



HTML5 Mobile Web Development

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About the instructor



Jake Carter is a web and software developer at RogueSheep, an award-winning Seattle-based company dedicated to creating top-tier applications that focus on design and usability. While he currently develops for Apple's iOS devices, Jake has a personal and professional enthusiasm for web standards. Staying on the cutting edge of technology is more than just a job for Jake—it's a passion.

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Week 8 Tip Sheet

Sizing the Canvas

You should never use CSS to size the canvas. This will scale it and could cause blurred drawing.

When you want to resize the canvas, set the width and height on the canvas directly, either via JavaScript or inline in the HTML. Also remember that when you change the canvas size, it will clear whatever is drawn in it, so you'll need to redraw.

Drawing in the 2D Context

When setting things like the `fillStyle` or `strokeStyle`, remember you are not setting these things on the object you are drawing. You are changing the current global context. It's always a good idea to save the context before you change it and restore it once you're done, this way you can make sure you've set it back to a good default setting.

Example

```
ctx.save();  
ctx.fillStyle = 'rgba(0, 255, 0, 0.5)';  
ctx.fillRect(60, 60, 100, 100);  
ctx.restore();
```

Orientation Detection

Remember, when the device's orientation is changed, the browser window has effectively been resized. Because of this, you should always resize your canvas and redraw.

Related Links

<http://dev.w3.org/html5/spec/the-canvas-element.html#the-canvas-element>

<http://dev.w3.org/html5/2dcontext/>

https://developer.mozilla.org/en/canvas_tutorial