NetBeans IDE

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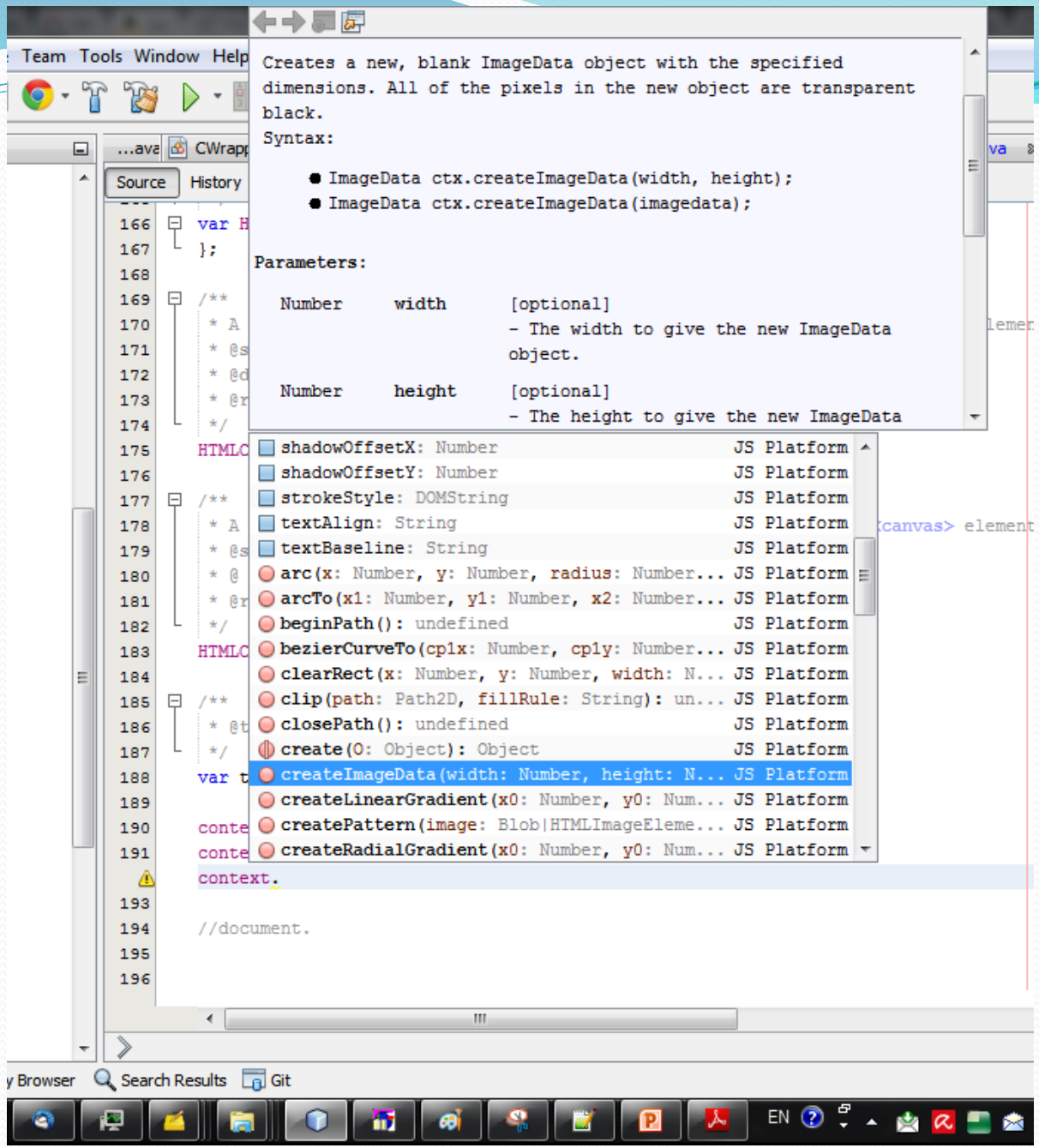
My contribution

- Add intelisense for
  - HTML Canvas element
  - HTML Canvas Rendering Context 2D

Usage

```
/**@type HTMLCanvasElement*/
var canvas = document.getElementById('canvas');

/**@type CanvasRenderingContext2D*/
var context = canvas.getContext('2d');
```


Team Tools Window Help
Source History
Creates a new, blank ImageData object with the specified dimensions. All of the pixels in the new object are transparent black.
Syntax:
ImageData ctx.createImageData(width, height);
ImageData ctx.createImageData(imagedata);
Parameters:
Number width [optional]
- The width to give the new ImageData object.
Number height [optional]
- The height to give the new ImageData
shadowOffsetX: Number JS Platform
shadowOffsetY: Number JS Platform
strokeStyle: DOMString JS Platform
textAlign: String JS Platform
textBaseline: String JS Platform
arc(x: Number, y: Number, radius: Number... JS Platform
arcTo(x1: Number, y1: Number, x2: Number... JS Platform
beginPath(): undefined JS Platform
bezierCurveTo(cp1x: Number, cp1y: Number... JS Platform
clearRect(x: Number, y: Number, width: N... JS Platform
clip(path: Path2D, fillRule: String): un... JS Platform
closePath(): undefined JS Platform
create(O: Object): Object JS Platform
createImageData(width: Number, height: N... JS Platform
createLinearGradient(x0: Number, y0: Num... JS Platform
createPattern(image: Blob|HTMLImageEleme... JS Platform
createRadialGradient(x0: Number, y0: Num... JS Platform
context.
//document.
Search Results
Git
EN

Use as a Hot-fix

- If somebody wants to use these files as HOT-FIX, just close the IDE, put these two files in following zip archive(following paths are for windows 7 (x64) and Netbeans 8.1):

- C:\Users\<Username>\AppData\Roaming\NetBeans\8.1\jsstubs\domstubs.zip
- C:\Program Files\NetBeans 8.1\ide\jsstubs\domstubs.zip

```
]/**
  * Draws a filled rectangle at (x, y) position whose size is determined by width and height.
  * @syntax canvasRenderingContext2D.fillRect(x, y, width, height)
  * @param {Number} x - The x axis of the coordinate for the rectangle starting point.
  * @param {Number} y - The y axis of the coordinate for the rectangle starting point.
  * @param {Number} width - The rectangle's width.
  * @param {Number} height - The rectangle's height.
  * @returns {undefined}
  */
CanvasRenderingContext2D.prototype.fillRect = function(x, y, width, height) {};
```

Thank you for your attention