

## **LuaCanvasAndroid**

bitmap: Bitmap  
canvas: Canvas  
clip: Rect  
paint: Paint

```
+LuaCanvasAndroid()  
+LuaCanvasAndroid()  
+compose(): void  
+createNew(): LuaCanvasAndroid  
+createNew(): LuaCanvasAndroid  
+drawEllipse(): void  
+drawLine(): void  
+drawPixel(): void  
+drawPolygon(): void  
+drawRect(): void  
+drawText(): void  
+fillEllipse(): void  
+fillRect(): void  
+flush(): void  
+getClip(): Rect  
+getColor(): br.ufes.lprm.adapt.Color  
+getFont(): Typeface  
+getLuaSurface(): AndroidLuaSurface  
+getPixelValue(): int  
+getSize(): Rect  
+measureText(): Rect  
+setClip(): void  
+setColor(): void  
+setColor(): void  
+setFont(): void  
+setLuaSurface(): void  
#LuaCanvasAndroid()
```