

putImageData() METHOD OF HTML5 IN CANVAS

- The putImageData() method is one of the canvas method.
- This method is used to puts the image data (from a specified ImageData object) back onto the canvas.

Syntax for putImageData() Method In HTML5 Canvas:

```
context.putImageData(imgData,x,y,dirtyX,dirtyY,dirtyWidth,dirtyHeight);
```

Parameter Values for putImageData() Method In HTML5 Canvas:

Parameter	Description
imgData	To specifies imageData object to put back on the canvas.
x	To start copy from upper left corner the x-coordinate in pixels.
y	To start copy from upper left corner the y-coordinate in pixels
dirty x	The horizontal (x) value is used, where to place the image on the canvas in pixels.
dirty y	The vertical (y) value is used, where to place the image on the canvas in pixels.
dirtyWidth	The width is used to draw the image on the canvas.
dirtyHeight	The height is used to draw the image on the canvas.

Sample coding for putImageData() Method In HTML5 Canvas:

```
<!DOCTYPE html>
<html>
  <head>
    <title>wikitechy-HTML Canvas putImageData() </title>
  </head>
  <body>
    <h1>wikitechy-HTML Canvas putImageData() with example: </h1>
    <canvas id="wikitechyCanvas" width="500" height="250"
      style="border:1px solid #d3d3d3;">
    </canvas>
    <script>
      var p = document.getElementById("wikitechyCanvas");
      var context = p.getContext("2d");
      context.fillStyle = "green";
      context.fillRect(50, 50, 100, 80);

      function copy()
      {
        var imgData = context.getImageData(50, 50, 100, 80);
        context.putImageData(imgData, 200, 50);
      }

    </script>

    <button onclick="copy()">Copy</button>
  </body>
</html>
```

Code Explanation for putImageData() Method In HTML5 Canvas :

```
<!DOCTYPE html>
<html>
  <head>
    <title>wikitechy-HTML Canvas putImageData()</title>
  </head>
  <body>
    <h1>wikitechy-HTML Canvas putImageData() with example: </h1>
    <canvas id="wikitechyCanvas" width="450" height="200"
      style="border:1px solid #d3d3d3;">
    </canvas>

    <script>
      var p = document.getElementById("wikitechyCanvas");
      var context = p.getContext("2d");
      context.fillStyle = "green";
      context.fillRect(50, 50, 100, 80);

      function copy()
      {
        var imgData = context.getImageData(50, 50, 100, 80);
        context.putImageData(imgData, 200, 50);
      }

    </script>

    <button onclick="copy()">Copy</button>

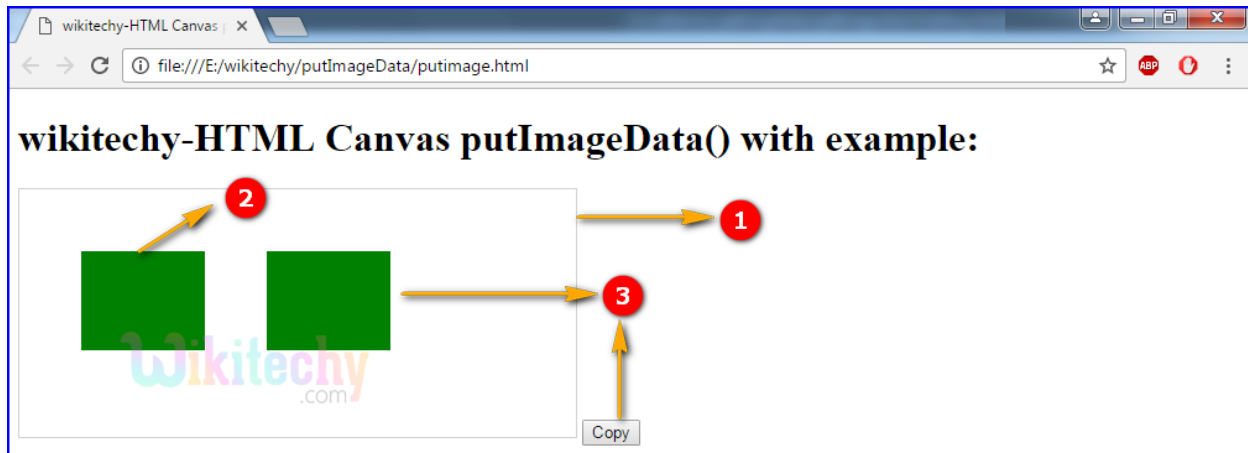
  </body>
</html>
```

1. **"Wikitechy canvas"** is used to declare the id value of the canvas tag.
2. **getElementById**: method is used to draw the element from id.
3. **getContext()**: returns an object that provides methods and properties for drawing on the canvas.
4. The **fillStyle** property is used to fill the green color in rectangle.
5. To create a rectangle the value is set as (50, 50, 100, 80) in (x,y,width,height) axis.
6. The **getImageData(50, 50, 100, 80)** is used to copy the above rectangle.



- The image will put back on the canvas using **putImageData** (`imgData,200,50`).
- button is used to copy the rectangle.

Output of putImageData() Method In HTML5 Canvas :



- canvas is used to draw a rectangle an `putImageData()` method.
- Here the output is displayed by green color rectangle.
 - The first rectangle is displayed by `(50, 50, 100, 80)` in (x,y,width,height) axis.
- The `putImageData(imgData,200,50)` is used for copy the rectangle and display the image back on the canvas.

Browser Support for putImageData() Method in HTML5 Canvas :

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

Tips and Notes

- The `getImageData()` method is used to copy the pixel data for a specified rectangle on a canvas.
- The `createImageData()` method is used to create a new, blank `ImageData` object.

