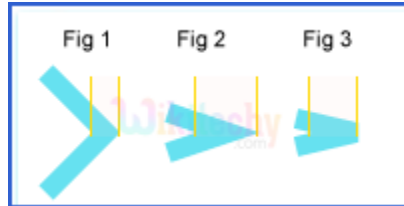


miterLimit PROPERTY IN HTML5 CANVAS

- The miterLimit property sets the maximum miter length.
- The miter length is the distance between the inner and the outer corner where two lines meet.



- The miter length become bigger as the angle of the corner makes smaller.
- If the miter length go beyond the miterLimit value, the corner will be shown as lineJoin type "bevel" (Fig 3) as shown as above.

Syntax for miterLimit property in HTML5 Canvas:

```
context.miterLimit=number;
```

Property Values of miterLimit property in HTML5 Canvas:

| Value | Description |
|--------|-----------------------------------|
| number | Defines the maximum miter length. |

Sample Coding for miterLimit property in HTML5 Canvas:

```
<! DOCTYPE html>
<html>
  <head>
    <title>Wikitechy HTML Canvas miterLimit Property </title>
  </head>
  <body>
    <h1> Wikitechy HTML Canvas miterLimit Property </h1>
    <canvas id="wikitechyCanvas" width="200" height="150"
      style="border:1px solid blue;">
    </canvas>
    <script>
      var ml = document.getElementById("wikitechyCanvas");
      var mlx = ml.getContext("2d");
      mlx.lineWidth = 10;
      mlx.lineJoin = "miter";
      mlx.miterLimit = 7;
      mlx.moveTo(30, 10);
      mlx.lineTo(150, 75);
      mlx.lineTo(15, 100);
      mlx.stroke();
    </script>
  </body>
</html>
```



Code Explanation for miterLimit property in HTML5 Canvas:

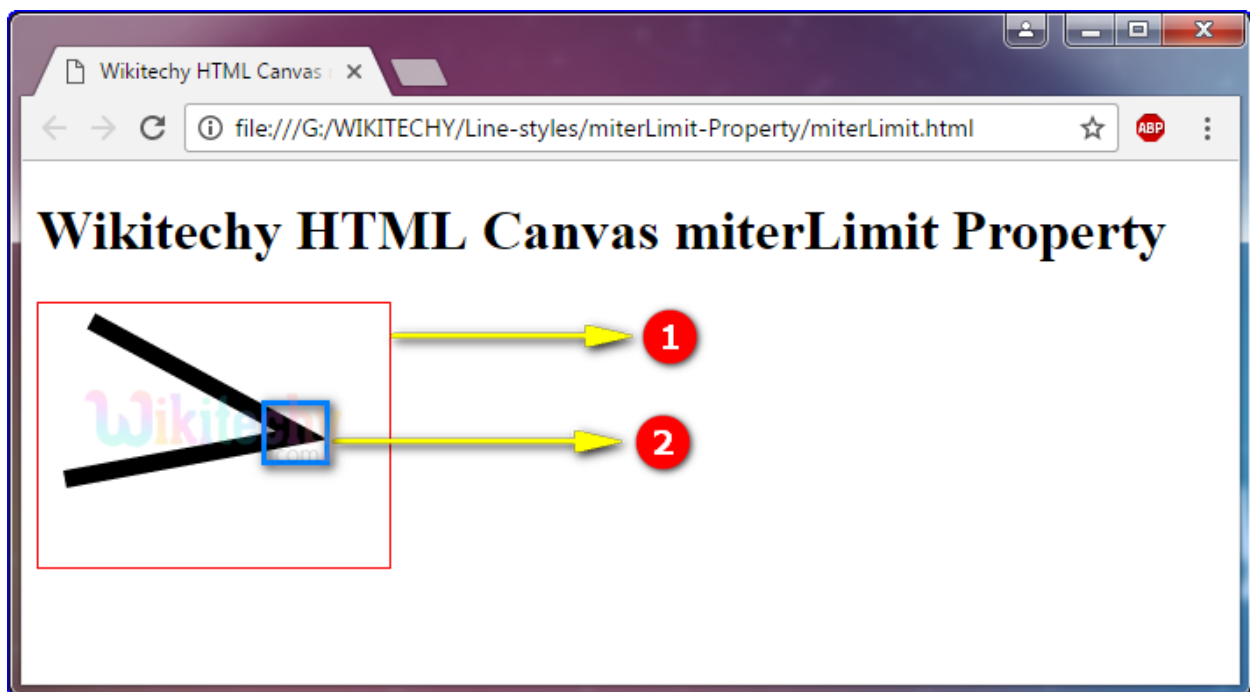
```
<!DOCTYPE html>
<html>
  <head>
    <title>Wikitechy HTML Canvas miterLimit Property</title>
  </head>
  <body>
    <h1>Wikitechy HTML Canvas miterLimit Property</h1>
    <canvas id="wikitechyCanvas" width="200" height="150"
      style="border:1px solid red;">
    </canvas>
    <script>
      var ml= document.getElementById("wikitechyCanvas");
      var mlx = ml.getContext("2d");
      mlx.lineWidth = 10;
      mlx.lineJoin = "miter";
      mlx.miterLimit =7;
      mlx.moveTo(30, 10);
      mlx.lineTo(150,75);
      mlx.lineTo(15, 100);
      mlx.stroke();
    </script>
  </body>
</html>
```

1. **"wikitechyCanvas"** is used to declare the id value of the canvas tag.
2. The **getElementById();** method is used to get the canvas element with the specific id (**"wikitechyCanvas"**).
3. **ml.getContext("2d")** method is returns a two-dimensional drawing context on the canvas.
4. **mlx.lineWidth=10** is used to draw a line with a width of 10 pixel.
5. **mlx.lineJoin=miter** property is used to set the sharp corner, when two

lines meet.

6. **mlx.miterLimit=7** is used to set the maximum miter length
7. The **moveTo()** method is used to set the starting point at (30,10) in x ,y axis.
8. the **lineTo()** method is used to set the ending point at(150,75) in x, y direction.
9. The **lineTo()** method is used to set the ending point to starting point at (15,100) in x, y direction.
10. The **stroke()** method is used to display the graphics.

Sample Output for miterLimit property in HTML5 Canvas:



1. The canvas rectangle with red color border.
2. Draw lines with the maximum miter length of **7** and provides the distance between the inner and the outer corner where two lines meet.

Browser Support for miterLimit property in HTML5 Canvas:

| Browser | Support |
|--------------------------|---------|
| Chrome | Yes |
| Internet explorer / Edge | 9.0 |
| Firefox | Yes |
| Safari | Yes |
| Opera | Yes |

Tips and Notes

- The miterLimit property works only if the lineJoin property is "miter"