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## Second Life Copybot Viewer Download



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I have a basic code that prints to a canvas a copy of my original canvas. It actually works great and everything. What I want to do, however, is allow the user to copy their canvas onto the website and be able to print to the website of their choice. I could do this by having a button to print to a PDF or email/print to a web page but that would be a lot of work. Is there an easy way to do this? I was thinking of using an overlay that pops up when you hit a button on the original canvas then prints to the overlay but I don't know if that's possible. The other idea was to print to the original canvas and then overlay it on the website but that seemed messy and I don't know if it's possible. Basically I need to know a) if this is possible and b) if it is, how? EDIT: I found the code below. I haven't tested it much though as I don't have any canvas to work with. function copy(o){ var str = ""; var canvas = o.getContext("2d"); for(var i = 0; i A: The above can be easily solved by using a simple HTML5 print preview button. The

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below is an example for your code. You need to have a canvas on the page and wrap your code around it. Now print preview button should trigger the print() method. Also, I added 2 buttons, one which allows you to print the preview directly on the screen and another button which is the print() button. Your browser does not support the HTML5 canvas tag. 82157476af

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