1. exportFileName: "Range Spline Area", //Give any name accordingly
2. exportEnabled: true,

dataPointMaxWidth: 20,

1. dataPointWidth: 20,
2. interactivityEnabled: false,
3. toolTip:{
4. enabled: true, //disable here
5. animationEnabled: true //disable here
6. },

changing tool pit properties dynamically

<!DOCTYPE HTML>

<html>

<head>

<script type="text/javascript">

window.onload = function () {

var chart = new CanvasJS.Chart("chartContainer",

{

title:{

text: "Changing toolTip Properties Dynamically"

},

data: [

{

type: "column",

dataPoints: [

{ x: 10, y: 71 },

{ x: 20, y: 55},

{ x: 30, y: 50 },

{ x: 40, y: 65 },

{ x: 50, y: 95 },

{ x: 60, y: 68 },

{ x: 70, y: 28 },

{ x: 80, y: 34 },

{ x: 90, y: 14}

]

}

]

});

chart.render();

document.getElementById("button").addEventListener("click", function(){

var size = chart.toolTip.get("fontSize");

document.getElementById("displayPanel").innerHTML = "Font Size: "+size;

chart.toolTip.set("borderThickness", 4, false);

chart.toolTip.set("animationEnabled",false);

});

}

</script>

<script type="text/javascript" src="https://cdn.canvasjs.com/canvasjs.min.js"></script>

</head>

<body>

<div id="chartContainer" style="height: 300px; width: 100%;">

</div>

<button id="button">Set ToolTip Properties</button>

<span id="displayPanel"></span>

</body>

</html>  
  
  
  
  
data series  
<!DOCTYPE HTML>

<html>

<head>

<script type="text/javascript">

window.onload = function () {

var chart = new CanvasJS.Chart("chartContainer", {

data: [

{

type: "column",

dataPoints: [

{ x: 1, y: 5 },

{ x: 2, y: 9 },

{ x: 3, y: 17},

{ x: 4, y: 32},

{ x: 5, y: 22},

{ x: 6, y: 14},

{ x: 7, y: 25},

{ x: 8, y: 18},

{ x: 9, y: 20}

]

}

]

});

chart.render();

document.getElementById("button").addEventListener("click", function(){

var type = chart.data[0].get("type");

document.getElementById("display").innerHTML = "Initial Chart Type: " + type;

chart.data[0].set("type", "spline");

this.disabled = true;

})

}

</script>

<script type="text/javascript" src="https://cdn.canvasjs.com/canvasjs.min.js"></script></head>

<body>

<div id="chartContainer" style="height: 275px; width: 100%;"></div>

<button id="button">Modify Chart Type</button>

<span id="display"></span>

</body>

</html>

Dynamic charts   
  
<!DOCTYPE HTML>

<html>

<head>

<script type="text/javascript">

window.onload = function () {

var dps = [{x: 1, y: 10}, {x: 2, y: 13}, {x: 3, y: 18}, {x: 4, y: 20}, {x: 5, y: 17},{x: 6, y: 10}, {x: 7, y: 13}, {x: 8, y: 18}, {x: 9, y: 20}, {x: 10, y: 17}]; //dataPoints.

var chart = new CanvasJS.Chart("chartContainer",{

title :{

text: "Live Data"

},

axisX: {

title: "Axis X Title"

},

axisY: {

title: "Units"

},

data: [{

type: "line",

dataPoints : dps

}]

});

chart.render();

var xVal = dps.length + 1;

var yVal = 15;

var updateInterval = 1000;

var updateChart = function () {

yVal = yVal + Math.round(5 + Math.random() \*(-5-5));

dps.push({x: xVal,y: yVal});

xVal++;

if (dps.length > 10 )

{

dps.shift();

}

chart.render();

// update chart after specified time.

};

setInterval(function(){updateChart()}, updateInterval);

}

</script>

<script type="text/javascript" src="https://cdn.canvasjs.com/canvasjs.min.js"></script>

</head>

<body>

<div id="chartContainer" style="height: 300px; width: 100%;">

</div>

</body>

</html>