Graphics Command Queue

g2 Cheat Sheet

Creating *g2* object

Constructor call	Returns
g2([Optional] object **arguments)**	*g2*

Property of *arguments*	Default
object **zoom**: float **scl**, float **x**, float **y**	
object **pan**: float **dx**, float **dy**	
object **trf**: float **x**, float **y**, float **scl**	
bool **cartesian**	*False*

Path commands (@returns **g2**)

Command	Canvas Command
p( )	*beginPath()*
m(float **x**, float **y)**	*moveTo()*
l(float **x**, float **y)**	*lineTo()*
q(float **x1**, float **x2**, float **x**, float **y)**	*quadraticCurveTo()*
c(float **x1**, float **y1**,	*bezierCurveTo()*
float **x2**, float **y2**,	
float **x**, float **y)**	
z( )	*closePath()*
a(float **dw**, float **x**, float **y)**	

Rendering commands (@returns **g2**)

Command	Canvas Command
stroke( )	*stroke()*
fill( )	*fill()*
drw( )	*stroke() and fill()*
clr( )	
grid([Optional] string **color**, float **size)**	

Structuring commands (@returns **g2**)

Command
beg([Optional] float **x**, float **y**, float **w**, float **scl)**
end( )
use(object **g**, [Optional] float **x**, float **y**, float **w**, float **scl)**
set(string **name**, string|float|bool **opts)**

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
Values: "butt", "round", "square"		
lj	lineJoin	string
Values: "round", "bevel", "miter"		
ml	miterLimit	float
ld	lineDash	array
lo	lineDashOffset	int
lm	lineMode	string
Values: "normal"		
shx	shadowOffsetX	float
shy	shadowOffsetY	float
shb	shadowBlur	float
shc	shadowColor	string
thal	textAlign	string
Values: "start", "end", "left", "right", "center"		
tval	textBaseline	string
Values: "top", "hanging", "middle", "alphabetic", "ideographic", "bottom"		
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 Command
lin(float **x1**, float **y1**, float **x2**, float **y2)**	
rec(float **x**, float **y**, float **b**, float **h)**	
cir(float **x**, float **y**, float **r)**	
arc(float **x**, float **y**, float **r**,	
float **w**, float **dw)**	
ply(array **parr**,	
[Optional] bool **closed)**	
txt(string **s**, float **x**, float **y**,	*fillText()*
float **maxWidth)**	
img(string **uri**, [Optional]	
float **x**, float **y**, float **b**, float **h**,	
float **xoff**, float **yoff**,	
float **dx**, float **dy)**	

Managing commands

Returns	Command
g2	**cpy(** object **g)**
g2	**del( )**
string	**dump(** [Optional] string **space)**
g2	**exe(** object **ctx**, [Optional] object **g)**

Viewport commands (@returns **g2**)

Command
cartesian( )
pan(float **dx**, float **dy)**
zoom(float **scl**, float **x**, float **y)**
trf0(float **x**, float **y**, float **scl)**