

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

## Rendering commands (@returns g2)

Command	Canvas Command
<b>stroke</b> ( )	<i>stroke()</i>
<b>fill</b> ( )	<i>fill()</i>
<b>drw</b> ( )	<i>stroke() and fill()</i>
<b>clr</b> ( )	
<b>grid</b> ( [Optional] string <b>color</b> , float <b>size</b> )	

## 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
	<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
fоз	fontSize	float
foc	fontColor	string
fow	fontWeight	string
fos	fontStyle	string
foznosc	fontSizeNonScalable	bool
lwnosc	lineWidthNonScalable	bool

## Element commands (@returns g2)

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

## Managing commands

Returns	Command
<i>g2</i>	<b>cpy</b> ( object <b>g</b> )
<i>g2</i>	<b>del</b> ( )
<i>string</i>	<b>dump</b> ( [Optional] string <b>space</b> )
<i>g2</i>	<b>exe</b> ( object <b>ctx</b> , [Optional] object <b>g</b> )

## 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**)