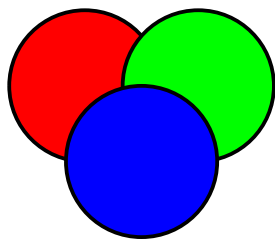


GRAPHIC STATE DEMO



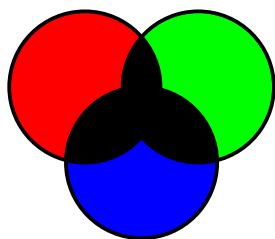
normal



alpha fill = 0.8



alpha fill = 0.4



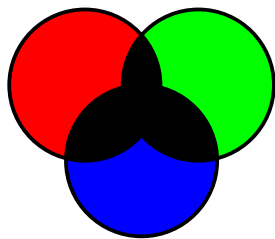
BM_MULTIPLY



BM_SCREEN



BM_OVERLAY



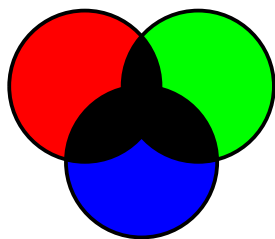
BM_DARKEN



BM_LIGHTEN



BM_COLOR_DODGE



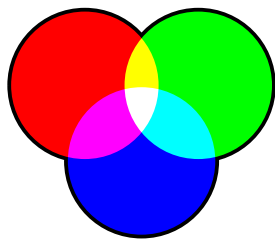
BM_COLOR_BURN



BM_SOFT_LIGHT



BM_HARD_LIGHT

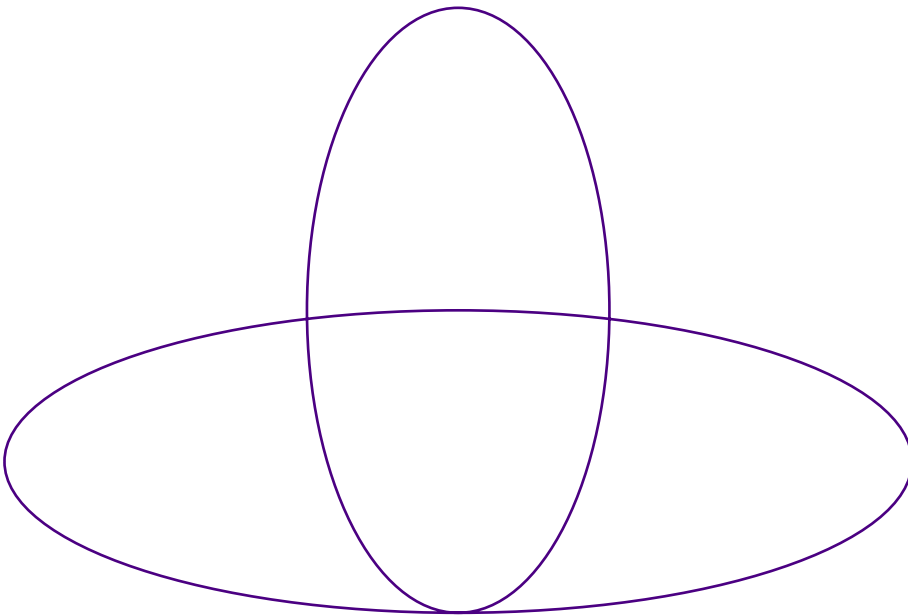
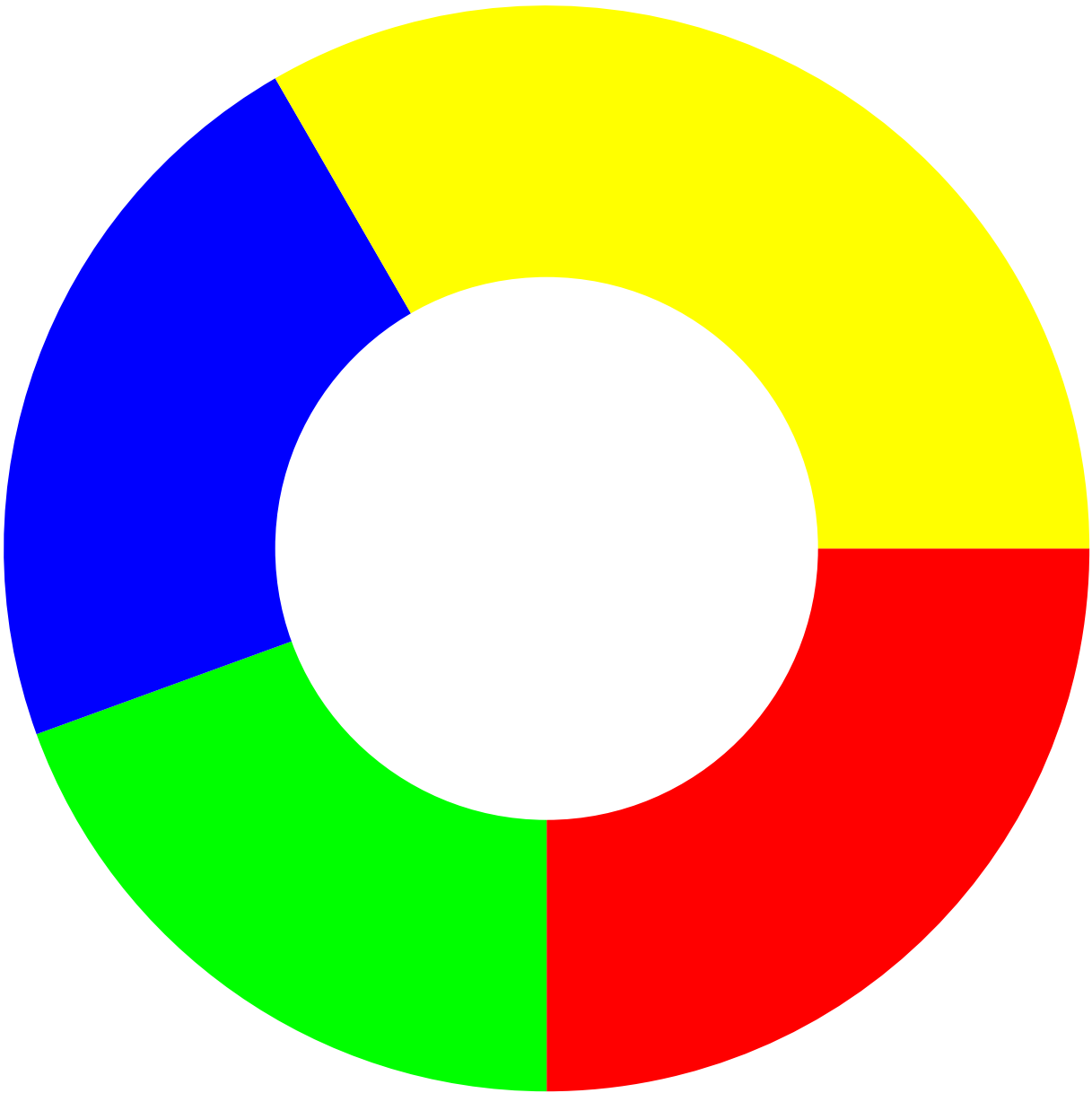


BM_DIFFERENCE



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

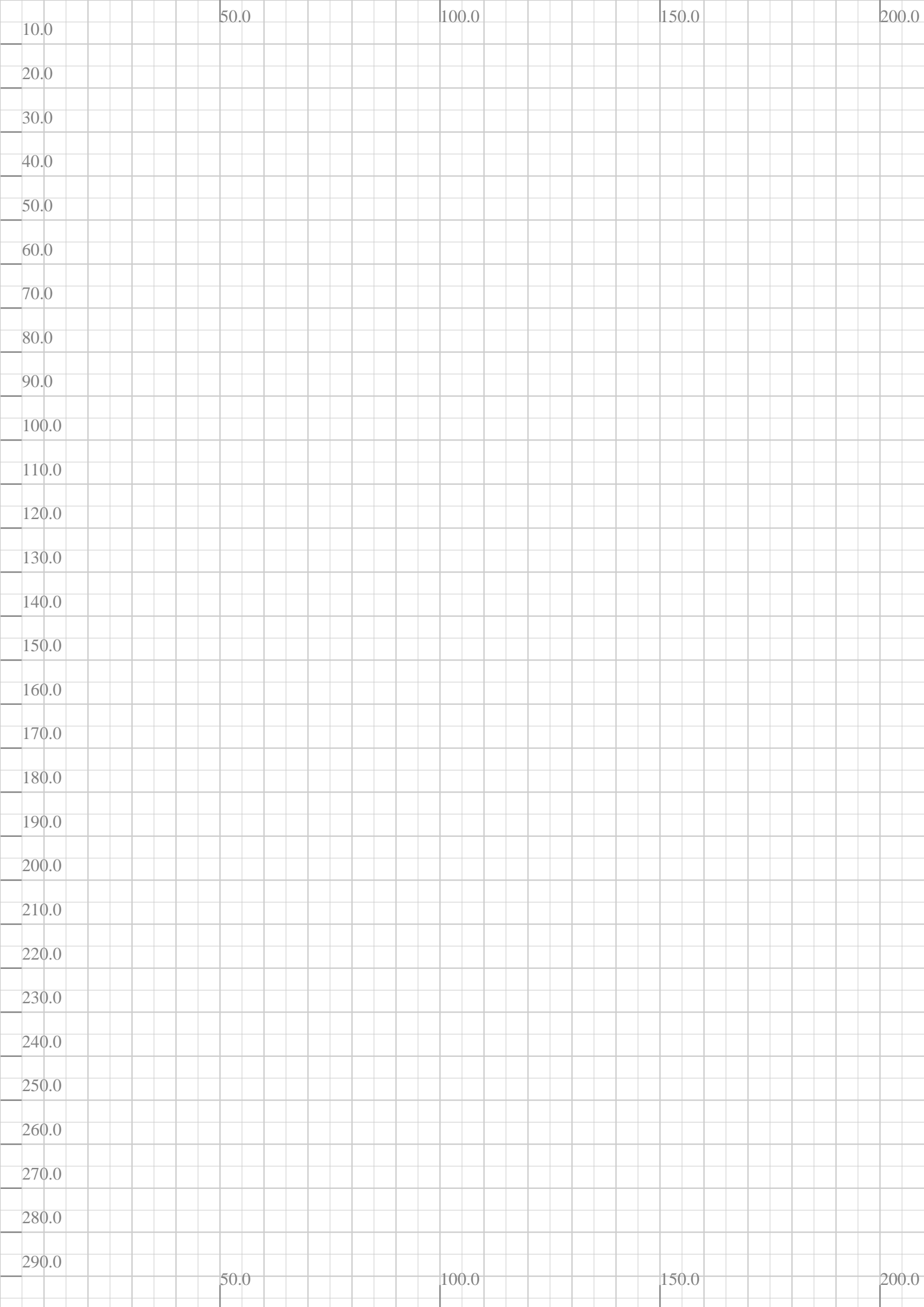
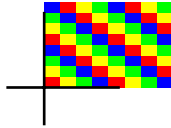


IMAGE DEMO



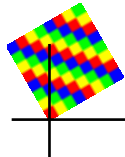
Actual Size
(x=40.0,y=40.0)



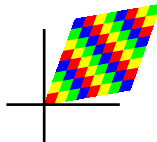
Scaling image (X direction)
(x=100.0,y=40.0)



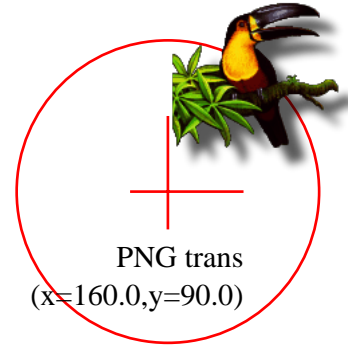
Scaling image (Y direction)
(x=160.0,y=40.0)



Rotating Image
(x=40.0,y=90.0)



Skewing Image
(x=100.0,y=90.0)



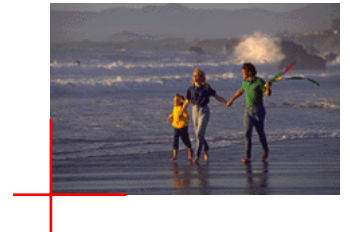
PNG trans
(x=160.0,y=90.0)



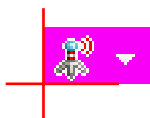
bmp 1 bit
(x=40.0,y=140.0)



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



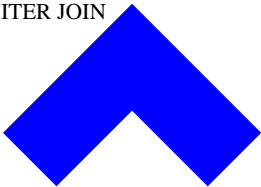
ROUND_END



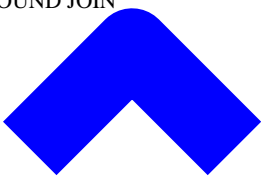
SQUARE_END



MITER JOIN



ROUND JOIN



BEVEL JOIN



Stroke



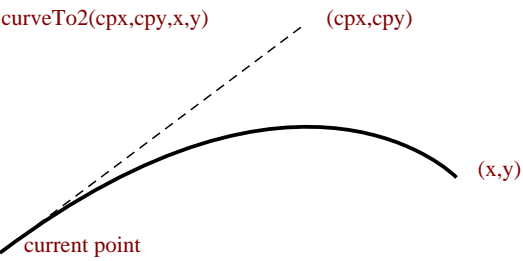
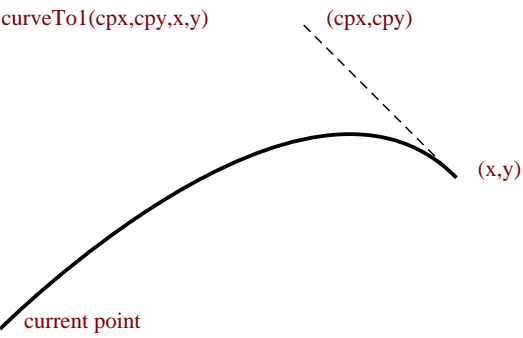
Fill



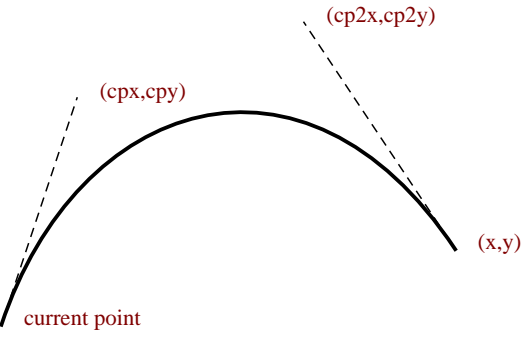
Fill then Stroke

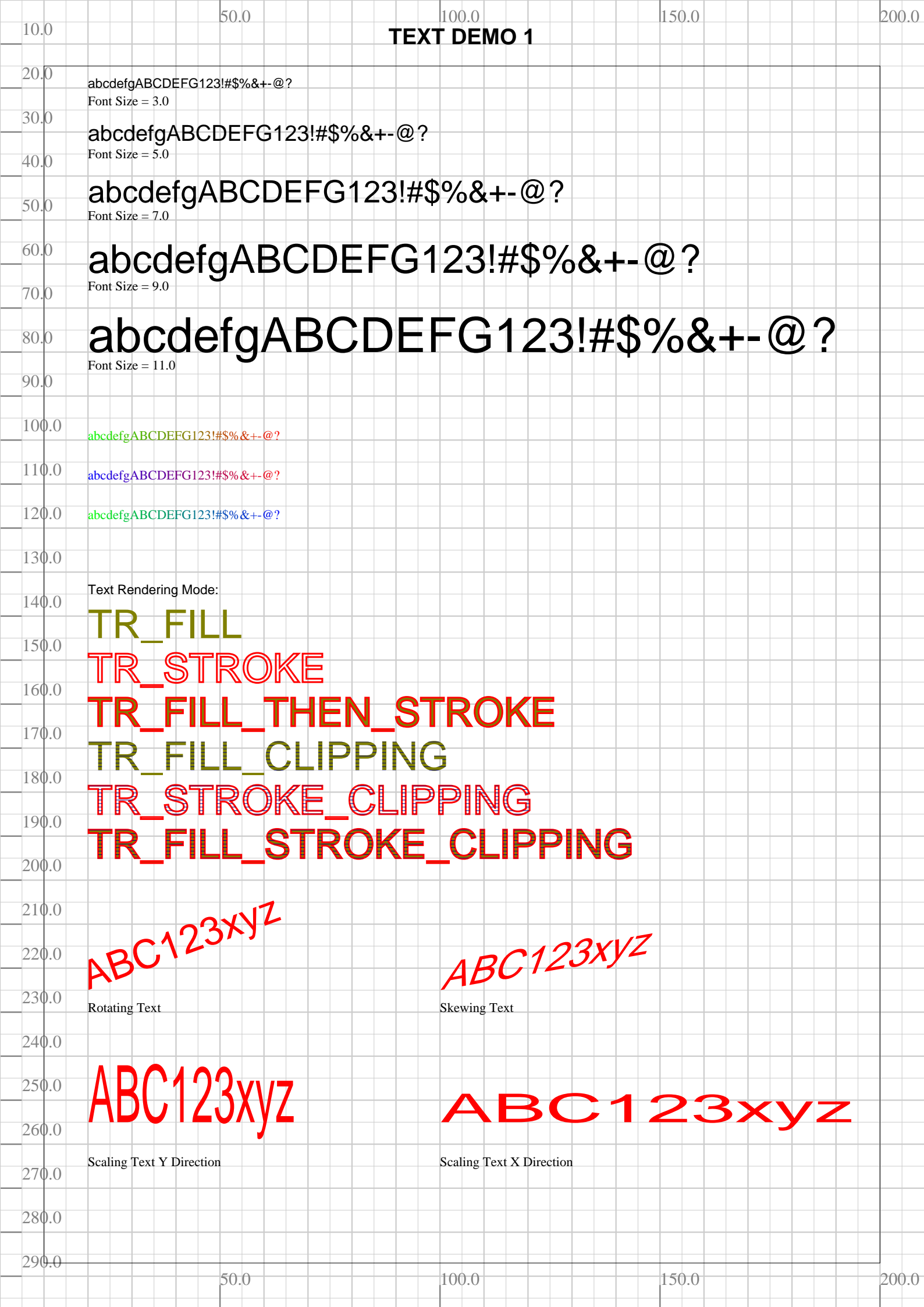


Clip Rectangle



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





TEXT DEMO 2

char-spacing 0

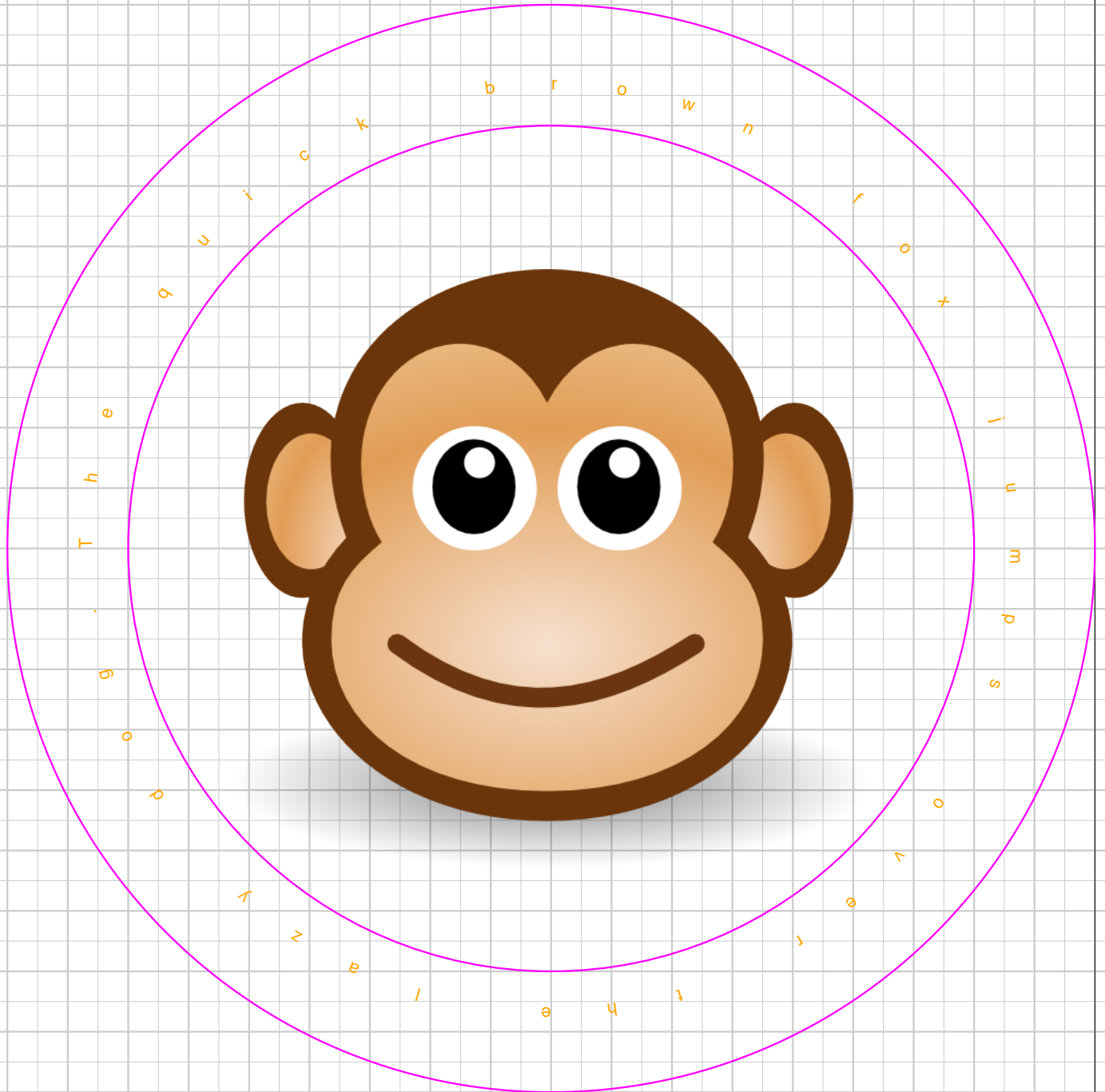
The quick brown fox jumps over the lazy dog.

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



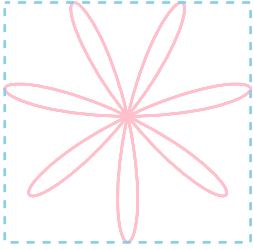
CMYK color space



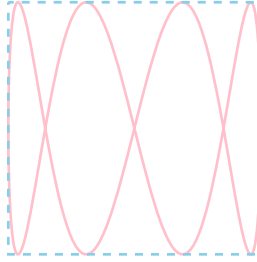
Gray color space



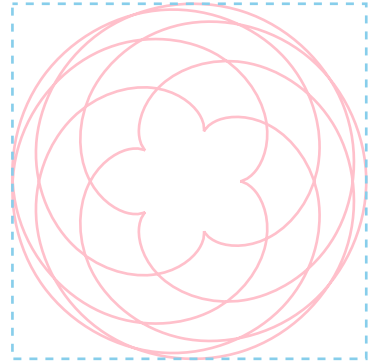
Bezier Curve Bounding Box Demo



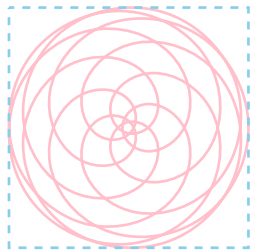
ROSE



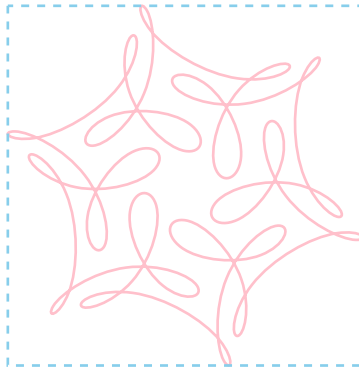
LISSAJOUSE



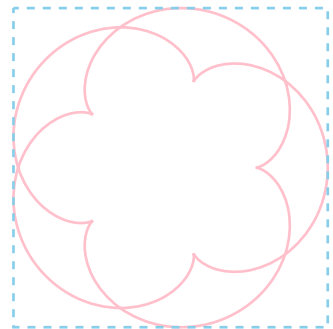
EPICYCLOID



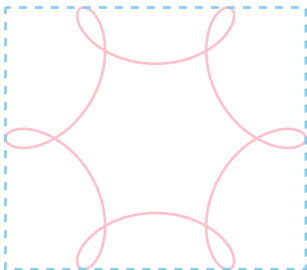
EPITROCHOID



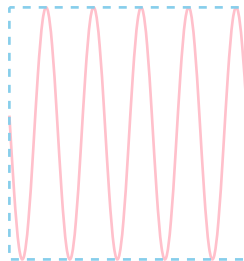
FARRIS WHEEL



HIPOCYCLOID

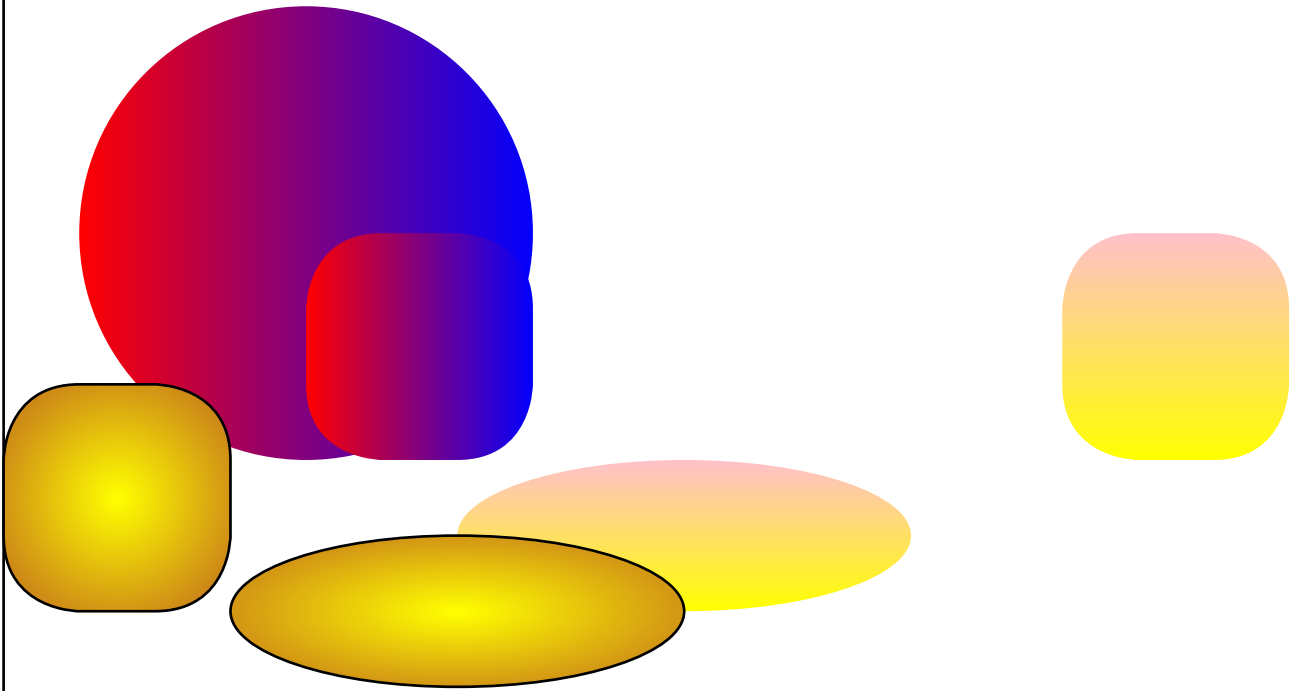


HIPOTROCHOID



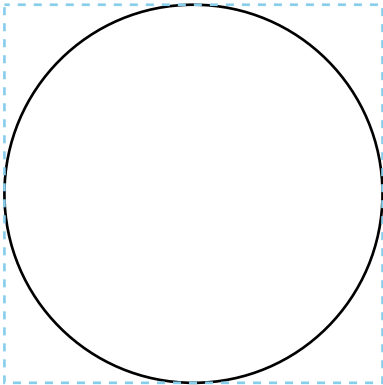
SINE WAVE

Gradient Demo

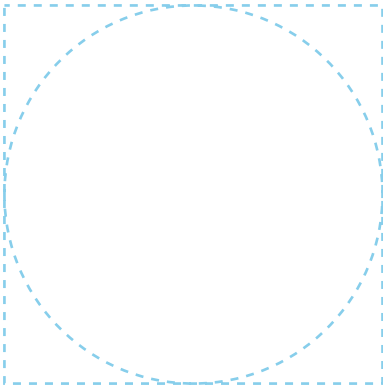


How gradient works in PDF?

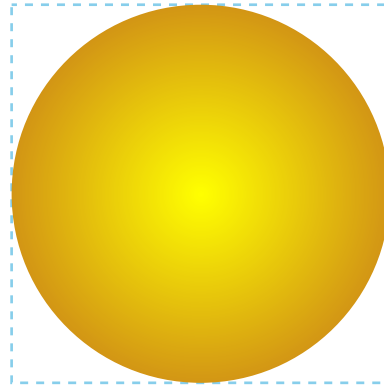
1. Calculate the bounding box



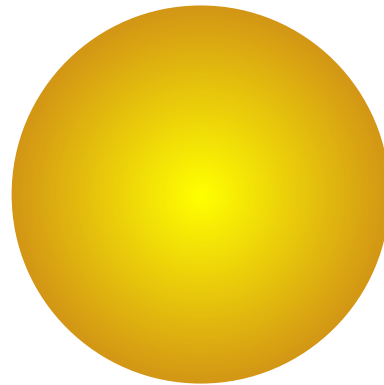
2. Set clipping area



3. Paint gradient inside bbox



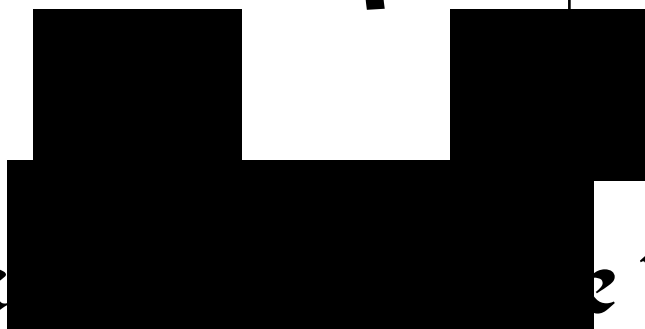
4. Voila



Hello World!



vn Fox



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