

# Graphic State

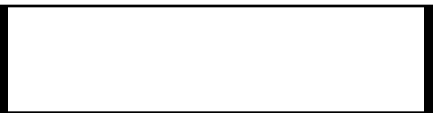
Line Width

1 w

0 w



1 w 4 1 Scale



fill and stroke  
10 w

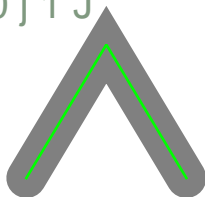
Hello

fill

Hello

LineJoin: j && LineCap: J

0 j 1 J



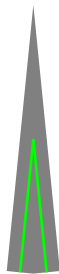
1 j 0 J



2 j 2 J

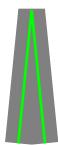
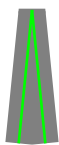


MiterLimit: M. 10M~11.5 2M~60 1.414M~90(degree)  
100 M



10 M

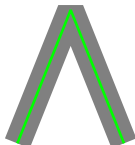
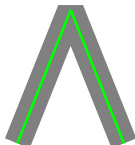
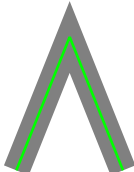
2 j



10 M

2 M

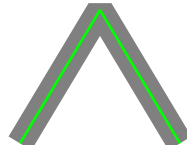
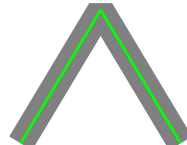
2 j



2 M

1.414 M

2 j



Line Dash Pattern: d. Solid



0 J [] 0 d

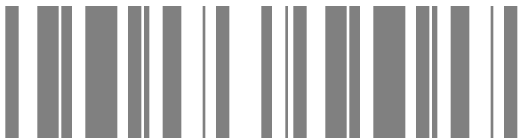
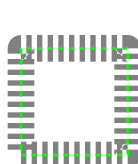
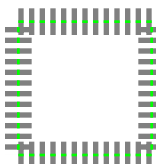
2 J [20] 24 d [3] 0 d

0 J [20] 24 d [2] 1 d

1 J [20] 24 d [3 5] 6 d

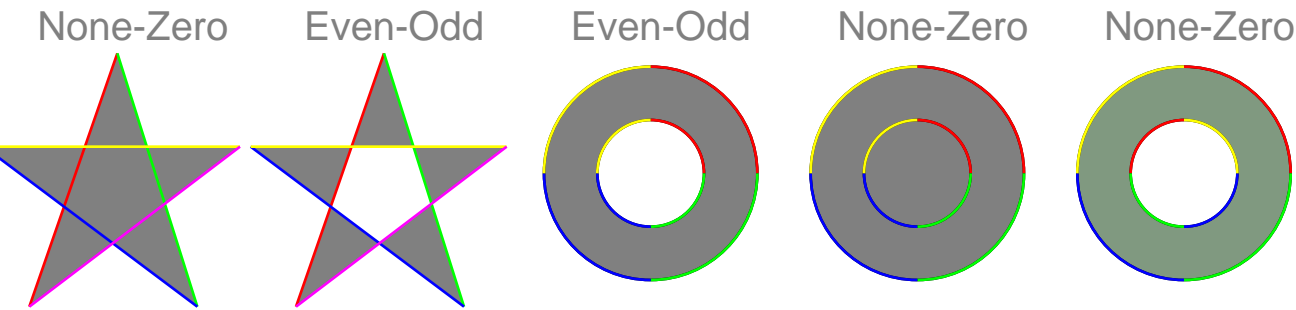
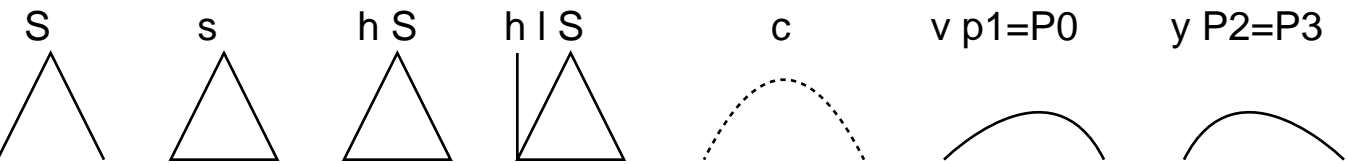
[2] 0 d 50\*50

40\*40



[1 2 5 7 8 1 4 5 12 4 5] 0 d


Path Construction: m re; l c v y h  
Path Painting: S s f f\* B B\* b b\* n



**Clipping Path** Fill Path, set Clipping and show text inside the Clipping

**Clipping Pa** Stroke Path, set Clipping and show text

 Fill and Stroke Path, set Clipping and fill path object

 No-op for Path, set Clipping and fill path object