

# Drawing into a Canvas - drawImage()

This feature is supported starting with version 0.8.869

`DrawImage` only supports `image`, `canvas`, or `video` as image sources.

Because the plugin replaces `<video>` elements with `<object>` elements, `drawImage` is not capable of interacting with it.

To solve this issue, we display the API `plugin.getFrame` which returns a base64 encoded bitmap (header + buffer) of the last played frame.

## How do I use it ?

See the following example:

### Use drawImage with the plugin

```
var canvas = ... // your canvas in the DOM
var video = ... // your plugin rendering <object>
var base64 = video.getFrame();
var image = new Image();
image.onload = function () {
  canvas.getContext('2d').
    drawImage(image, 0, 0, canvas.width, canvas.height);
};
image.setAttribute('src', 'data:image/bmp;base64,' + base64);
```

## Live example

See a few live examples here : [plugin.temasys.com.sg/demo](http://plugin.temasys.com.sg/demo)