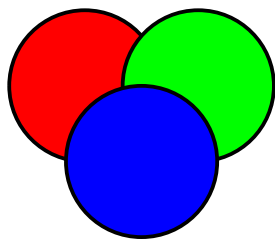


GRAPHIC STATE DEMO



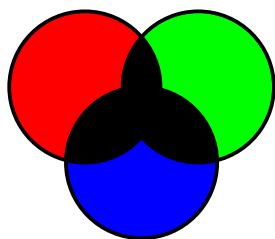
normal



alpha fill = 0.8



alpha fill = 0.4



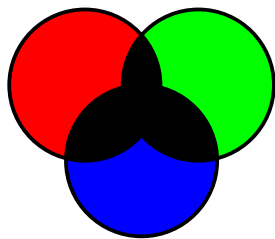
BM\_MULTIPLY



BM\_SCREEN



BM\_OVERLAY



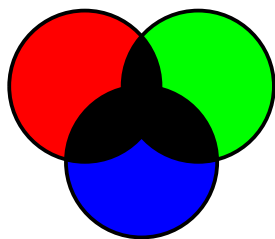
BM\_DARKEN



BM\_LIGHTEN



BM\_COLOR\_DODGE



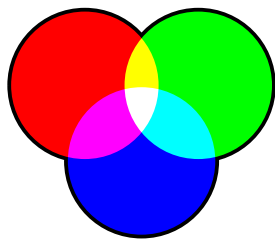
BM\_COLOR\_BURN



BM\_SOFT\_LIGHT



BM\_HARD\_LIGHT

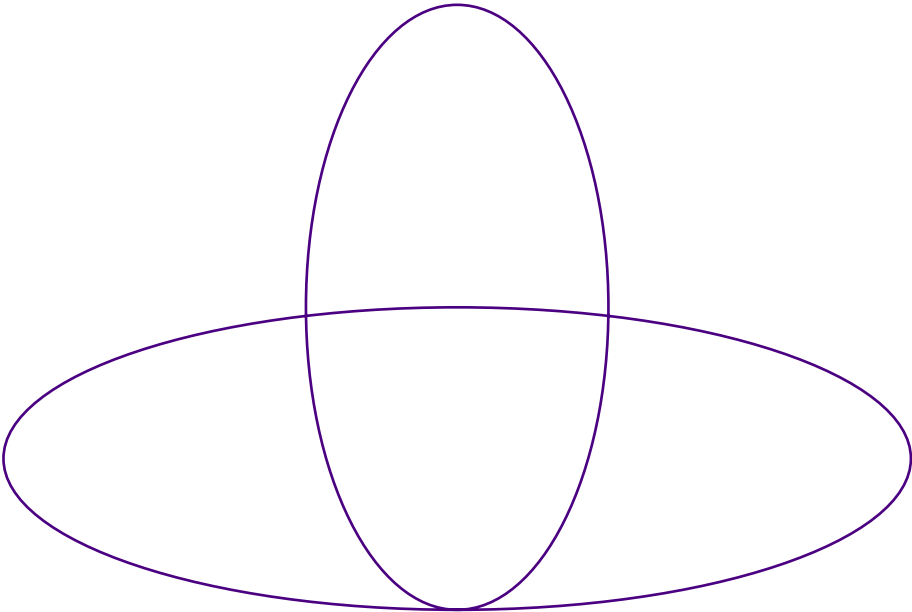
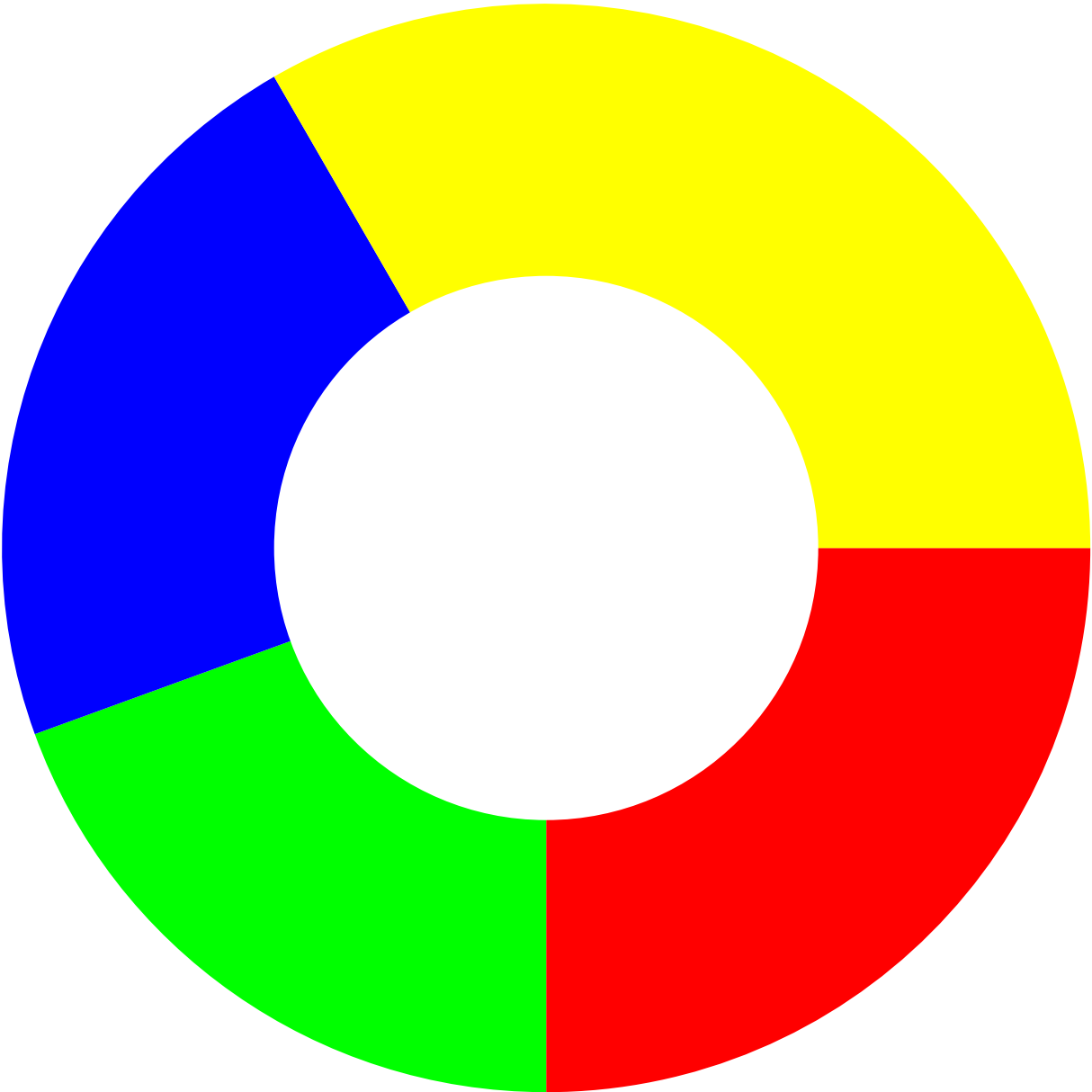


BM\_DIFFERENCE



BM\_EXCLUSION

ARC DEMO



# ADOBE STANDARD FONT DEMO

Courier

abcdefghijklmnopqrstuvwxyz12345!#\$%&+-@? \ ( ) [ ] < > "

Courier Bold

**abcdefghijklmnopqrstuvwxyz12345!#\$%&+-@? \ ( ) [ ] < > "**

Courier Italic

*abcdefghijklmnopqrstuvwxyz12345!#\$%&+-@? \ ( ) [ ] < > "*

Courier Bold Italic

***abcdefghijklmnopqrstuvwxyz12345!#\$%&+-@? \ ( ) [ ] < > "***

Helvetica

abcdefghijklmnopqrstuvwxyz12345!#\$%&+-@? \ ( ) [ ] < > "

Helvetica Bold

**abcdefghijklmnopqrstuvwxyz12345!#\$%&+-@? \ ( ) [ ] < > "**

Helvetica Italic

*abcdefghijklmnopqrstuvwxyz12345!#\$%&+-@? \ ( ) [ ] < > "*

Helvetica Bold Italic

***abcdefghijklmnopqrstuvwxyz12345!#\$%&+-@? \ ( ) [ ] < > "***

Times

abcdefghijklmnopqrstuvwxyz12345!#\$%&+-@? \ ( ) [ ] < > "

Times Bold

**abcdefghijklmnopqrstuvwxyz12345!#\$%&+-@? \ ( ) [ ] < > "**

Times Italic

*abcdefghijklmnopqrstuvwxyz12345!#\$%&+-@? \ ( ) [ ] < > "*

Times Bold Italic

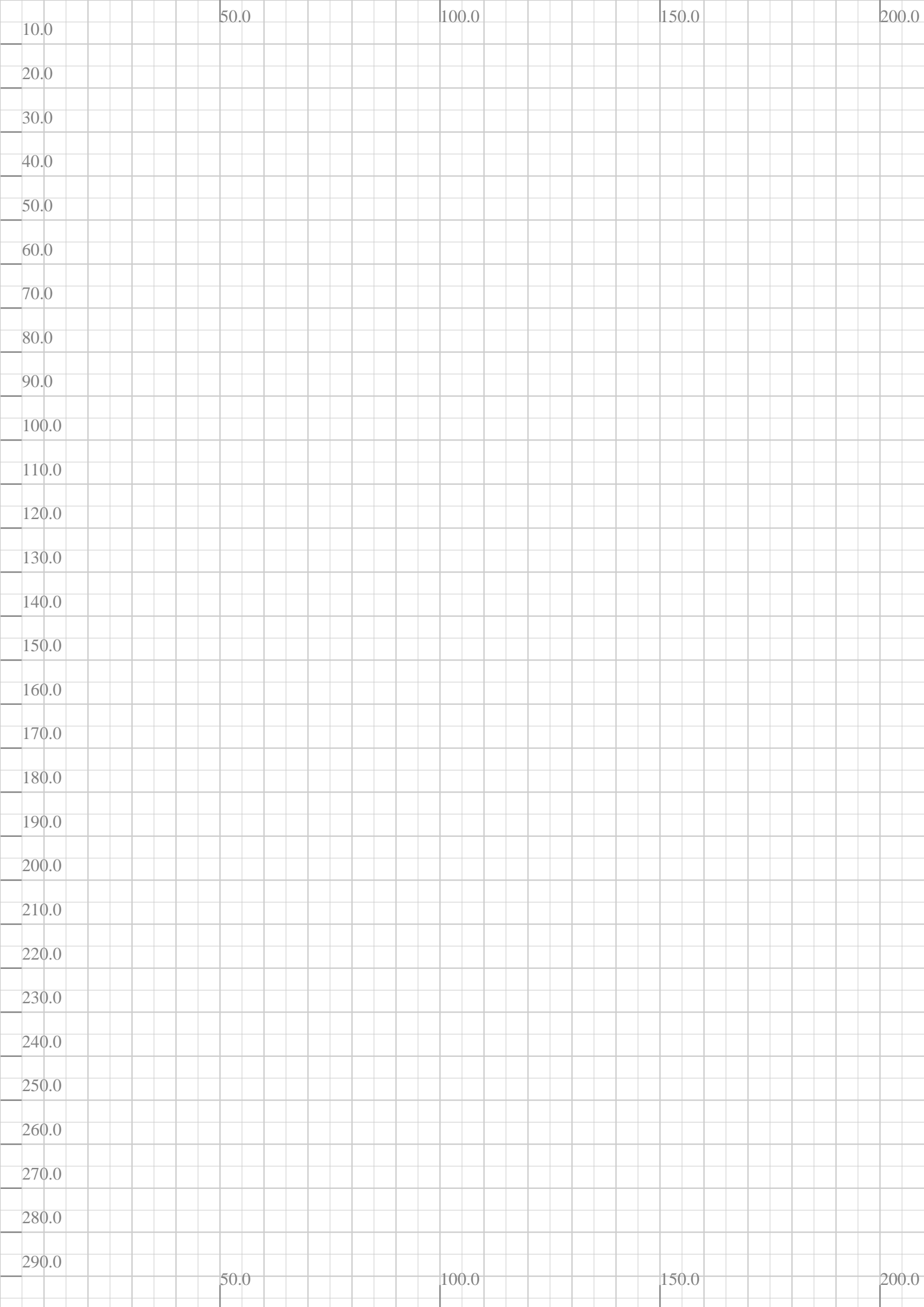
***abcdefghijklmnopqrstuvwxyz12345!#\$%&+-@? \ ( ) [ ] < > "***

Symbol

αβχδεφγABXΔΕΦΓ12345!#∃%&+-≡? ∴ ( ) [ ] < > ∇

ZapfDingbats

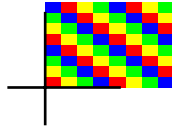
⌘ ⌚ ⌛ ⌜ ⌝ ⌞ ⌟ ⌠ ⌡ ⌢ ⌣ ⌤ ⌥ ⌦ ⌧ ⌨ 〈 〉 ⌫ ⌬ ⌭ ⌮ ⌯ ⌰ ⌱ ⌲ ⌳ ⌴ ⌵ ⌶ ⌷ ⌸ ⌹ ⌺ ⌻ ⌼ ⌽ ⌾ ⌿ Ⓚ Ⓛ Ⓜ Ⓨ Ⓩ ⓐ ⓑ ⓓ ⓔ ⓖ ⓗ ⓙ ⓚ ⓛ ⓞ ⓟ ⓠ ⓡ ⓢ ⓤ ⓥ ⓦ ⓧ ⓨ ⓩ ⓪ ⓫ ⓬ ⓭ ⓮ ⓯ ⓰ ⓱ ⓲ ⓳ ⓴ ⓵ ⓶ ⓷ ⓸ ⓹ ⓺ ⓻ ⓼ ⓽ ⓾ ⓿



# IMAGE DEMO



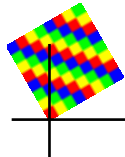
Actual Size  
(x=40.0,y=40.0)



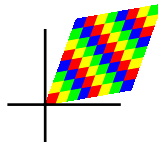
Scaling image (X direction)  
(x=100.0,y=40.0)



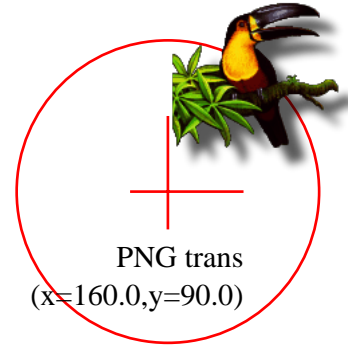
Scaling image (Y direction)  
(x=160.0,y=40.0)



Rotating Image  
(x=40.0,y=90.0)



Skewing Image  
(x=100.0,y=90.0)



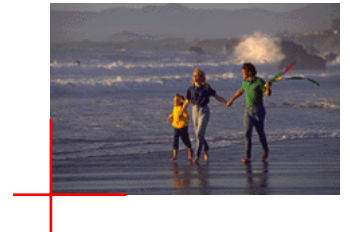
PNG trans  
(x=160.0,y=90.0)



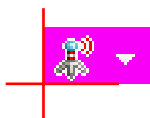
bmp 1 bit  
(x=40.0,y=140.0)



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



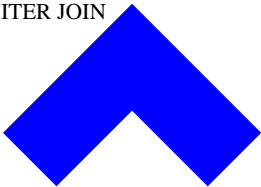
ROUND\_END



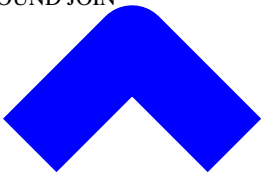
SQUARE\_END



MITER JOIN



ROUND JOIN



BEVEL JOIN



Stroke



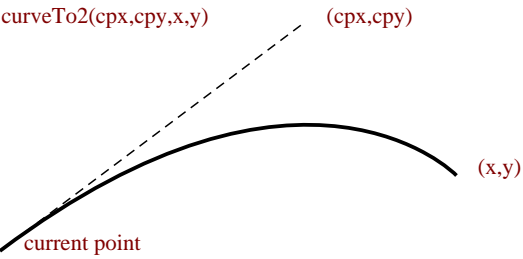
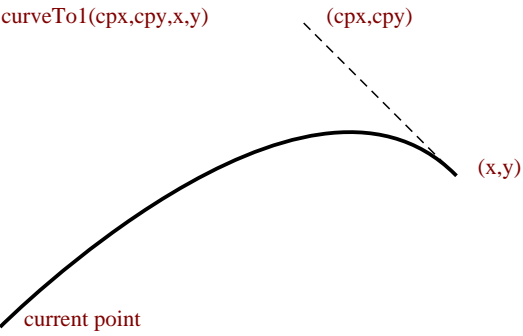
Fill



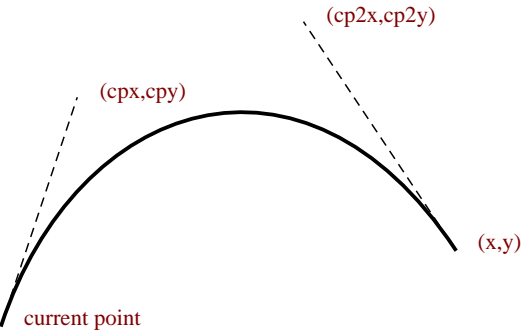
Fill then Stroke



Clip Rectangle



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





TEXT DEMO 1

abcdefgABCDEFGH123!#\$%&+-@?  
Font Size = 3.0

abcdefgABCDEFGH123!#\$%&+-@?  
Font Size = 5.0

abcdefgABCDEFGH123!#\$%&+-@?  
Font Size = 7.0

abcdefgABCDEFGH123!#\$%&+-@?  
Font Size = 9.0

abcdefgABCDEFGH123!#\$%&+-@?  
Font Size = 11.0

abcdefgABCDEFGH123!#\$%&+-@?

abcdefgABCDEFGH123!#\$%&+-@?

abcdefgABCDEFGH123!#\$%&+-@?

Text Rendering Mode:

TR\_FILL

TR\_STROKE

TR\_FILL\_THEN\_STROKE

TR\_FILL\_CLIPPING

TR\_STROKE\_CLIPPING

TR\_FILL\_STROKE\_CLIPPING

ABC123xyz

Rotating Text

ABC123xyz

Skewing Text

ABC123xyz

Scaling Text Y Direction

ABC123xyz

Scaling Text X Direction

## TEXT DEMO 2

char-spacing 0

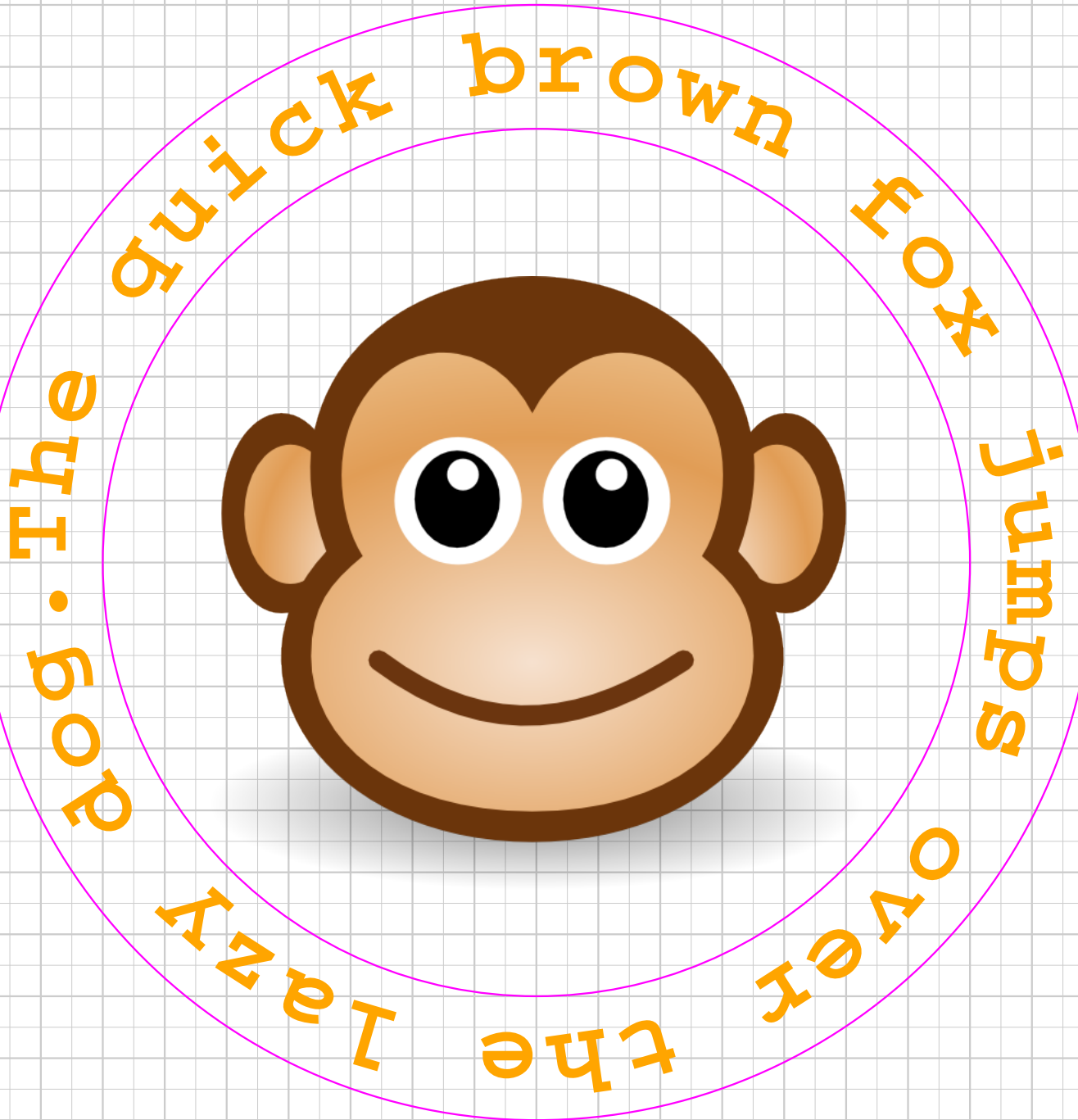
The quick brown fox jumps over the lazy dog.

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



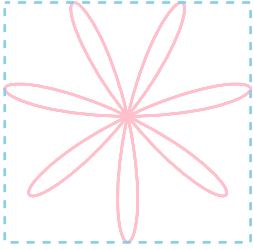
CMYK color space



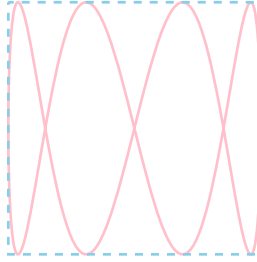
Gray color space



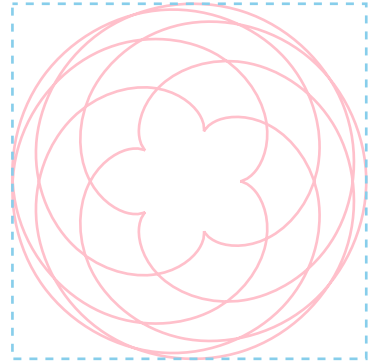
# Bezier Curve Bounding Box Demo



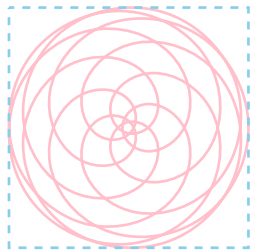
ROSE



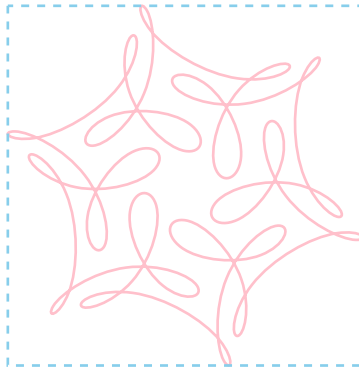
LISSAJOUSE



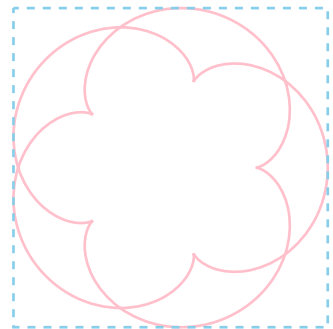
EPICYCLOID



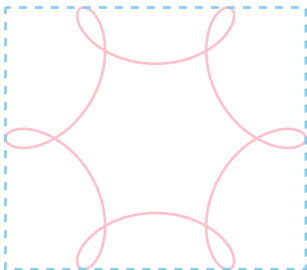
EPITROCHOID



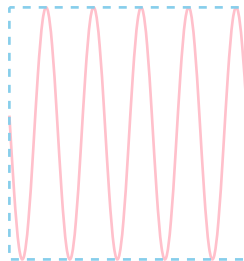
FARRIS WHEEL



HIPOCYCLOID

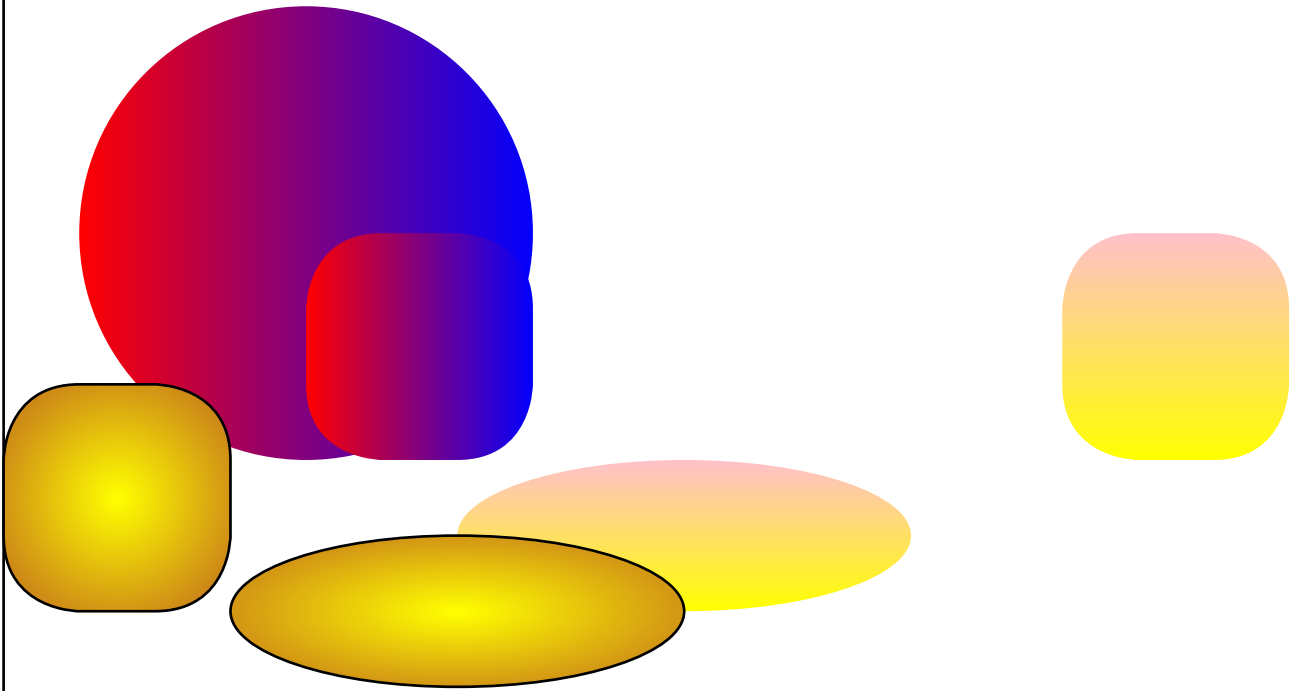


HIPOTROCHOID



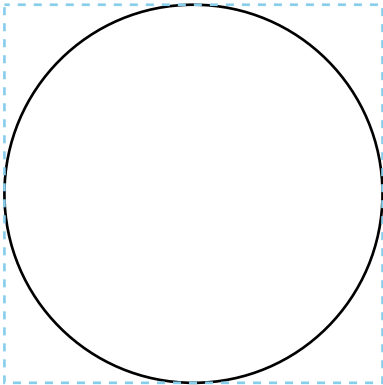
SINE WAVE

## Gradient Demo

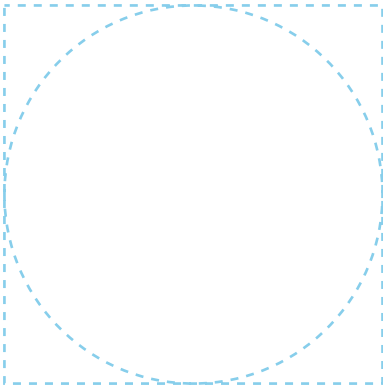


**How gradient works in PDF?**

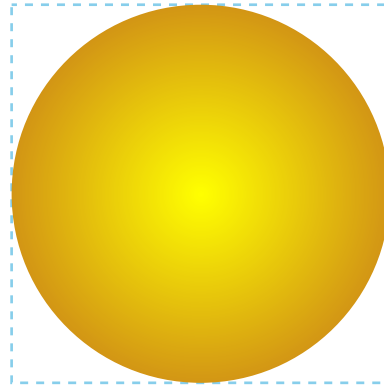
**1. Calculate the bounding box**



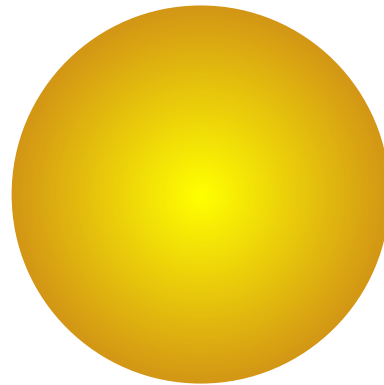
**2. Set clipping area**



**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

天分合  
下久久  
大必必  
勢合分

Обычный текст в кодировке UTF-8

