Graphics Command Queue

g2 Cheat Sheet

Creating *g2* object

Constructor	Returns
g2()	*g2*

Path commands (@returns **g2**)

Command	Canvas / Comment
p([Optional] string **svgpathdata)**	*beginPath()*
m(float **x,** float **y)**	*moveTo()*
l(float **x,** float **y)**	*lineTo()*
q(float **x1,** float **y1,** float **x,** float **y)**	*quadraticCurveTo()*
c(float **x1,** float **y1,** float **x2,** float **y2,** float **x,** float **y)**	*bezierCurveTo()*
z( )	*closePath()*
a(float **dw,** float **x,** float **y)**	*Arc command*

Rendering commands (@returns **g2**)

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

Managing functions / commands

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

Style commands (@returns **g2**)

Command
style(object **arguments)**

Properties of arguments **object**

Name	Comment	Default	Type
fs	Fill color	*"transparent"*	string
ls	Stroke color	*"black"*	string
lw	Line width	*1*	float
lc	Line cap	*"butt"*	string
	Values: "butt", "round", "square"		
lj	Line join	*"miter"*	string
	Values: "round", "bevel", "miter"		
ml	Miter limit	*10*	float
ld	Line dash	*[]*	array
lo	Dash offset	*0*	float
sh	shadow	*[0,0,0,"transparent"]*	[float,float,
	Format: [x-offset,y-offset,blur,color]		float,string]
thal	textAlign	*"start"*	string
	Values: "start", "end", "left", "right", "center"		
tval	textBaseline	*"alphabetic"*	string
	Values: "top", "hanging", "middle","alphabetic", "ideographic","bottom"		
fof	Font family	*"serif"*	string
foz	Font size	*12*	float
foc	Font color	*"black"*	string
fow	Font weight	*"normal"*	string
fos	Font style	*"normal"*	string
foznosc	fontSizeNonScalable		bool
lwnosc	lineWidthNonScalable		bool

Element commands (@returns **g2**)

Command	Canvas / Comment
lin(float **x1,** float **y1,** float **x2,** float **y2)**	*Line*
rec(float **x,** float **y,** float **b,** float **h)**	*Rectangle*
cir(float **x,** float **y,** float **r)**	*Circle*
arc(float **x,** float **y,** float **r,** float **w**, float **dw)**	*Arc*
ply(array **parr,** [Optional] bool **closed)**	*Polyline*
txt(string **s,** float **x,** float **y,** float **maxWidth)**	*Text*
img(string **uri,** [Optional] float **x**, float **y**, float **b**, float **h,** float **xoff,** float **yoff,** float **dx**, float **dy)**	*Image*

Structuring commands (@returns **g2**)

Command	Comment
beg([Optional] object **args)**	*Begin subcommands*
end( )	*End subcommands*
use(object **g,** [Optional] object **args)**	*Referencing external g2*

Viewport functions

Returns	Command	Comment
g2	**cartesian(** bool **on)**	*Set cartesian mode*
g2	**pan(** float **dx,** float **dy)**	*Pan*
g2	**zoom(** float **scl,** [Optional] float **x**, float **y)**	*Zoom*
g2	**view(** float **x,** float **y,** float **scl)**	*Set view transformation*
object	**pntToUsr(** float **x,** float **y,** float **h)**	*Point to User {x, y}*
object	**vecToUsr(** float **x,** float **y)**	*Vector to User {x, y}*