

Graphics Command Queue

g2 Cheat Sheet

Creating g2 object			Style command (@returns g2)				Element commands (@returns g2)		
Constructor		Returns	Command				Command		Canvas / Comment
g2([Optional] object opts)		g2	let name = { properties } => used through ...name in				lin({x1: number, y1: number, x2: number, y2: number })		Line
Path commands (@returns g2)			Properties of arguments object				rec({x: number, y: number, b: number, h: number})		Rectangle
Command	Canvas / Comment		Name	Comment	Default	Type	Cir({x: number, y: number, r: number })		Circle
p()	beginPath()		fs	Fill color	"transparent"	string			
m({x: number, y: number})	moveTo()		ls	Stroke color	"black"	string			
l({x: number, y: number})	lineTo()		lw	Line width	1	float			
Q({x1: number, y1: number, x: number, y: number})	quadraticCurveTo()		lc	Line cap	"butt"	string			
c({x1: number, y1: number, x2: number, y2: number, x: number, y: number})	bezierCurveTo()		lj	Line join	"miter"	string			
z()	closePath()		ml	Miter limit	10	float	arc({x: number, y: number, r: number, w: number, dw: number})		Arc
a({x: number, y: number, dw: number})	arc command		ld	Line dash	[]	array	ply({pts: number[] number[] object[], closed: boolean, x: number, y: number, w: number })		Polyline
Rendering commands (@returns g2)			sh shadow 0,0,"transparent" [float,float, Format: [x-offset,y-offset,blur,color] float,string]				txt({str: string, x: number, y: number, w: number})		Text
Command	Canvas / Comment		thal	textAlign	"start"	string	img({ uri: string, x: number, y: number, w: number, b: number, h: number, xoff: number, yoff: number, dx: number, dy: number})		Image
stroke({d: string})	stroke()		tval	textBaseline	"alphabetic"	string	Structuring commands (@returns g2)		
fill({d: string})	fill()		Values: "top", "hanging", "middle","alphabetic", "ideographic","bottom"				Command	Comment	
drw({d: string})	stroke() and fill()		font	Font	"12px serif ..."	string	beg({ style properties })	Begin subcommands	
clr()	Clear Canvas						end()	End subcommands	
grid({color: string, size: number})	Show grid						use({grp: g2_object, x: number, y: number, w: number, scl: number})	Reference external g2	
Managing functions / commands			Insert functions				Viewport functions		
Returns	Command	Comment	Name	Comment			Returns	Command	Comment
g2	del()	Delete commands	ins(fn)	Embed functions into the g2 queue			g2	view({x: number, y: number, scl: number, cartesian: boolean})	Set view transf.
string	dump([Optional] string space)	Show command queue							
g2	exe(object ctx, [Optional] object g)	Execute / Render							