

1.线段的连接点，状态lineJoin专门用于设置连接点风格的。
lineJoin的值有三种: miter,bevel,round
context.lineJoin="miter"; (缺省值就是miter)



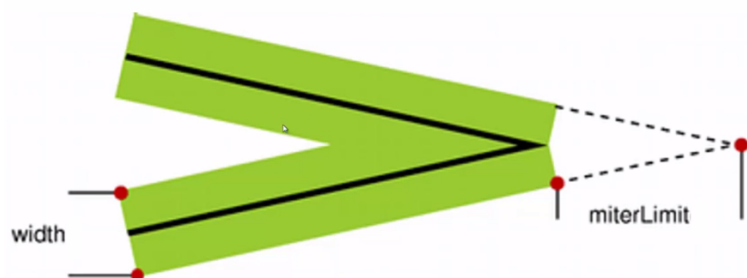
context.lineJoin="bevel";



context.lineJoin="round";



2.当context.lineJoin="miter"时，可以使用状态context.miterLimit，miterLimit状态只有在
在
状态lineJoin="miter"时才生效。miterLimit的作用限制产生的尖角不能超过miterLimit的
值
的长度。miterLimit的作用参考下图
miterLimit的值是整形
[miterLimit](#)



3.状态lineJoin和状态miterLimit综合示例



```
<!DOCTYPE html>
<html>
  <head>
    <meta charset="UTF-8">
  </head>
  <body>
    <canvas id="myCanvas" style="border: 2px solid black;"
      width="270px" height="170px"> </canvas>
    <script type="text/javascript">
```

```
var canvas = document.getElementById("myCanvas");
var context = canvas.getContext("2d");
context.strokeStyle = "red";
```

```
//第1个
```

```
context.beginPath();
context.lineWidth = 10;
context.moveTo(10, 100);
context.lineTo(30, 50);
context.lineTo(50, 100);
context.lineJoin="miter";
context.stroke();
```

```
//第2个
```

```
context.beginPath();
context.lineWidth = 10;
context.moveTo(70, 100);
context.lineTo(90, 50);
context.lineTo(110,100);
context.lineJoin="miter";
context.miterLimit=2;
context.stroke();
```

```
//第3个
```

```
context.beginPath();
context.lineWidth = 10;
context.moveTo(160, 100);
context.lineTo(180, 50);
context.lineTo(200,100);
context.lineJoin="bevel";
context.stroke();
```

```
//第4个
```

```
context.beginPath();
context.lineWidth = 10;
context.moveTo(210, 100);
context.lineTo(230, 50);
context.lineTo(250,100);
context.lineJoin="round";
context.stroke();
```

```
</script>
```

```
</body>
```

```
</html>
```