

WhitePoint [1.0 1.0 1.0]

BlackPoint [0.0 0.0 0.0]

Gamma 1.0

A = 0.75

A = 0.80

A = 0.90

A = 1.00

A = 0.55

A = 0.60

A = 0.65

A = 0.70

A = 0.35

A = 0.40

A = 0.45

A = 0.50

A = 0.15

A = 0.20

A = 0.25

A = 0.30

A = 0.00

A = 0.01

A = 0.05

A = 0.10

WhitePoint [1.0 1.0 1.0]

BlackPoint [0.0 0.0 0.0]

Gamma 5.0

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WhitePoint [1.0 1.0 1.0]

BlackPoint [0.7 0.7 0.7]

Gamma 1.0

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HTML5 Canvas Cheat Sheet v1.1

<http://blog.nihilogic.dk/>

Canvas element

Attributes

Name	Type	Default
width	<i>unsigned long</i>	300
height	<i>unsigned long</i>	150

Methods

Return	Name
<i>string</i>	toDataURL ([Optional] <i>string</i> type, [Variadic] <i>any</i> args)
<i>Object</i>	getContext (<i>string</i> contextId)

2D Context

Attributes

Name	Type
canvas	<i>HTMLCanvasObject</i> [readonly]

Methods

Return	Name
<i>void</i>	save ()
<i>void</i>	restore ()

Transformation

Methods

Return	Name
<i>void</i>	scale (<i>float</i> x, <i>float</i> y)
<i>void</i>	rotate (<i>float</i> angle)
<i>void</i>	translate (<i>float</i> x, <i>float</i> y)
<i>void</i>	transform (<i>float</i> m11, <i>float</i> m12, <i>float</i> m21, <i>float</i> m22, <i>float</i> dx, <i>float</i> dy)
<i>void</i>	setTransform (<i>float</i> m11, <i>float</i> m12, <i>float</i> m21, <i>float</i> m22, <i>float</i> dx, <i>float</i> dy)

Image drawing

Methods

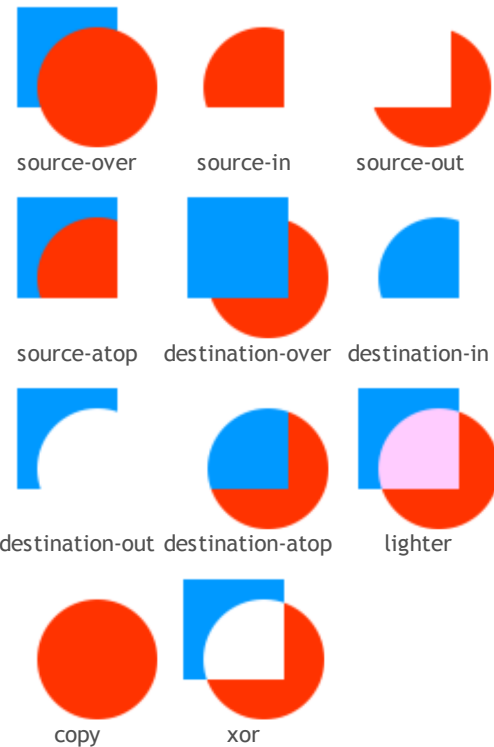
Return	Name
<i>void</i>	drawImage (<i>Object</i> image, <i>float</i> dx, <i>float</i> dy, [Optional] <i>float</i> dw, <i>float</i> dh)
Argument "image" can be of type <i>HTMLImageElement</i> , <i>HTMLCanvasElement</i> or <i>HTMLVideoElement</i>	
<i>void</i>	drawImage (<i>Object</i> image, <i>float</i> sx, <i>float</i> sy, <i>float</i> sw, <i>float</i> sh, <i>float</i> dx, <i>float</i> dy, <i>float</i> dw, <i>float</i> dh)

Compositing

Attributes

Name	Type	Default
globalAlpha	<i>float</i>	1.0
globalCompositeOperation	<i>string</i>	source-over

Supports any of the following values:

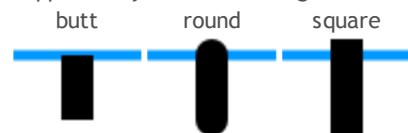


Line styles

Attributes

Name	Type	Default
lineWidth	<i>float</i>	1.0
lineCap	<i>string</i>	butt

Supports any of the following values:



lineJoin	<i>string</i>	miter
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Supports any of the following values:



miterLimit	<i>float</i>	10
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Colors, styles and shadows

Attributes

Name	Type	Default
strokeStyle	<i>any</i>	black
fillStyle	<i>any</i>	black
shadowOffsetX	<i>float</i>	0.0
shadowOffsetY	<i>float</i>	0.0
shadowBlur	<i>float</i>	0.0
shadowColor	<i>string</i>	transparent black

Methods

Return	Name
<i>CanvasGradient</i>	createLinearGradient (<i>float x0, float y0, float x1, float y1</i>)
<i>CanvasGradient</i>	createRadialGradient (<i>float x0, float y0, float r0, float x1, float y1, float r1</i>)
<i>CanvasPattern</i>	createPattern (<i>Object image, string repetition</i>) Argument "image" can be of type <i>HTMLImageElement</i> , <i>HTMLCanvasElement</i> or <i>HTMLVideoElement</i> "repetition" supports any of the following values: [repeat (default), repeat-x, repeat-y, no-repeat]

CanvasGradient interface

<i>void</i>	addColorStop (<i>float offset, string color</i>)
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CanvasPattern interface

No attributes or methods.

Paths

Methods

Return	Name
<i>void</i>	beginPath ()
<i>void</i>	closePath ()
<i>void</i>	fill ()
<i>void</i>	stroke ()
<i>void</i>	clip ()
<i>void</i>	moveTo (<i>float x, float y</i>)
<i>void</i>	lineTo (<i>float x, float y</i>)
<i>void</i>	quadraticCurveTo (<i>float cpx, float cpy, float x, float y</i>)
<i>void</i>	bezierCurveTo (<i>float cp1x, float cp1y, float cp2x, float cp2y, float x, float y</i>)
<i>void</i>	arcTo (<i>float x1, float y1, float x2, float y2, float radius</i>)
<i>void</i>	arc (<i>float x, float y, float radius, float startAngle, float endAngle, boolean anticlockwise</i>)
<i>void</i>	rect (<i>float x, float y, float w, float h</i>)
<i>boolean</i>	isPointInPath (<i>float x, float y</i>)

Text

Attributes

Name	Type	Default
font	<i>string</i>	10px sans-serif
textAlign	<i>string</i>	start Supports any of the following values: [start, end, left, right, center]
textBaseline	<i>string</i>	alphabetic Supports any of the following values: [top, hanging, middle, alphabetic, ideographic, bottom]

Methods

Return	Name
<i>void</i>	fillText (<i>string text, float x, float y, [Optional] float maxWidth</i>)
<i>void</i>	strokeText (<i>string text, float x, float y, [Optional] float maxWidth</i>)
<i>TextMetrics</i>	measureText (<i>string text</i>)

TextMetrics interface

width	<i>float</i>	[readonly]
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Rectangles

Methods

Return	Name
<i>void</i>	clearRect (<i>float x, float y, float w, float h</i>)
<i>void</i>	fillRect (<i>float x, float y, float w, float h</i>)
<i>void</i>	strokeRect (<i>float x, float y, float w, float h</i>)

Pixel manipulation

Methods

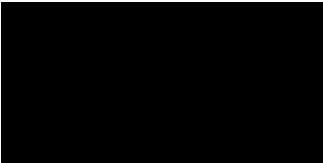
Return	Name
<i>ImageData</i>	createImageData (<i>float sw, float sh</i>)
<i>ImageData</i>	createImageData (<i>ImageData imagedata</i>)
<i>ImageData</i>	getImageData (<i>float sx, float sy, float sw, float sh</i>)
<i>void</i>	putImageData (<i>ImageData imagedata, float dx, float dy, [Optional] float dirtyX, float dirtyY, float dirtyWidth, float dirtyHeight</i>)

ImageData interface

width	<i>unsigned long</i>	[readonly]
height	<i>unsigned long</i>	[readonly]
data	<i>CanvasPixelArray</i>	[readonly]

CanvasPixelArray interface

length	<i>unsigned long</i>	[readonly]
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Hello World

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