

# Canvas小结

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关于Canvas API的思维导图，顺便一个简单的Canvas 时钟例子。

font:cssFontStyle([font style] [font weight] [font size] [font face])  
e.g. "italic bold 50px serif")

textAlign:start/end/center/left/right  
textBaseline:top/middle/bottom/alphabetic/hanging/ideographic  
fillText(text, x, y, [maxWidth])  
strokeText(text, x, y, [maxWidth])  
measureText(text)

## Text

drawImage(image, [srcX], [srcY], [srcWidth], [srcHeight], x, y, [width], [height])

## Media

globalAlpha:number(0.0~1.0)

globalCompositeOperation:source-over/source-atop/  
source-in/source-out/destination-over/destination-atop/  
destination-in/destination-out/lighter/copy/xor

## Compositing

scale(scaleWidth, scaleHeight)

rotate(angle)

translate(x, y)

transform(a, b, c, d, e, f)

setTransform(a, b, c, d, e, f)

## Transformation

width:number

height:number

data:object

createImageData(width, height)

createImageData(imageData)

getImageData(x, y, width, height)

putImageData(imageData, x, y, [dirtyX], [dirtyY],  
[dirtyWidth], [dirtyHeight])

## Pixel Manipulation

save()

restore()

createEvent()

getContext()

toDataURL()

## Other

fillStyle:color/gradient/pattern

strokeStyle:color/gradient/pattern

shadowColor:color

shadowBlur:number

shadowOffsetX:number

shadowOffsetY:number

createLinearGradient(x1, y1, x2, y2)

createPattern(image, repeat/repeat-x/repeat-y/no-repeat)

createRadialGradient(x1, y1, radius1, x2, y2, radius2)

addColorStop(stop:number(0.0~1.0), color)

## Style

lineCap:butt/round/square

lineJoin:miter/bevel/round

lineWidth:number

miterLimit:number

## Line

rect(x, y, width, height)

fillRect(x, y, width, height)

strokeRect(x, y, width, height)

clearRect(x, y, width, height)

## Rectangle

fill()

stroke()

beginPath()

closePath()

moveTo(x, y)

lineTo(x, y)

clip()

arc(x, y, radius, startAngle, endAngle, anticlockwise)

arcTo(x1, y1, x2, y2, radius)

bezierCurveTo(cp1x, cp1y, cp2x, cp2y, x, y)

quadraticCurveTo(cpx, cpy, x, y)

isPointInPath(x, y)

## Path

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