

# g2-cheatsheet

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