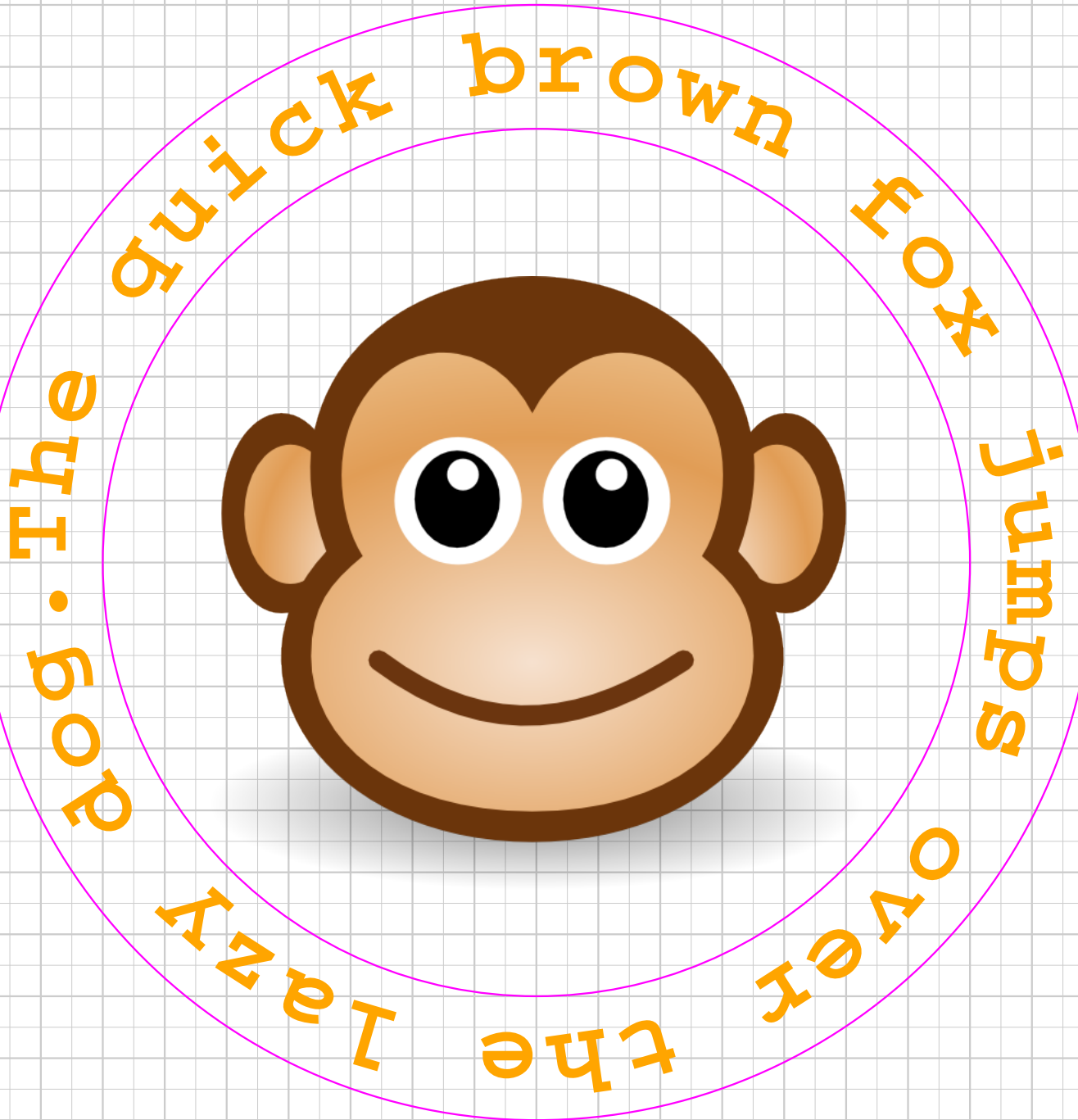
The quick brown fox jumps over the lazy dog.

char-spacing 1.5

The quick brown fox jumps over the lazy dog.

char-spacing 1.5, word-spacing 2.5

The quick brown fox jumps over the lazy dog.





COLOR SPACE DEMO



RGB color space



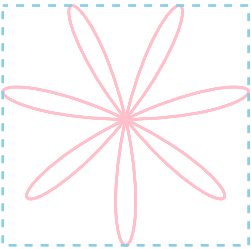
CMYK color space



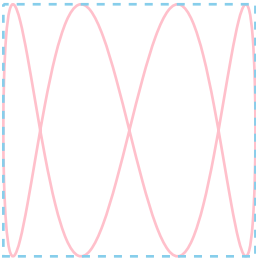
Gray color space



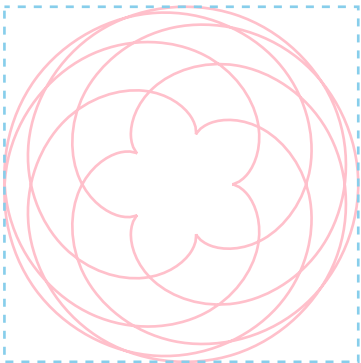
Bezier Curve Bounding Box Demo



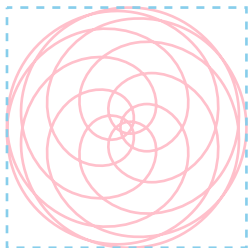
ROSE



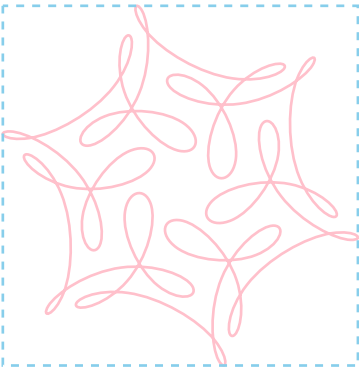
LISSAJOUSE



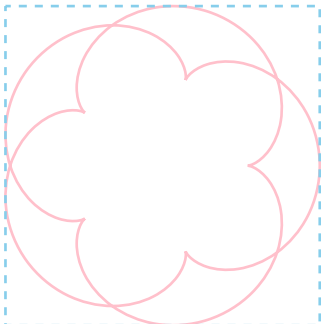
EPICYCLOID



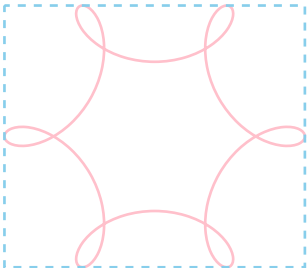
EPITROCHOID



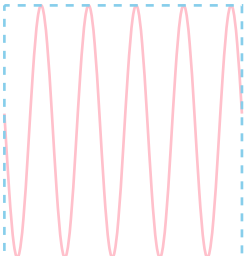
FARRIS WHEEL



HIPOCYCLOID

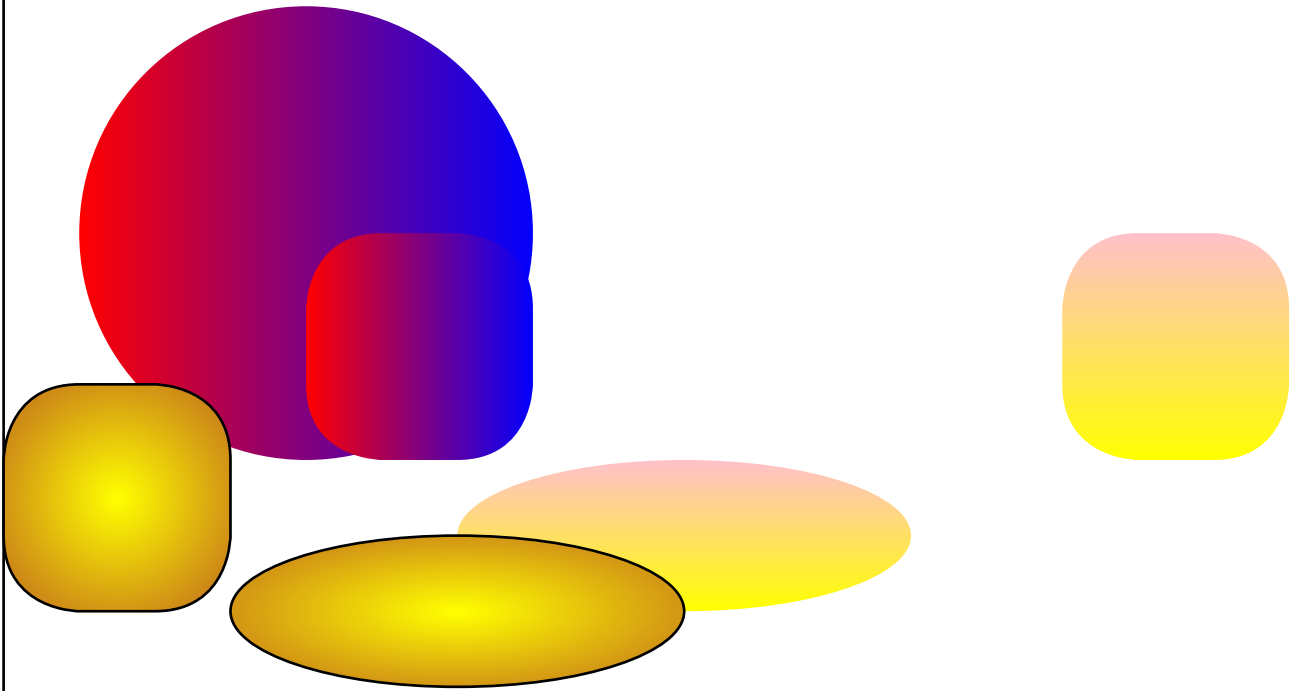


HIPOTROCHOID



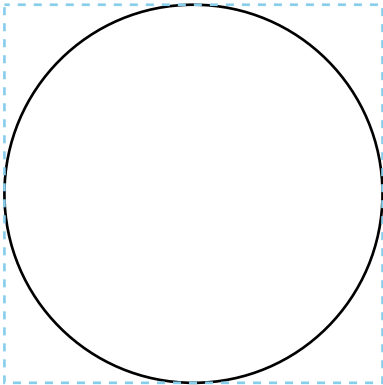
SINE WAVE

## Gradient Demo

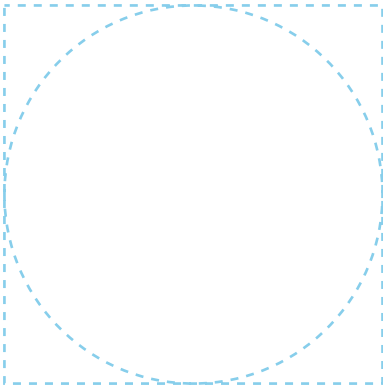


**How gradient works in PDF?**

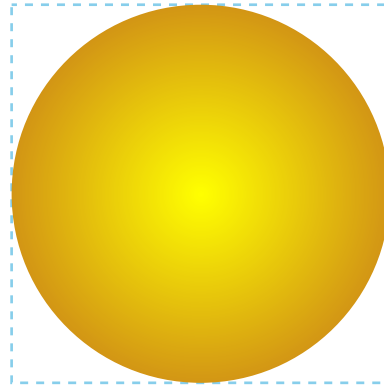
**1. Calculate the bounding box**



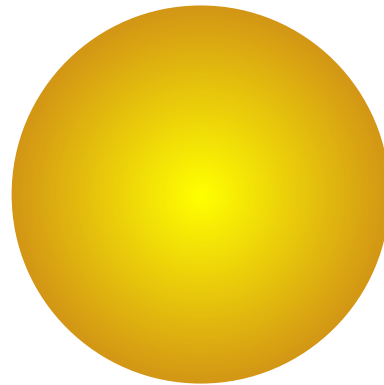
**2. Set clipping area**



**3. Paint gradient inside bbox**



**4. Voila**



Hello World!

헬로우 월드

你好世界

The Quick Brown Fox Jump Over The Lazy Dog

你  
好  
世  
界

天  
下  
大  
勢  
分  
久  
必  
合  
合  
久  
必  
分

