


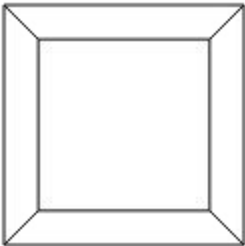



GLC Objects, Properties and Default Values

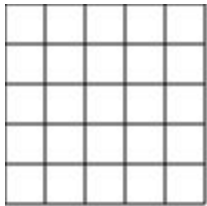
| | | |
|---|---|---|
| <div>addArrow</div> <div></div> <div><div>x100</div><div>y100</div><div>w100</div><div>h100</div><div>pointPercent0.5</div><div>shaftPercent0.5</div><div>rotation0</div><div>strokefalse</div><div>filltrue</div></div> | <div>addBezierCurve</div> <div></div> <div><div>x050</div><div>y010</div><div>x1200</div><div>y1100</div><div>x20</div><div>y2100</div><div>x3150</div><div>y310</div><div>showPointsfalse</div></div> | <div>addCircle</div> <div></div> <div><div>x100</div><div>y100</div><div>radius50</div><div>startAngle0</div><div>endAngle360</div><div>rotation0</div><div>strokefalse</div><div>filltrue</div><div>drawFromCenterfalse</div></div> |
| <div>addContainer</div> <div><div>x0</div><div>y0</div><div>rotation0</div></div> | <div>addCube</div> <div></div> <div><div>x100</div><div>y100</div><div>z0</div><div>size100</div><div>rotationX0</div><div>rotationY0</div><div>rotationZ0</div></div> | <div>addCurve</div> <div></div> <div><div>x020</div><div>y020</div><div>x1100</div><div>y1200</div><div>x2180</div><div>y220</div><div>showPointsfalse</div></div> |

addGear



x 100
y 100
radius 50
teeth 10
toothHeight 10
toothAngle 0.3
hub 10
rotation 0
stroke false
fill true

addGrid



x 0
y 0
w 100
h 100
gridSize 20

addHeart



x 100
y 100
w 50
h 50
rotation 0
stroke false
fill true

addIsobox



x 100
y 100
size 60
h 40
colorTop #eeeeee
colorLeft #999999
colorRight #cccccc
stroke false
fill true

addLine



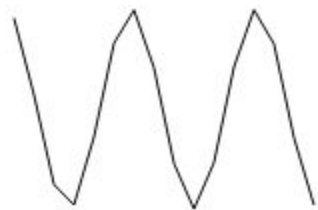
x0 0
y0 0
x1 100
y1 100

addOval



x 100
y 100
rx 50
ry 50
startAngle 0
endAngle 360
rotation 0
stroke false
fill true
drawFromCenter false

addPath



path []
startPercent 0
endPercent 1

addPoly



x 100
y 100
radius 50
sides 5
rotation 0
stroke false
fill true

addRect



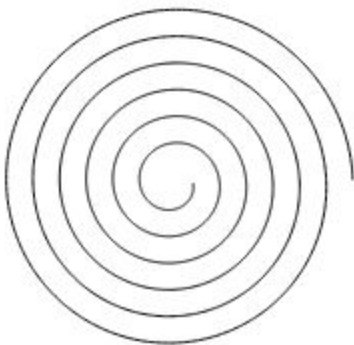
x 100
y 100
w 100
h 100
rotation 0
drawFromCenter true
stroke false
fill true

addRay



x 100
y 100
length 100
angle 0

addSpiral








x 100
y 100
innerRadius 10
outerRadius 90
turns 6
res 1
rotation 0
stroke false
fill true

addStar



x 100
y 100
innerRadius 25
outerRadius 50
points 5
rotation 0
stroke false
fill true

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|--|---|--|
| <div>addText</div> <div>hello</div> <div><div>x100</div><div>y100</div><div>text"hello"</div><div>fontSize20</div><div>fontWeight"normal"</div><div>fontFamily"sans-serif"</div><div>fontStyle"normal"</div><div>rotation0</div><div>strokefalse</div><div>filltrue</div></div> | <div>addSegment</div> <div></div> <div><div>x00</div><div>y00</div><div>x1100</div><div>y1100</div><div>segmentLength50</div></div> | <div>addArcSegment</div> <div></div> <div><div>x100</div><div>y100</div><div>radius50</div><div>startAngle0</div><div>endAngle360</div><div>rotation0</div><div>strokefalse</div><div>arc20</div></div> |
| <div>addBezierSegment</div> <div></div> <div><div>x050</div><div>y010</div><div>x1200</div><div>y1100</div><div>x20</div><div>y2100</div><div>x3150</div><div>y310</div><div>percent0.1</div><div>showPointsfalse</div></div> | <div>addCurveSegment</div> <div></div> <div><div>x020</div><div>y020</div><div>x1100</div><div>y1200</div><div>x2180</div><div>y220</div><div>percent0.1</div><div>showPointsfalse</div></div> | <div>addRaySegment</div> <div></div> <div><div>x100</div><div>y100</div><div>length100</div><div>angle0</div><div>segmentLength50</div></div> |

| | | |
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| <p>Additional properties for all objects:</p> <p>lineWidth 5</p> <p>strokeStyle "#000000"</p> <p>fillStyle "#000000"</p> <p>lineCap "round"</p> <p>lineJoin "miter"</p> <p>lineDash []</p> <p>miterLimit 10</p> <p>shadowColor null</p> <p>shadowOffsetX 0</p> <p>shadowOffsetY 0</p> <p>shadowBlur 0</p> <p>globalAlpha 1</p> <p>translationX 0</p> <p>translationY 0</p> <p>shake 0</p> <p>phase 0</p> <p>speedMult 1</p> <p>parent null</p> <p>blendMode "source-over"</p> | <p>Color module methods:</p> <p>rgb(r, g, b)</p> <p>rgba(r, g, b, a)</p> <p>gray(shade)</p> <p>randomRGB()</p> <p>randomRGB(min, max)</p> <p>randomGray()</p> <p>randomGray(min, max)</p> <p>num(number)</p> <p>hsv(h, s, v)</p> <p>hsva(h, s, v, a)</p> <p>animHSV(h, s, v)</p> <p>animHSVA(h, s, v, a)</p> <p>randomHSV(minH, maxH, minS, maxS, minV, maxV)</p> <p>createLinearGradient(x0, y0, x1, y1)</p> <p>createRadialGradient(x0, y0, r0, x1, y1, r1)</p> | <p>glc properties:</p> <p>w</p> <p>h</p> <p>renderList</p> <p>styles</p> <p>canvas</p> <p>context</p> <p>color</p> <p>onEnterFrame</p> <p>onExitFrame</p> <p>glc methods:</p> <p>loop()</p> <p>playOnce()</p> <p>size(w, h)</p> <p>setFPS(num)</p> <p>setDuration(num)</p> <p>setMode(mode)</p> <p>setEasing(bool)</p> <p>setMaxColors(num)</p> <p>setQuality(num)</p> |
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Note: All properties on all objects are optional. Defaults listed will be used if no value is specified.