HTML5 Canvas Quick Reference - chrisdixon.dev

Popular Methods					
Stroke & Fill Methods		**Text Methods**		**Pixel Manipulation Properties**	
fill()	Fills the current drawing	fillText()	Adds text with a fill	width	Returns the ImageData object width
stroke()	Draws the path or shapes outline	strokeText()	Adds text with a outline only	height	Returns the ImageData object height
		measureText()	Returns the width of specified text	data	Returns the ImageData object pixel data
Stroke & Fill Properties					
fillStyle	Sets the fill style for the shape	**Arc & Curve Methods**		**Image Methods**	
strokeStyle	Sets the outline style for the shape	arc()	Used to create an arc, circle or part circle	drawImage()	Used to draw images to the canvas
		arcTo()	Creates an arc between two tangents	createImageData()	Creates a new, blank ImageData object
Line & Path Methods		quadraticCurveTo()	Creates a curve by using a start, end and 1 control point	getImageData()	Returns a ImageData object containing pixel data from a specified area
beginPath()	Used to create a new path	bezierCurveTo()	Creates a curve by using a start, end and 2 control points	putImageData()	Puts image data back onto the canvas
closePath()	Closes current path and returns to start point	ellipse()	Creates a ellipse shape		
moveTo()	Moves to specified point without drawing a line			**Transformations**	
lineTo()	Moves to specified point and draws a line from last point	**Gradient Methods**		translate()	Moves the canvas 0,0 origin
		createLinearGradient()	Creates a gradient in a straight/linear direction	rotate()	Adds a rotation angle to the current drawing
Rectangle Methods		createRadialGradient()	Creates a gradient in a circular/radial direction	scale()	Scales the drawing to be larger or smaller
rect()	Draws a rectangle	addColorStop()	Used to set the colour and stop position on the gradient	transform()	Adds values to the transformation matrix
fillRect()	Draws a rectangle with a fill			setTransform()	Applies transform() after reseting the transformation matrix
strokeRect()	Draws a rectangle with a an outline only	**Pattern Methods**			
		createPattern()	Repeats a element in a specified direction	**Save & Restore**	
Line Styles & Miter Properties				save()	Saves the current canvas context
lineCap	Used to set the end of a line style	**Shadow Properties**		restore()	Restores the last saved canvas state
lineJoin	Used to set the type of corner: bevel, round, miter	shadowOffsetX	Used to add a shadow along the x axis		
lineWidth	Used to set the current line width	shadowOffsetY	Used to add a shadow along the y axis	**Useful code**	
miterLimit	Used to restrict the maximum miter length	shadowBlur	Used to add a blur to the shadow	var canvas = document.getElementById("myCanvas");	
		shadowColor	Used to add the shadows color	var ctx = canvas.getContext("2d");	
Text Properties					
font	Used to set a the font properties	**Removing sections**			
textAlign	Used to set text alignment	clearRect()	Clears the pixels within a given rectangle area		
textBaseline	Used to set the text baseline	clip()	Restricts all drawing to a clipped area		