HTML5 Canvas Cheat Sheet v1.0

http://blog.nihilogic.dk/

Canvas element

Attributes

Name	Type
width	*ulong*
height	*ulong*

Methods

Return	Name
string	**toDataURL(** [Optional] *string* **type**, [Variadic] *any* **args)**
Object	**getContext(** *string* **contextId)**

2D Context

Attributes

Name	Type
canvas	*HTMLCanvasObject* [readonly]

Methods

Return	Name
void	**save( )**
void	**restore( )**

Transformation

Methods

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

Image drawing

Methods

Return	Name
void	**drawImage(** *Object* **image**, *float* **dx**, *float* **dy**, [Optional] *float* **dw**, *float* **dh)**

Argument "image" can be of type *HTMLImageElement* or *HTMLCanvasElement*

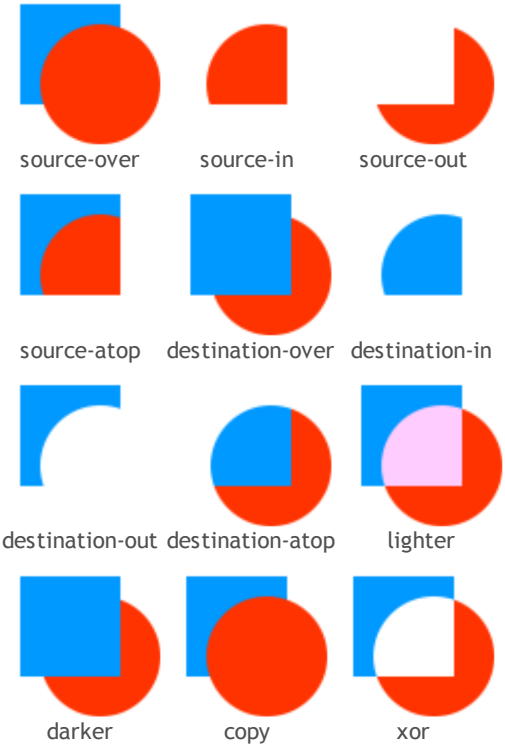
void	**drawImage(** *Object* image, *float* **sx**, *float* **sy**, *float* **sw**, *float* **sh** *float* **dx**, *float* **dy**, *float* **dw**, *float* **dh)**

Compositing

Attributes

Name	Type	Default
globalAlpha	*float*	1.0
globalCompositeOperation	*string*	source-over

Supports any of the following values:



Line styles

Attributes

Name	Type	Default
lineWidth	*float*	1.0
lineCap	*string*	butt

Supports any of the following values:

lineJoin	*string*	miter

Supports any of the following values:

miterLimit	*float*	10

Colors, styles and shadows

Attributes

Name	Type	Default
strokeStyle	*any*	black
fillStyle	*any*	black
shadowOffsetX	*float*	0.0
shadowOffsetY	*float*	0.0
shadowBlur	*float*	0.0
shadowColor	*string*	transparent black

Methods

Return	Name
CanvasGradient	**createLinearGradient(** *float* **x0**, *float* **y0**, *float* **x1**, *float* **y1)**
CanvasGradient	**createRadialGradient(** *float* **x0**, *float* **y0**, *float* **r0**, *float* **x1**, *float* **y1**, *float* **r1)**
CanvasPattern	**createPattern(** *Object* **image**, *string* **repetition)**

"image" is *HTMLImageElement* or *HTMLCanvasElement*
"repetition" supports any of the following values:
[repeat (default), repeat-x, repeat-y, no-repeat]

CanvasGradient interface

void	**addColorStop(** *float* **offset**, *string* **color)**

CanvasPattern interface

No attributes or methods.

Paths

Methods

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

Text

Attributes

Name	Type	Default
font	*string*	10px sans-serif
textAlign	*string*	start

Supports any of the following values:
[start, end, left, right, center]

textBaseline	*string*	alphabetic

Supports any of the following values:
[top, hanging, middle, alphabetic, ideographic, bottom]

Methods

Return	Name
void	**fillText(** *string* **text**, *float* **x**, *float* **y**, [Optional] *float* **maxWidth)**
void	**strokeText(** *string* **text**, *float* **x**, *float* **y**, [Optional] *float* **maxWidth)**
TextMetrics	**measureText(** *string* **text)**

TextMetrics interface

width	*float*	[readonly]

Rectangles

Methods

Return	Name
void	**clearRect(** *float* **x**, *float* **y**, *float* **w**, *float* **h)**
void	**fillRect(** *float* **x**, *float* **y**, *float* **w**, *float* **h)**
void	**strokeRect(** *float* **x**, *float* **y**, *float* **w**, *float* **h)**

Pixel manipulation

Methods

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

ImageData interface

width	*ulong*	[readonly]
height	*ulong*	[readonly]
data	*CanvasPixelArray*	[readonly]

CanvasPixelArray interface

length	*ulong*	[readonly]

Source: http://www.whatwg.org/specs/web-apps/current-work/