

# g2 Cheat Sheet

## Path commands (@returns g2)

Command	Canvas Command
<b>p( )</b>	<i>beginPath()</i>
<b>m( float x, float y)</b>	<i>moveTo()</i>
<b>l( float x, float y)</b>	<i>lineTo()</i>
<b>q( float x1, float x2, float x, float y)</b>	<i>quadraticCurveTo()</i>
<b>c( float x1, float y1, float x2, float y2, float x, float y)</b>	<i>bezierCurveTo()</i>
<b>z( )</b>	<i>closePath()</i>
<b>a( float dw, float x, float 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( [Optional] string color, float size)</b>	

## Element commands (@returns g2)

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

## Structuring commands (@returns g2)

Command
<b>beg( [Optional] float x, float y, float w, float scl)</b>
<b>end( )</b>
<b>use( object g, [Optional] float x, float y, float w, float scl)</b>
<b>set( string name, string float bool opts)</b>

## 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: "normal"	
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
foz	fontSize	float
foc	fontColor	string
fow	fontWeight	string
fos	fontStyle	string
foznosc	fontSizeNonScalable	bool
lwnosc	lineWidthNonScalable	bool

## Managing commands

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

## Viewport commands (@returns g2)

Command
<b>cartesian( )</b>
<b>pan( float dx, float dy)</b>
<b>zoom( float scl, float x, float y)</b>
<b>trf0( float x, float y, float scl)</b>