g2-cheatsheet

Command	Comment	Properties	Styling
g2()	Creates a new object.		
exe()	Renders previously defined command queue.		
clr()	Clear viewport region.	b,h	
del()	Delete commands from idx to end of command queue.	idx	
beg()	Save state and apply transformation or style properties.	x,y,w,scl,matrix	***all -> applied to state***
end()	Restore previous state.		
view()	Move origin coordinates, apply scaling and set cartesian flag.	x,y,scl,cartesian	
use()	Use predefined g2 instance or symbol (possibly multiple times).	grp,x,y,scl	***all -> applied to grp***
ins()	Call function between commands of the command queue.	fn	
grid()	Draw grid.	color,size	
p()	Start a new path.		
m()	Move to position.	x,y	
l()	Create line segment.	x,y	*style via beg()*
q()	Create quadratic curve.	x1,y1,x,y	*style via beg()*
c()	Create cubic bézier curve.	x1,y1,x2,y1,x,y	*style via beg()*
a()	Create arc segment.	dw,x,y	*style via beg()*
z()	Close path.		
stroke()	Stroke the previously defined path.	d	
fill()	Fill the previously defined path.	d	
drw()	Fill and then stroke the previously defined path.	d	
lin()	Line element by start and end point.	x1,y1,x2,y2	ls,lw,lc,ld,sh
rec()	Rectangle by anchor point, width and height.	x y,b,h	fs,ls,lw,lj,ml,ld,sh
cir()	Circle by center point and radius.	x,y,r,w	fs,ls,lw,ld,sh
ell()	Ellipse by center point, radius for x and y axis	x,y,rx,ry,w,dw,rot	fs,ls,lw,ld,sh
arc()	Arc element by center point, radius, start angle, angular range.	x,y,r,w,dw	fs,ls,lw,lc,ld,sh
ply()	Polyline by points array, closed mode and iterator function.	pts,closed,x,y,w	fs,ls,lw,lc,lj,ml,ld,sh
txt()	Text by string, anchor point, angle and style object.	str,x,y,w	fs,ls,sh,thal,tval,font
img()	Image by URI, anchor point, width, height, offset and range.	uri,x,y,b,h,sx,sy,sb,sh,xoff,yoff,w,scl	

*All angles are in radians

Wiki: https://github.com/goessner/g2/wiki/
API: https://github.com/goessner/g2/tree/master/docs/api/