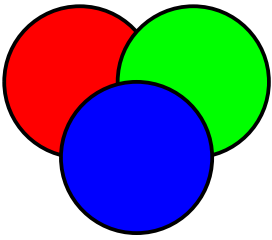
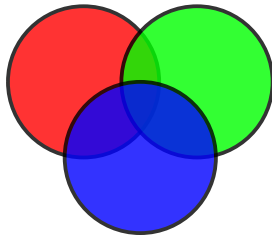


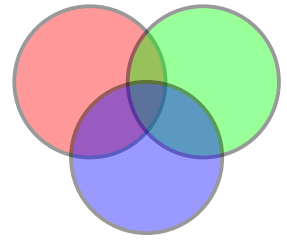
GRAPHIC STATE DEMO



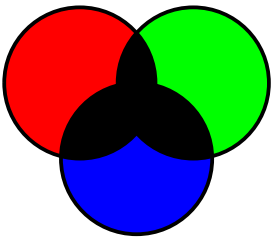
normal



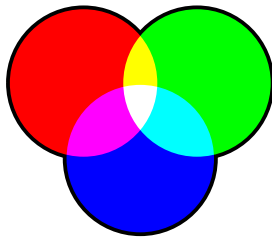
alpha fill = 0.8



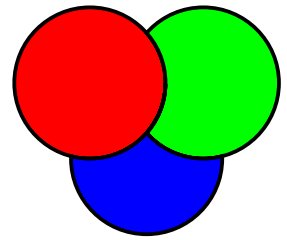
alpha fill = 0.4



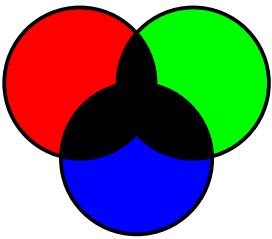
BM_MULTIPLY



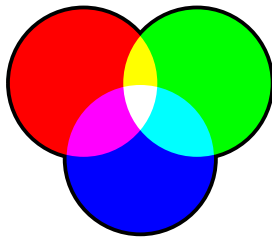
BM_SCREEN



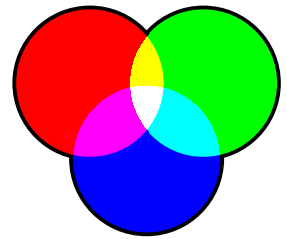
BM_OVERLAY



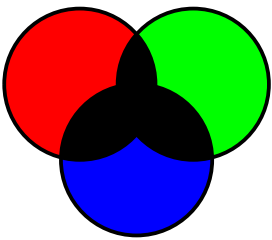
BM_DARKEN



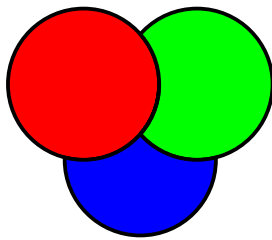
BM_LIGHTEN



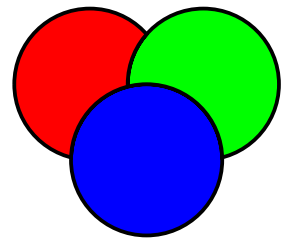
BM_COLOR_DODGE



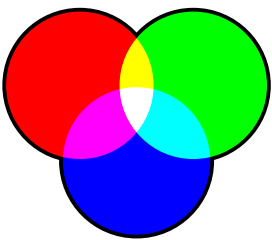
BM_COLOR_BURN



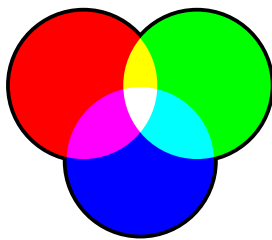
BM_SOFT_LIGHT



BM_HARD_LIGHT

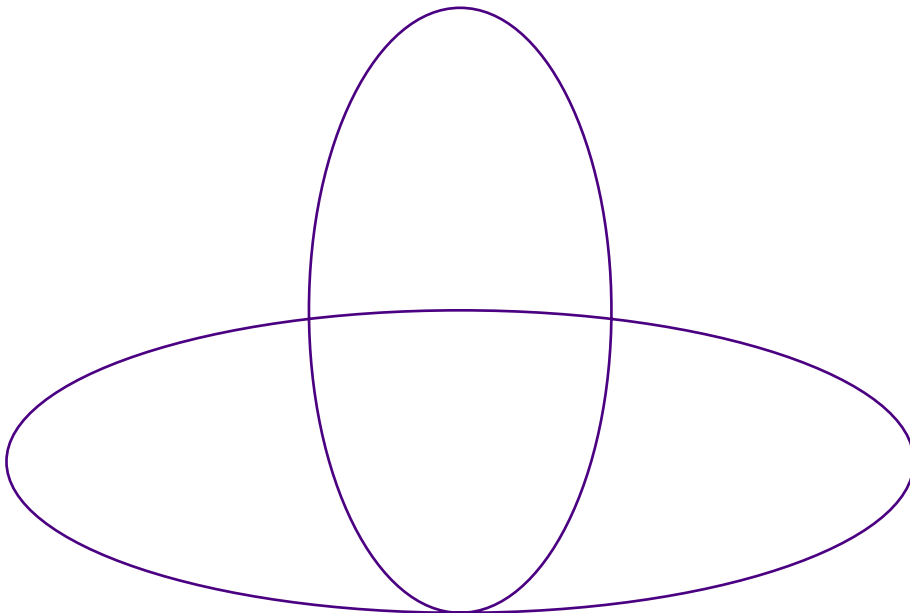
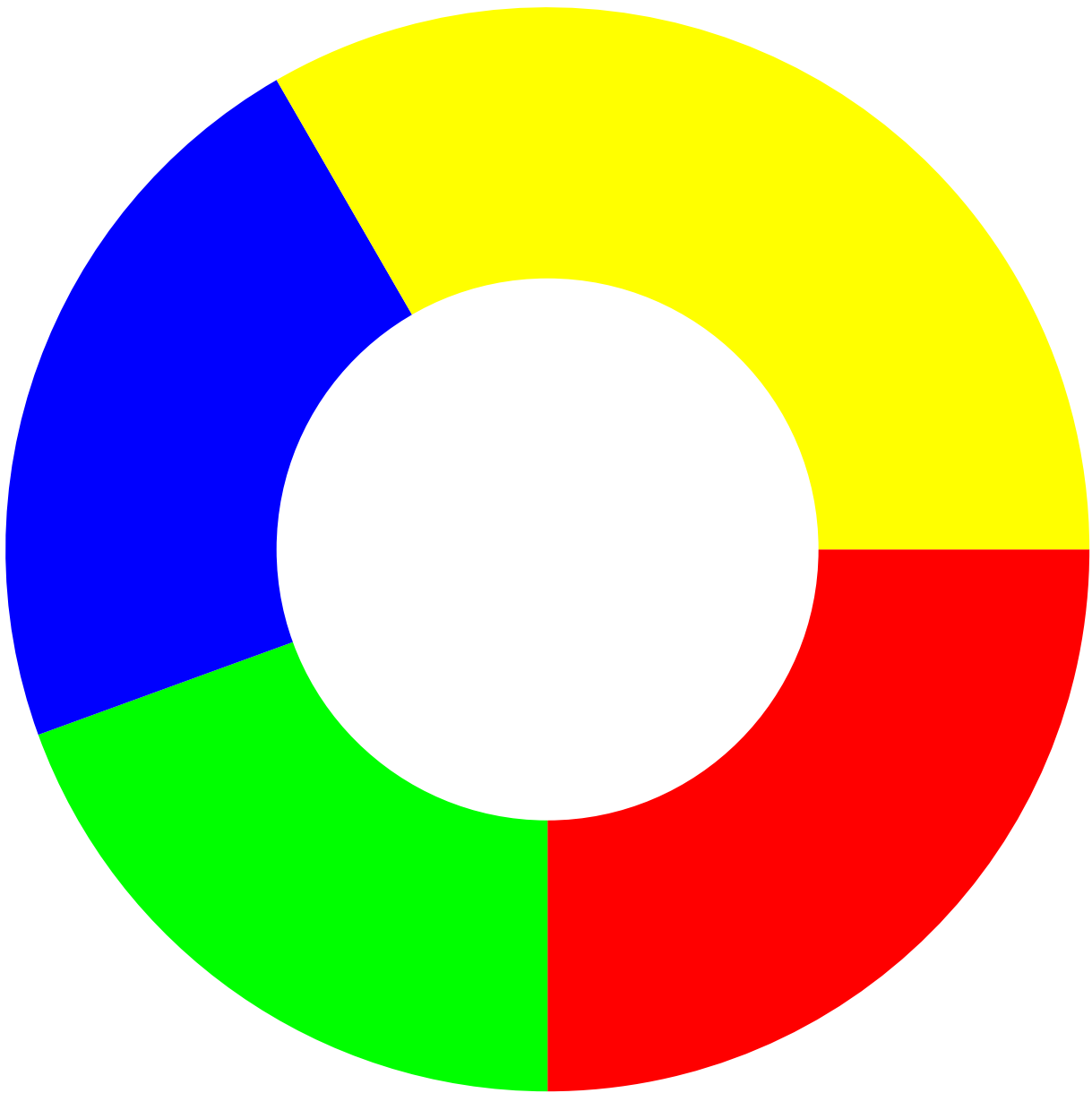


BM_DIFFERENCE



BM_EXCLUSION

ARC DEMO



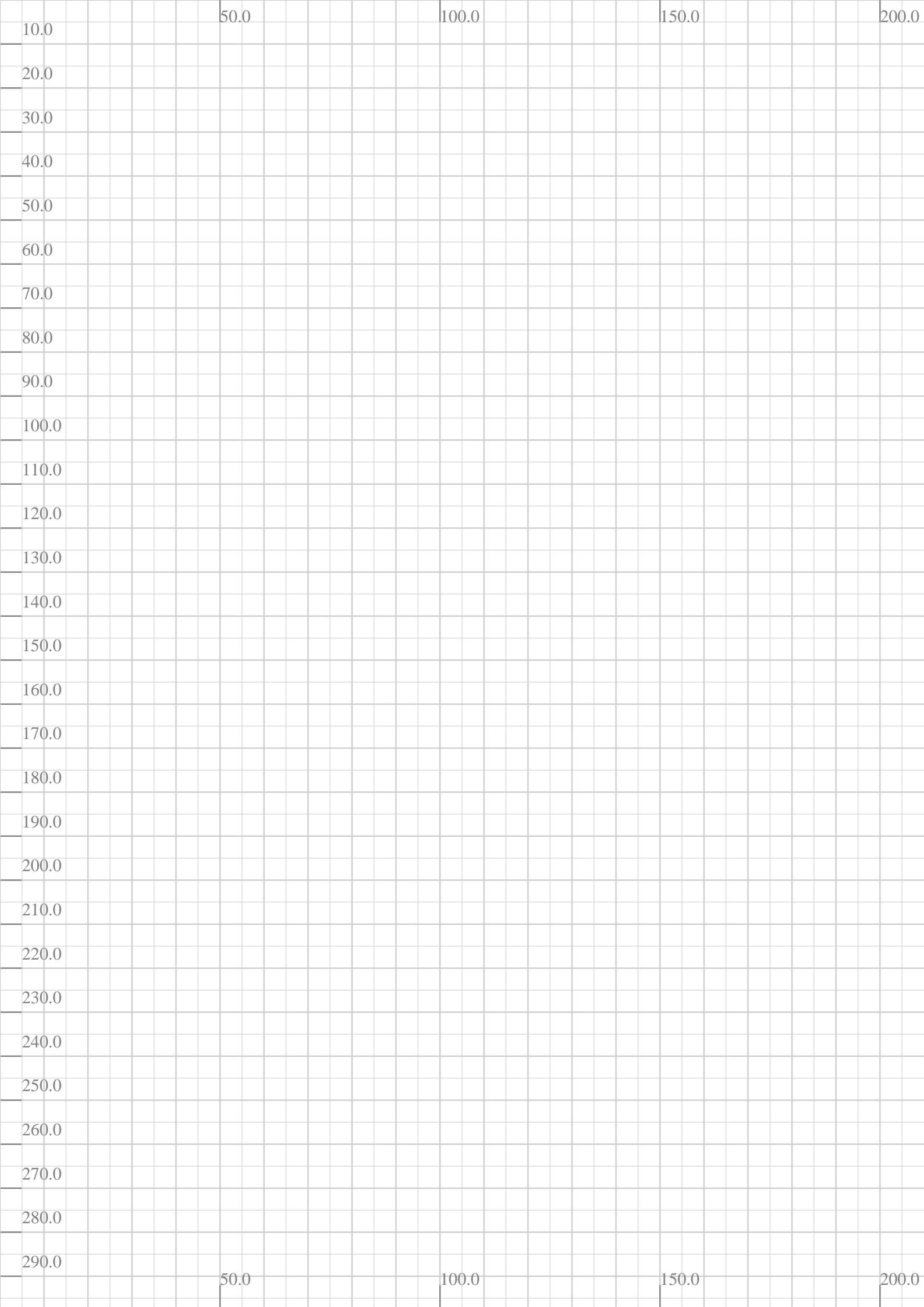
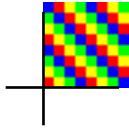
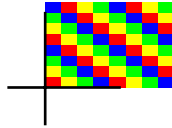


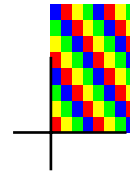
IMAGE DEMO



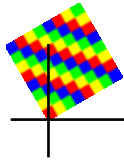
Actual Size
(x=40.0,y=40.0)



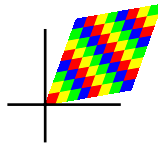
Scaling image (X direction)
(x=100.0,y=40.0)



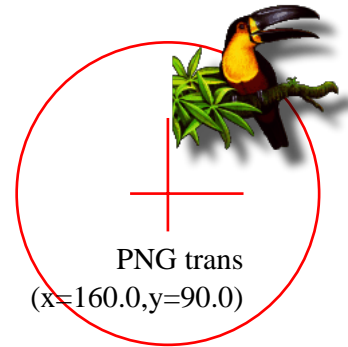
Scaling image (Y direction)
(x=160.0,y=40.0)



Rotating Image
(x=40.0,y=90.0)



Skewing Image
(x=100.0,y=90.0)



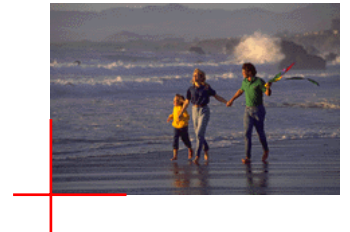
PNG trans
(x=160.0,y=90.0)



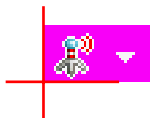
bmp 1 bit
(x=40.0,y=140.0)



bmp 4 bit
(x=100.0,y=140.0)



bmp 8 bit
(x=160.0,y=140.0)



bmp 16 bit
(x=40.0,y=190.0)



bmp 24 bit
(x=100.0,y=190.0)



bmp 32 bit
(x=160.0,y=190.0)



Original
(x=40.0,y=240.0)



Alpha = 0.8
(x=100.0,y=240.0)



Alpha = 0.4
(x=160.0,y=240.0)

Adjustable Image Transparency

LINE DEMO

line width = 0

line width = 0.5

line width = 1.0

dash_ptn=[3], phase=1 -- 2 on, 3 off, 3 on...

dash_ptn=[7, 3], phase=2 -- 5 on 3 off, 7 on,...

dash_ptn=[8, 7, 2, 7], phase=0

BUTT_END



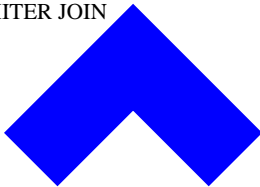
ROUND_END



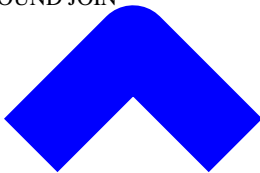
SQUARE_END



MITER JOIN



ROUND JOIN



BEVEL JOIN



Stroke



Fill



Fill then Stroke

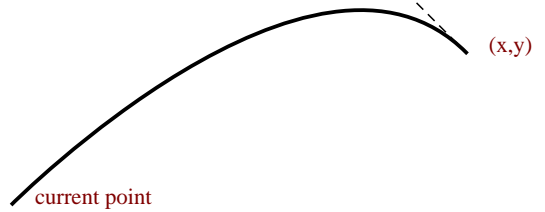


Clip Rectangle



curveTo1(cp_x,cp_y,x,y)

(cp_x,cp_y)



curveTo2(cp_x,cp_y,x,y)

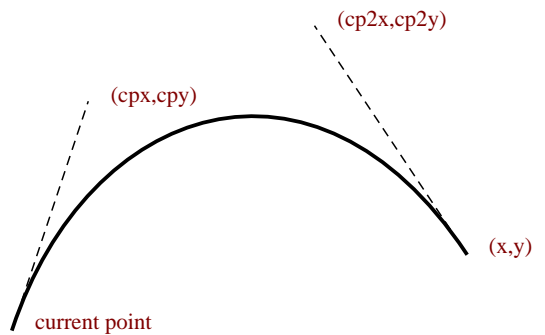
(cp_x,cp_y)



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

(cp2x,cp2y)

(cp_x,cp_y)



TEXT DEMO 1

abcdefgABCDEFGFG123!#\$%&+-@?

Font Size = 3.0

abcdefgABCDEFGFG123!#\$%&+-@?

Font Size = 5.0

abcdefgABCDEFGFG123!#\$%&+-@?

Font Size = 7.0

abcdefgABCDEFGFG123!#\$%&+-@?

Font Size = 9.0

abcdefgABCDEFGFG123!#\$%&+-@?

Font Size = 11.0

abcdefgABCDEFGFG123!#\$%&+-@?

abcdefgABCDEFGFG123!#\$%&+-@?

abcdefgABCDEFGFG123!#\$%&+-@?

Text Rendering Mode:

TR_FILL

TR_STROKE

TR_FILL_THEN_STROKE

TR_FILL_CLIPPING

TR_STROKE_CLIPPING

TR_FILL_STROKE_CLIPPING

ABC123xyz

Rotating Text

ABC123xyz

Skewing Text

ABC123xyz

Scaling Text Y Direction

ABC123xyz

Scaling Text X Direction

TEXT DEMO 2

char-spacing 0

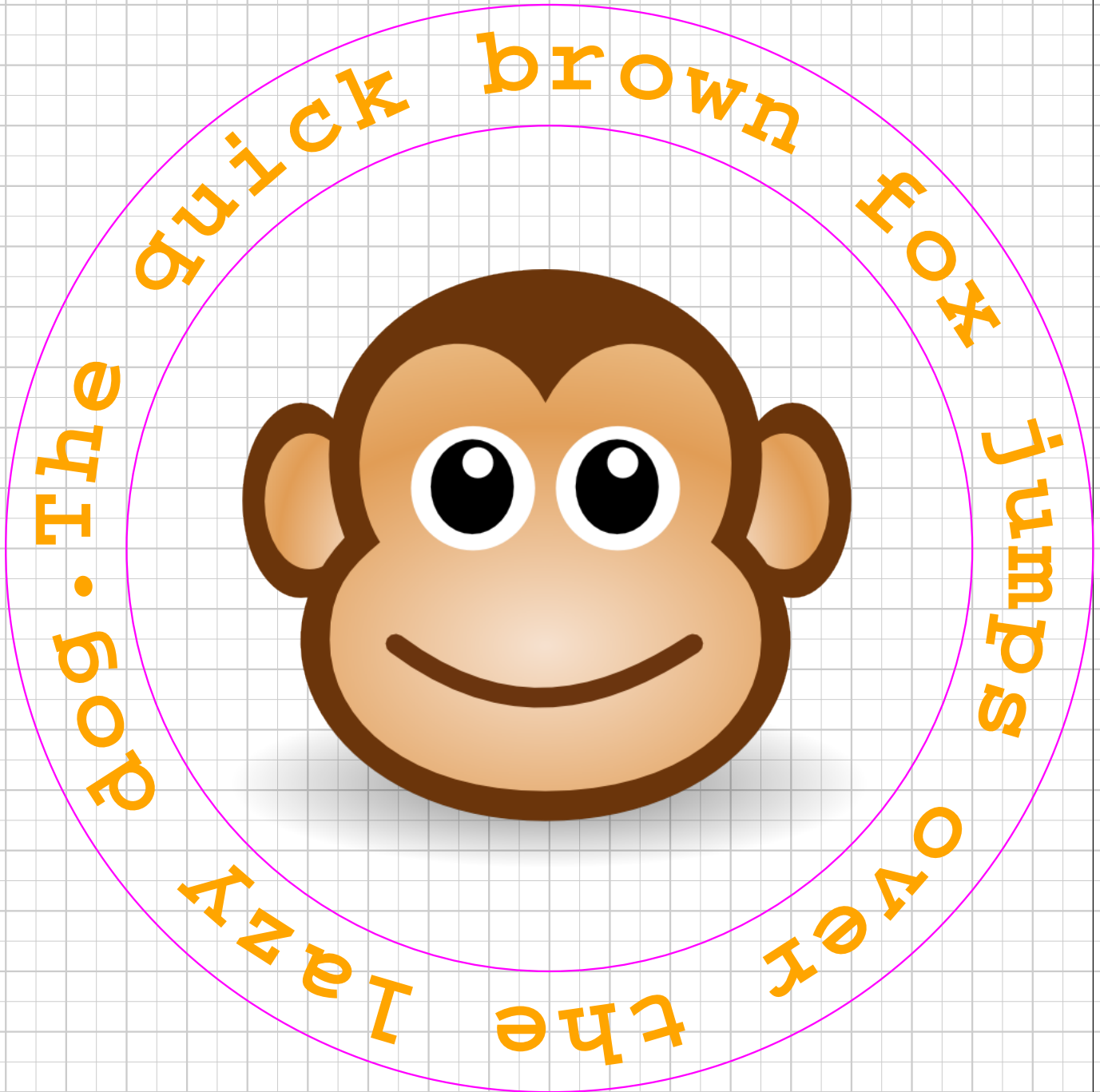
The quick brown fox jumps over the lazy dog.

char-spacing 1.5

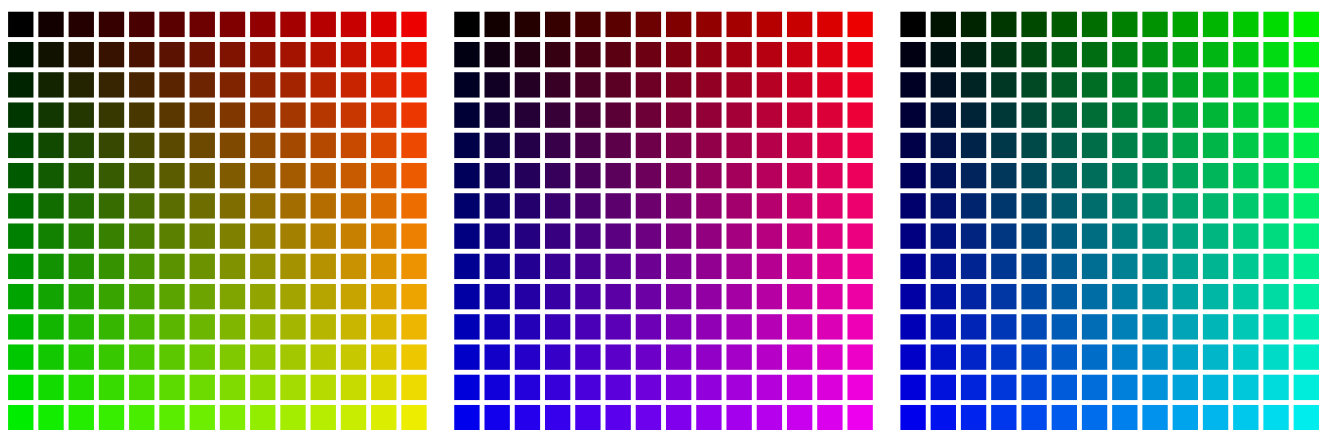
The quick brown fox jumps over the lazy dog.

char-spacing 1.5, word-spacing 2.5

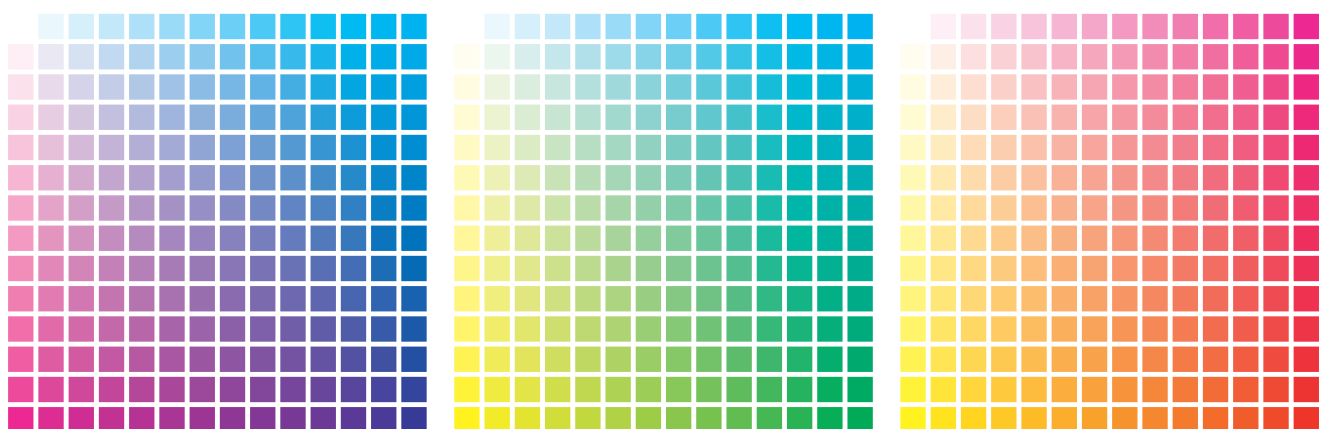
The quick brown fox jumps over the lazy dog.



COLOR SPACE DEMO



RGB color space



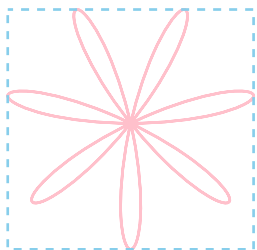
CMYK color space



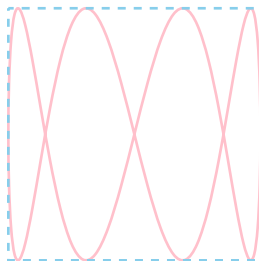
Gray color space



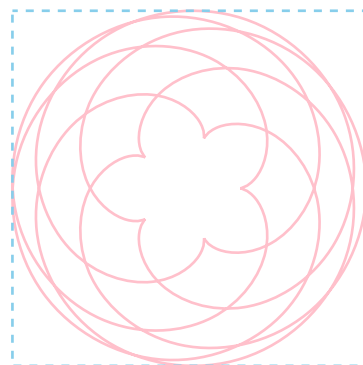
Bezier Curve Bounding Box Demo



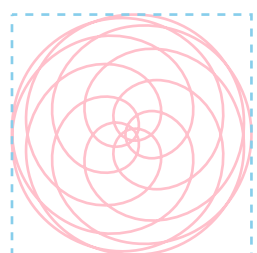
ROSE



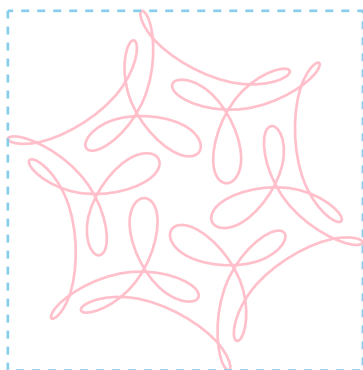
LISSAJOUSE



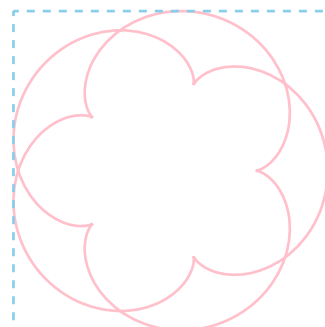
EPICYCLOID



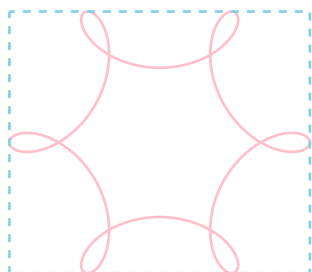
EPITROCHOID



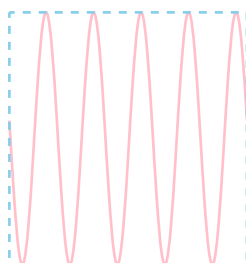
FARRIS WHEEL



HIPOCYCLOID

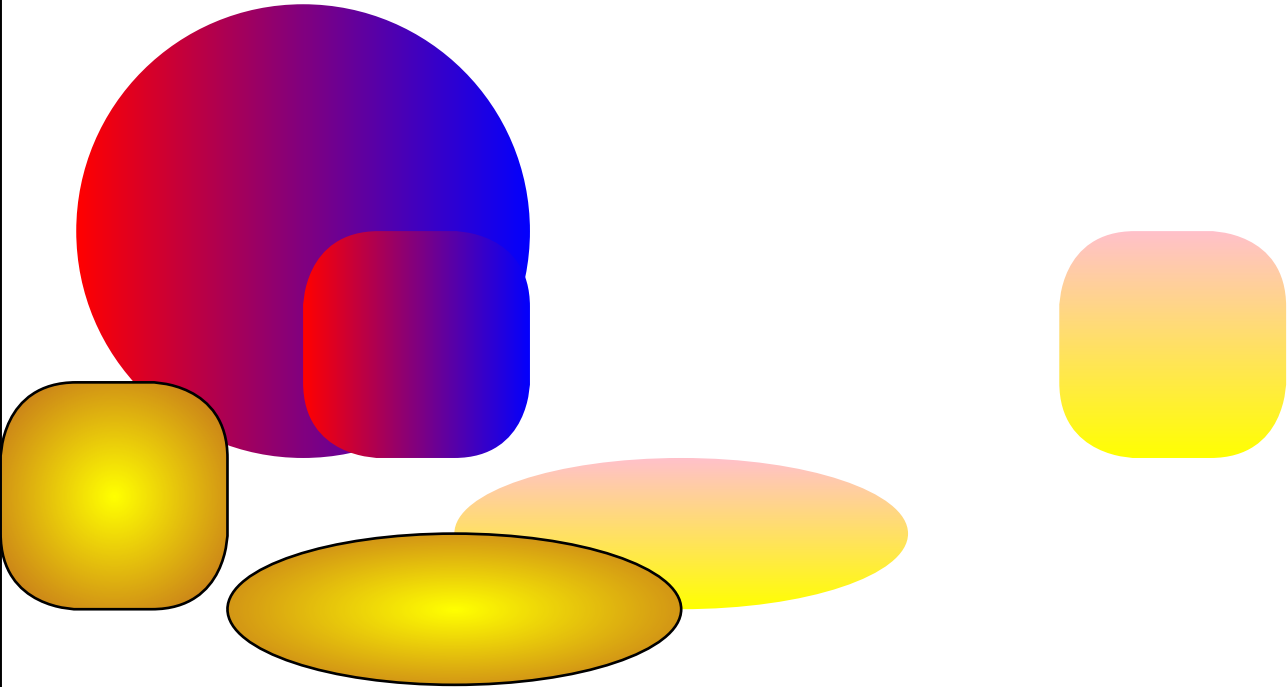


HIPOTROCHOID



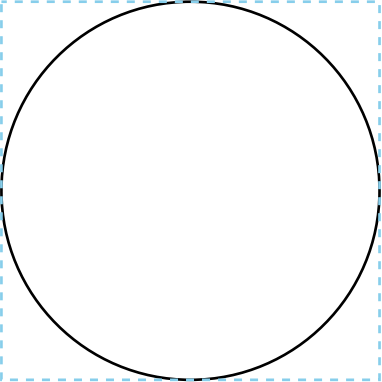
SINE WAVE

Gradient Demo

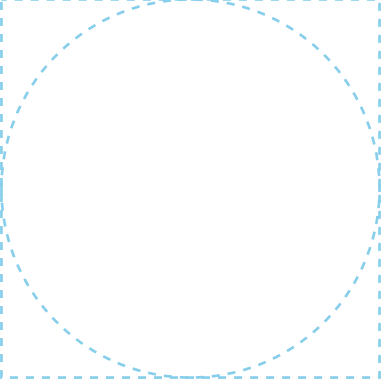


How gradient works in PDF?

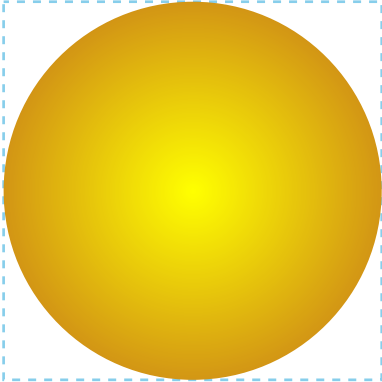
1. Calculate the bounding box



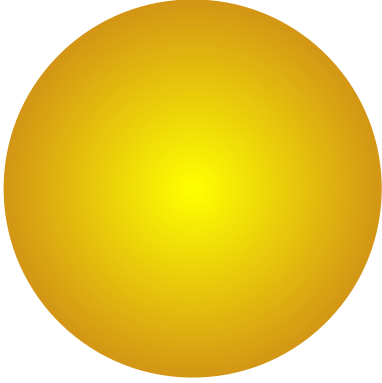
2. Set clipping area



3. Paint gradient inside bbox



4. Voila



Hello World!

헬로우 월드

你好世界

The Quick Brown Fox Jump Over The Lazy Dog

你
好
世
界

天分合
下久久
大必必
勢合分

Обычный текст в кодировке UTF-8

