

g2 Cheat Sheet

Creating g2 object

Constructor call	Returns
g2 ([Optional] object arguments)	<i>g2</i>
Optional Properties of arguments	
object zoom : float scl , float x , float y	<i>Initial zoom</i>
object pan : float dx , float dy	<i>Initial pan</i>
object trf : float x , float y , float scl	<i>Initial transform</i>
bool cartesian	<i>Cartesian coordinates</i>

Path commands (@returns g2)

Command	Canvas / Comment
p ()	<i>beginPath()</i>
m (float x , float y)	<i>moveTo()</i>
l (float x , float y)	<i>lineTo()</i>
q (float x1 , float x2 , float x , float y)	<i>quadraticCurveTo()</i>
c (float x1 , float y1 , float x2 , float y2 , float x , float y)	<i>bezierCurveTo()</i>
z ()	<i>closePath()</i>
a (float dw , float x , float y)	<i>Arc command</i>

Rendering commands (@returns g2)

Command	Canvas / Comment
stroke ([Optional] object p)	<i>stroke()</i>
fill ([Optional] object p)	<i>fill()</i>
drw ([Optional] object p)	<i>stroke() and fill()</i>
clr ()	<i>Clear Canvas</i>
grid ([Optional] string color , float size)	<i>Show grid</i>

Managing commands

Returns	Command	Comment
<i>g2</i>	cpy (object g)	<i>Copy command queue</i>
<i>g2</i>	del ()	<i>Delete commands</i>
<i>string</i>	dump ([Optional] string space)	<i>Show command queue</i>
<i>g2</i>	exe (object ctx , [Optional] object g)	<i>Execute / Render</i>

Style commands (@returns g2)

Command
style(string **name**, string | float | int **value** [, Continuable])

Name	Alternative	Type
fs	fillStyle	string
ls	strokeStyle	string
lw	lineWidth	float
lc	lineCap	string
<i>Values: "butt", "round", "square"</i>		
lj	lineJoin	string
<i>Values: "round", "bevel", "miter"</i>		
ml	miterLimit	float
ld	lineDash	array
lo	lineDashOffset	int
lm	lineMode	string
<i>Values: "normal"</i>		
shx	shadowOffsetX	float
shy	shadowOffsetY	float
shb	shadowBlur	float
shc	shadowColor	string
thal	textAlign	string
<i>Values: "start", "end", "left", "right", "center"</i>		
tval	textBaseline	string
<i>Values: "top", "hanging", "middle", "alphabetic", "ideographic", "bottom"</i>		
fof	fontFamily	string
foz	fontSize	float
foc	fontColor	string
fow	fontWeight	string
fos	fontStyle	string
foznosc	fontSizeNonScalable	bool
lwnosc	lineWidthNonScalable	bool

Element commands (@returns g2)

Command	Canvas / Comment
lin (float x1 , float y1 , float x2 , float y2)	<i>Draw line</i>
rec (float x , float y , float b , float h)	<i>Draw rectangle</i>
cir (float x , float y , float r)	<i>Draw circle</i>
arc (float x , float y , float r , float w , float dw)	<i>Draw arc</i>
ply (array parr , [Optional] bool closed)	<i>Draw polygon</i>
txt (string s , float x , float y , float maxWidth)	<i>fillText()</i>
img (string uri , [Optional] float x , float y , float b , float h , float xoff , float yoff , float dx , float dy)	<i>Draw image</i>

Structuring commands (@returns g2)

Command	Comment
beg ([Optional] float x , float y , float w , float scl)	<i>Begin subcommands</i>
end ()	<i>End subcommands</i>
use (object g , [Optional] float x , float y , float w , float scl)	<i>Referencing external g2</i>

Viewport commands

Returns	Command	Comment
<i>g2</i>	cartesian ()	<i>Cartesian coordinates</i>
<i>g2</i>	pan (float dx , float dy)	<i>Pan viewport</i>
<i>g2</i>	zoom (float scl , [Optional] float x , float y)	<i>Zoom viewport</i>
<i>g2</i>	trf0 (float x , float y , float scl)	<i>Transform viewport</i>
<i>object</i>	pntToUsr (float x , float y , float h)	<i>Point to User {x, y}</i>
<i>object</i>	vecToUsr (float x , float y)	<i>Vector to User {x, y}</i>