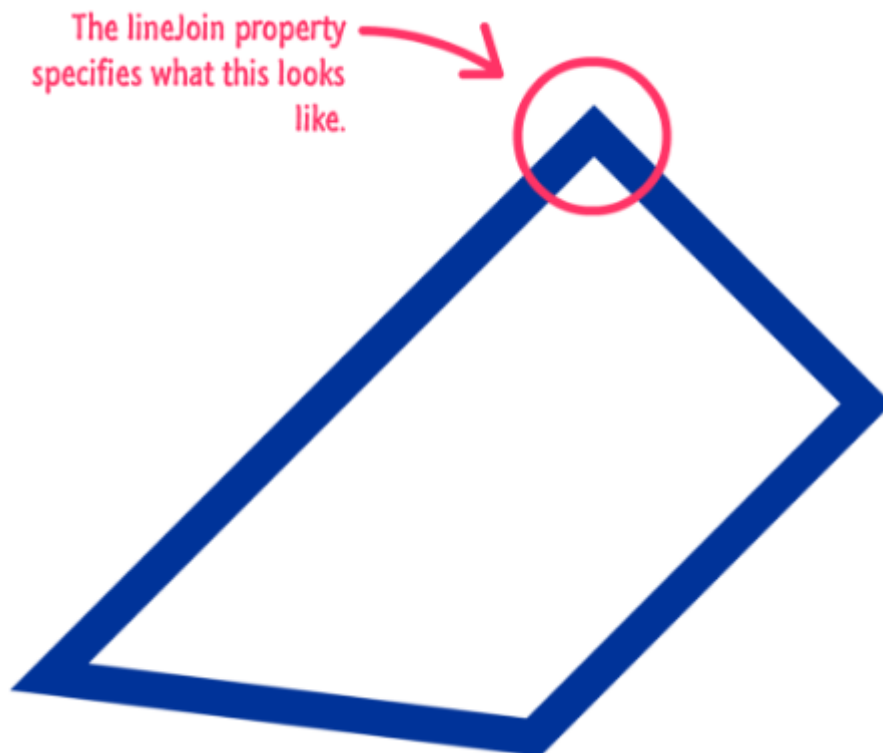


Meet the lineJoin Property

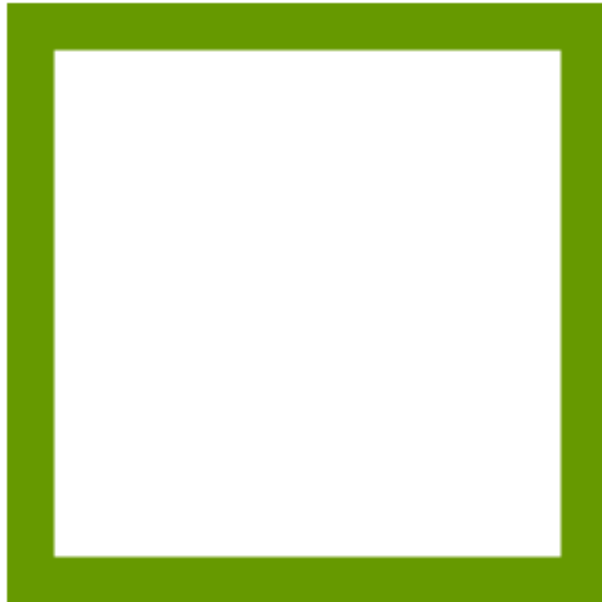
WE'LL COVER THE FOLLOWING ^

- The *miterLimit* Property

By default, your corners have a particular look to them. That default look is fine and all, but you can totally change what your corners look like. The way you do that is by setting the `lineJoin` property:



The `lineJoin` property takes three values: **miter**, **round**, **bevel**. A value of **miter** is the default behavior, and it creates sharp corners:



The **round** value, shockingly, creates rounded corners:



The **bevel** property creates triangular corners:

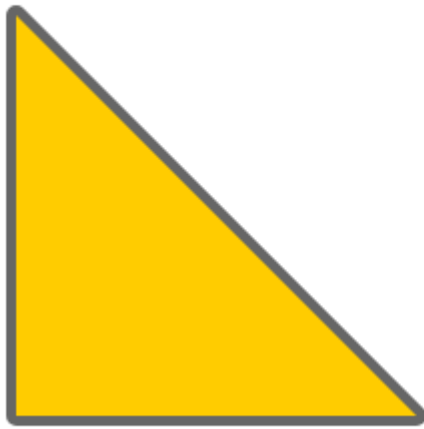


You set the `lineJoin` property on our drawing context object...just like almost all of the drawing-related properties that we've seen so far. To see the `lineJoin` property in action, take a look at the following code:

HTML

JavaScript

```
1 var canvas = document.querySelector("#myCanvas");
2 var context = canvas.getContext("2d");
3
4 // the triangle
5 context.beginPath();
6 context.moveTo(100, 100);
7 context.lineTo(100, 300);
8 context.lineTo(300, 300);
9 context.closePath();
10
11 // the outline
12 context.lineWidth = 10;
13 context.strokeStyle = '#666666';
14 context.lineJoin = "round";
15 context.stroke();
16
17 // the fill color
18 context.fillStyle = "#FFCC00";
19 context.fill();
```



This code draws a triangle. What makes this relevant for this tutorial is line 14, where we set the `lineJoin` property to a value of **round**. This would result in a triangle whose corners are all rounded. Simple bimple.

The *miterLimit* Property

As if setting the `lineJoin` property to **miter** isn't exciting enough, you can set the `miterLimit` property:

```
context.miterLimit = 15;
```

This property stands for the ratio between half of the `lineWidth` value and the miter length. It acts as a threshold where if the value is too small, your `lineJoin` property value of **miter** will not kick in. I haven't found a use for it in real life, but I figured I would mention it here for the sake of completeness.

