Graphics Command Queue

g2 **Cheat Sheet**

Creating *g2* object

Constructor call	Returns
g2([Optional] object **arguments)**	*g2*

Optional Properties of *arguments*	Comment
object **zoom**: float **scl**, float **x**, float **y**	*Initial zoom*
object **pan**: float **dx**, float **dy**	*Initial pan*
object **trf**: float **x**, float **y**, float **scl**	*Initial transform*
bool **cartesian**	*Cartesian coordinates*

Path commands (@returns **g2**)

Command	Canvas / Comment
p( )	*beginPath()*
m(float **x**, float **y)**	*moveTo()*
l(float **x**, float **y)**	*lineTo()*
q(float **x1**, float **x2**, float **x**, float **y)**	*quadraticCurveTo()*
c(float **x1**, float **y1**, float **x2**, float **y2**, float **x**, float **y)**	*bezierCurveTo()*
z( )	*closePath()*
a(float **dw**, float **x**, float **y)**	*Arc command*

Rendering commands (@returns **g2**)

Command	Canvas / Comment
stroke( )	*stroke()*
fill( )	*fill()*
drw( )	*stroke() and fill()*
clr( )	*Clear Canvas*
grid([Optional] string **color**, float **size)**	*Show grid*

Managing commands

Returns	Command	Comment
g2	**cpy(** object **g)**	*Copy command queue*
g2	**del( )**	*Delete commands*
string	**dump(** [Optional] string **space)**	*Show command queue*
g2	**exe(** object **ctx,** [Optional] object **g)**	*Execute / Render*

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

Element commands (@returns **g2**)

Command	Canvas / Comment
lin(float **x1**, float **y1**, float **x2**, float **y2)**	*Draw line*
rec(float **x**, float **y**, float **b**, float **h)**	*Draw rectangle*
cir(float **x**, float **y**, float **r)**	*Draw circle*
arc(float **x**, float **y**, float **r**, float **w**, float **dw)**	*Draw arc*
ply(array **parr**, [Optional] bool **closed)**	*Draw polygon*
txt(string **s**, float **x**, float **y**, float **maxWidth)**	*fillText()*
img(string **uri**, [Optional] float **x**, float **y**, float **b**, float **h**, float **xoff**, float **yoff**, float **dx**, float **dy)**	*Draw image*

Structuring commands (@returns **g2**)

Command	Comment
beg([Optional] float **x**, float **y**, float **w**, float **scl)**	*Begin subcommands*
end( )	*End subcommands*
use(object **g**, [Optional] float **x**, float **y**, float **w**, float **scl)**	*Referencing*

Viewport commands

Returns	Command	Comment
g2	**cartesian( )**	*Cartesian coordinates*
g2	**pan(** float **dx**, float **dy)**	*Pan viewport*
g2	**zoom(** float **scl**, [Optional] float **x**, float **y)**	*Zoom viewport*
g2	**trf0(** float **x**, float **y**, float **scl)**	*Transform viewport*
object	**pntToUsr(** float **x**, float **y**, float **h)**	*Point to User {x, y}*
object	**vecToUsr(** float **x**, float **y)**	*Vector to User {x, y}*