


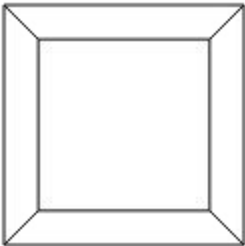



GLC Objects, Properties and Default Values

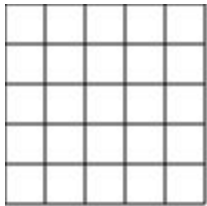
<div>addArrow</div> <div></div> <div><div>x100</div><div>y100</div><div>w100</div><div>h100</div><div>pointPercent0.5</div><div>shaftPercent0.5</div><div>rotation0</div><div>strokefalse</div><div>filltrue</div></div>	<div>addBezierCurve</div> <div></div> <div><div>x050</div><div>y010</div><div>x1200</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

addImage



x 100  
y 100  
w -1  
h -1  
rotation 0  
drawFromCenter true  
smooth true  
(size of -1 uses image's original size)

addIsobox



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

addLine



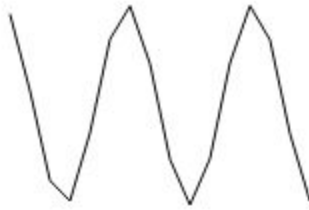
x0 0  
y0 0  
x1 100  
y1 100

## 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



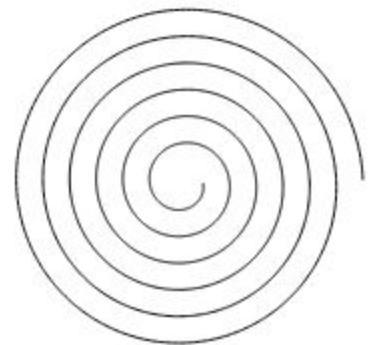
x	100
y	100
w	100
h	100
rotation	0
drawFromCenter	true
stroke	false
fill	true

## 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

<div>addStar</div> <div></div> <div><div>x100</div><div>y100</div><div>innerRadius25</div><div>outerRadius50</div><div>points5</div><div>rotation0</div><div>strokefalse</div><div>filltrue</div></div>	<div>addText</div> <div></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>

<p>addRaySegment</p>  <p>x 100 y 100 length 100 angle 0 segmentLength 50</p>	<p>Additional properties for all objects:</p> <p>lineWidth 5 strokeStyle "#000000" fillStyle "#000000" lineCap "round" lineJoin "miter" lineDash [] miterLimit 10 shadowColor null shadowOffsetX 0 shadowOffsetY 0 shadowBlur 0 globalAlpha 1 translationX 0 translationY 0 shake 0 phase 0 speedMult 1 parent null blendMode "source-over"</p>	<p>Color module methods:</p> <p>rgb(r, g, b) rgba(r, g, b, a) gray(shade) randomRGB() randomRGB(min, max) randomGray() randomGray(min, max) num(number) hsv(h, s, v) hsva(h, s, v, a) animHSV(h, s, v) animHSVA(h, s, v, a) randomHSV(minH, maxH, minS, maxS, minV, maxV) createLinearGradient(x0, y0, x1, y1) createRadialGradient(x0, y0, r0, x1, y1, r1)</p>
<p>glc properties:</p> <p>w h renderList styles canvas context color onEnterFrame onExitFrame  setMaxColors(num) setQuality(num)</p>	<p>glc methods:</p> <p>loop() playOnce() size(w, h) setFPS(num) setDuration(num) setMode(mode) setEasing(bool)</p>	

Note: All properties on all objects are optional. Defaults listed will be used if no value is specified.