

g2 Cheat Sheet

Path commands (@returns g2)

Command	Canvas Command
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)	

Rendering commands (@returns g2)

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

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, float maxWidth)	<i>fillText()</i>
img(string uri, float x, float y, [Optional] float b, float h, float xoff, float yoff, float dx, float dy)	
dot(float x, float y)	

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: "smooth"	
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
fos	fontSize	float
foc	fontColor	string
fow	fontWeight	string
foznosc	fontSizeNonScalable	bool
lwnosc	lineWidthNonScalable	bool

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)