



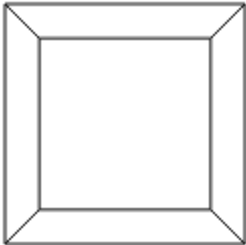


GLC Objects, Properties and Default Values

<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>addCrescent</div> <div></div> <div><div>x100</div><div>y100</div><div>radius50</div><div>Percent0.5</div><div>rotation0</div><div>strokefalse</div><div>filltrue</div><div>drawFromCenterfalse</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>

addCurve



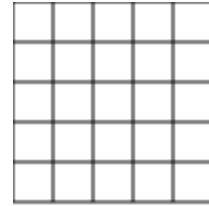
```
x0      20
y0      20
x1     100
y1     200
x2     180
y2      20
showPoints false
```

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



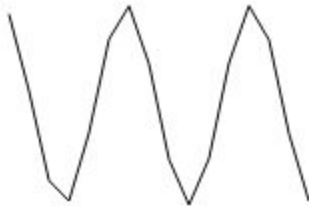
```
x0  0
y0  0
x1  100
y1  100
```

addOval



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

addPath



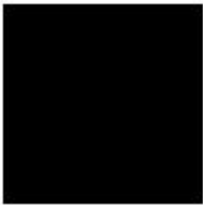
```
path      []
startPercent 0
endPercent 1
```

addPoly



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

addRect



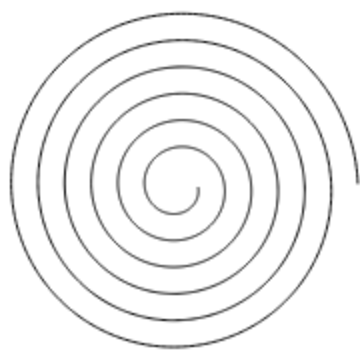
```
x          100
y          100
w          100
h          100
rotation    0
drawFromCenter true
stroke      false
fill        true
```

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

addStar



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

addText

hello

x 100
y 100
text "hello"
fontSize 20
fontWeight "normal"
fontFamily "sans-serif"
fontStyle "normal"
rotation 0
stroke false
fill true

addSegment



x0 0
y0 0
x1 100
y1 100
segmentLength 50

addArcSegment





x 100
y 100
radius 50
startAngle 0
endAngle 360
rotation 0
stroke false
arc 20

addBezierSegment



x0 50
y0 10
x1 200
y1 100
x2 0
y2 100
x3 150
y3 10
percent 0.1
showPoints false

<p>addCurveSegment</p>  <pre> x0 20 y0 20 x1 100 y1 200 x2 180 y2 20 percent 0.1 showPoints false </pre>	<p>addRaySegment</p>  <pre> x 100 y 100 length 100 angle 0 segmentLength 50 </pre>	<p>Additional properties for all objects:</p> <pre> lineWidth 5 strokeStyle "#000000" fillStyle "#000000" lineCap "round" lineJoin "miter" lineDash [] lineDashOffset 0 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" </pre>
<p>Color module methods:</p> <pre> 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(</pre>	<p>glc properties:</p> <pre> w h renderList styles canvas context color onEnterFrame onExitFrame setMaxColors(num) setQuality(num) </pre>	<p>glc methods:</p> <pre> loop() playOnce() size(w, h) setFPS(num) setDuration(num) setMode(mode) setEasing(bool) </pre>

<pre> x0, y0, x1, y1) createRadialGradient(x0, y0, r0, x1, y1, r1) </pre>		
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Note: All properties on all objects are optional. Defaults listed will be used if no value is specified.