# 基础



默认大小300\*150

3d：webgl



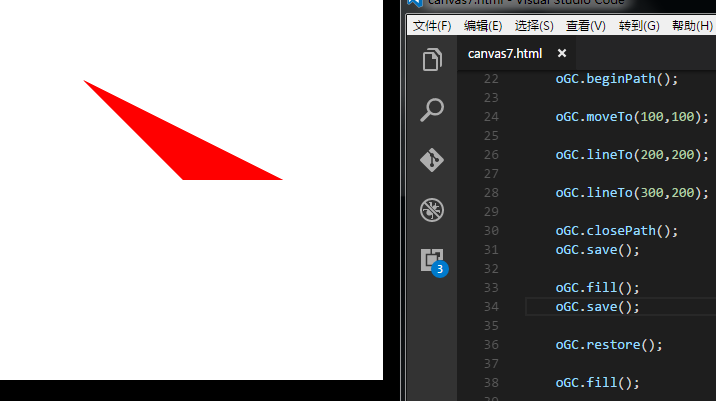
一个像素：理论左右各延伸半个像素，计算机会把像素补足，变成两个像素，解决办法：50.5





Rect(x,y,w,h)

clearRect(x,y,w,h)

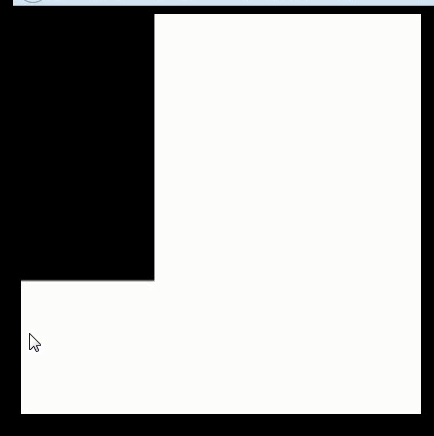
**问题**

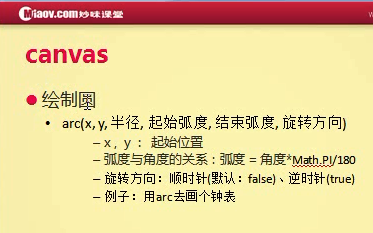
**属性**

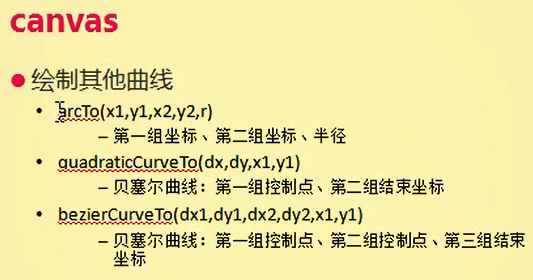
**使用样式宽高时，里面绘制不是实际宽高，而是与默认成比例**

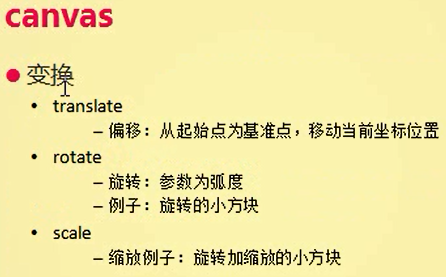


**oGC.fillRect(0,0,100,100);**





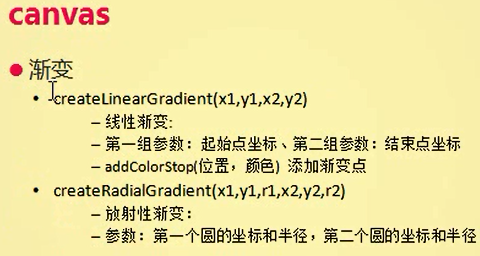


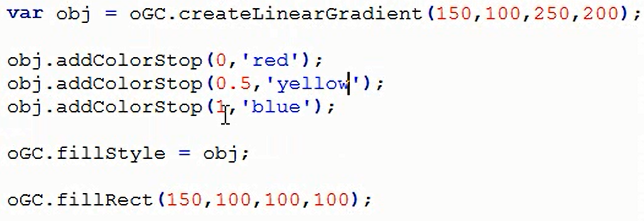


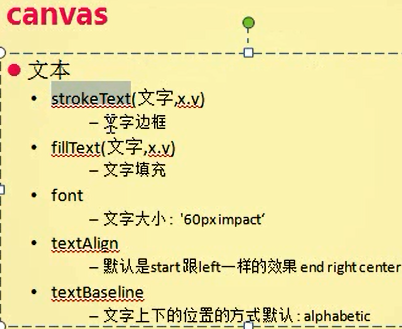
**o.Translate(x,y)应用：可以设置重心点**

o.rotate(60\*Math.PI/18M)







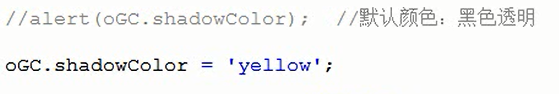


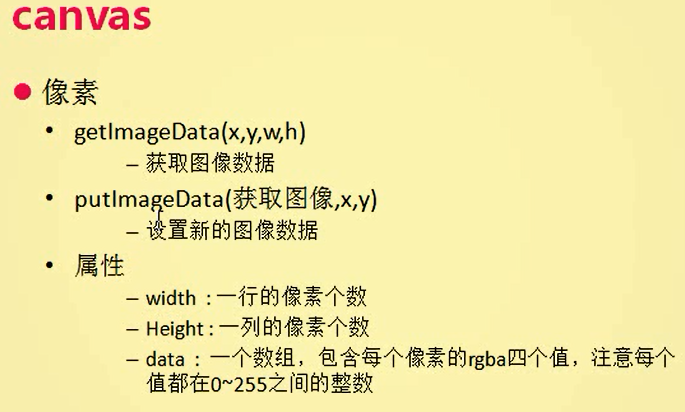
文字，x，y

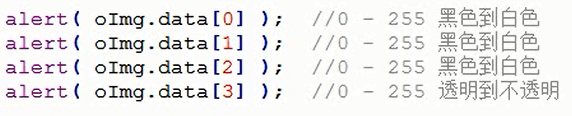




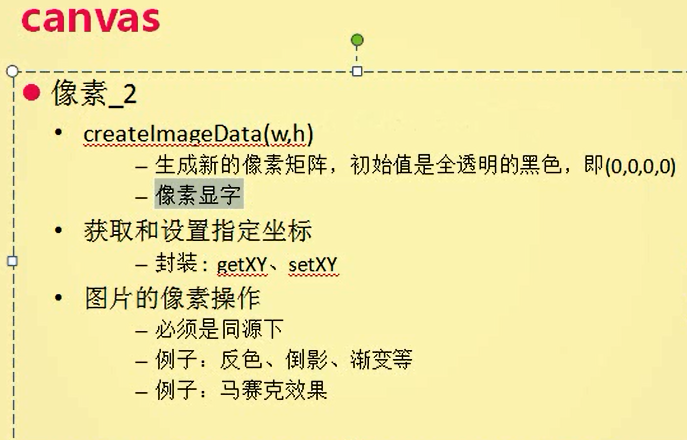


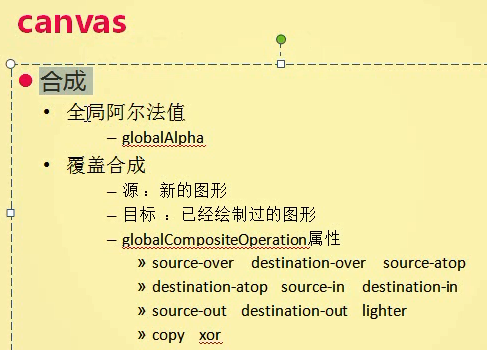






putImageData()中图像要是getImageData的类型，4\*像素值











默认背景透明

