Asymptote Reference Card

Program structure/functions

import "*filename*"	import module
import "*filename*" as name	import filename as module name
include "*filename*"	include verbatim text from file
type f(*type*,...);	optional function declaration
type name;	variable declaration
type f(*type* arg,...) {	function definition
statements	
return *value*;	
}	

Data types/declarations

boolean (true or false)	bool
tri-state boolean (true, default, or false)	bool3
integer	int
float (double precision)	real
ordered pair (complex number)	pair
character string	string
fixed piecewise cubic Bezier spline	path
unresolved piecewise cubic Bezier spline	guide
color, line type/width/cap, font, fill rule	pen
label with position, alignment, pen attributes	Label
drawing canvas	picture
affine transform	transform
constant (unchanging) value	const
allocate in higher scope	static
no value	void
inhibit implicit argument casting	explicit
structure	struct
create name by data type	typedef *type name*

3D data types (import three;)

ordered triple	triple
3D path	path3
3D guide	guide3
3D affine transform	transform3

Constants

exponential form	6.02e23
TEX string constant	"abc...de"
TEX strings: special characters	\\, \"
C strings: constant	'abc...de'
C strings: special characters	\\, \" \' \?
C strings: newline, cr, tab, backspace	\n \r \t \b
C strings: octal, hexadecimal bytes	\0-\377 \x0-\xFF

Operators

arithmetic operations	+ - * /
modulus (remainder)	%
comparisons	== != > >= < <=
not	!
and or (conditional evaluation of RHS)	&& ||
and or xor	& | ^
cast expression to type	(*type*) *expr*
increment decrement prefix operators	++ --
assignment operators	+= -= *= /= %=
conditional expression	$expr_1$? $expr_2$: $expr_3$
structure member operator	*name.member*
expression evaluation separator	,

Flow control

statement terminator	;
block delimiters	{ }
comment delimiters	/* */
comment to end of line delimiter	//
exit from while/do/for	break;
next iteration of while/do/for	continue;
return value from function	return *expr*;
terminate execution	exit();
abort execution with error message	abort(string);

Flow constructions (if/while/for/do)

if(*expr*) *statement*
else if(*expr*) *statement*
else *statement*

while(*expr*)
statement

for($expr_1$; $expr_2$; $expr_3$)
statement

for(*type* var : *array*)
statement

do *statement*
while(*expr*);

Arrays

array	*type*`[] ` *name*`;`
array element i	*name*`[i]`
array indexed by elements of int array `A`	*name*`[A]`
anonymous array	`new ` *type*`[`*dim*`]`
array containing `n` deep copies of `x`	`array(n,x)`
length	*name*`.length`
cyclic flag	*name*`.cyclic`
pop element `x`	*name*`.pop()`
push element `x`	*name*`.push(x)`
append array `a`	*name*`.append(a)`
insert rest arguments at index `i`	*name*`.insert(i,...)`
delete element at index `i`	*name*`.delete(i)`
delete elements with indices in [i,j]	*name*`.delete(i,j)`
delete all elements	*name*`.delete()`
test whether element n is initialized	*name*`.initialized(n)`
array of indices of initialized elements	*name*`.keys`
complement of int array in {0,...,n-1}	`complement(a,n)`
deep copy of array `a`	`copy(a)`
array {0,1,...,n-1}	`sequence(n)`
array {n,n+1,...,m}	`sequence(n,m)`
array {n-1,n-2,...,0}	`reverse(n)`
array {f(0),f(1),...,f(n-1)}	`sequence(f,n)`
array obtained by applying f to array `a`	`map(f,a)`
uniform partition of [a,b] into n intervals	`uniform(a,b,n)`
concat specified 1D arrays	`concat(a,b,...)`
return sorted array	`sort(a)`
return array sorted using ordering `less`	`sort(a,less)`
search sorted array `a` for key	`search(a,key)`
index of first true value of bool array `a`	`find(a)`
index of nth true value of bool array `a`	`find(a,n)`

Initialization

initialize variable	*type* *name*`=`*value*`;`
initialize array	*type*`[] ` *name*`={...};`

path connectors

straight segment	`--`
Beziér segment with implicit control points	`..`
Beziér segment with explicit control points	`..controls c0 and c1.`
concatenate	`&`
lift pen	`^^`
..tension atleast 1..	`::`
..tension atleast infinity..	`---`

Labels

implicit cast of string `s` to Label	`s`
Label `s` with relative position and alignment	`Label(s,real,pair)`
Label `s` with absolute position and alignment	`Label(s,pair,pair)`
Label `s` with specified pen	`Label(s,pen)`

draw commands

draw path with current pen	`draw(path)`
draw path with pen	`draw(path,pen)`
draw labeled path	`draw(Label,path)`
draw arrow with pen	`draw(path,pen,Arrow)`
draw path on picture	`draw(picture,path)`

fill commands

fill path with current pen	`fill(path)`
fill path with pen	`fill(path,pen)`
fill path on picture	`fill(picture,path)`

label commands

label a pair with optional alignment z	`label(Label,pair,z)`
label a path with optional alignment z	`label(Label,path,z)`
add label to picture	`label(picture,Label)`

clip commands

clip to path	`clip(path)`
clip to path with fill rule	`clip(path,pen)`
clip picture to path	`clip(picture,path)`

pens

Grayscale pen from value in [0,1]	`gray(g)`
RGB pen from values in [0,1]	`rgb(r,g,b)`
CMYK pen from values in [0,1]	`cmyk(r,g,b)`
RGB pen from heximdecimal string]	`rgb(string)`
heximdecimal string from rgb pen]	`hex(pen)`
hsv pen from values in [0,1]	`hsv(h,s,v)`
invisible pen	`invisible`
default pen	`defaultpen`
current pen	`currentpen`
solid pen	`solid`
dotted pen	`dotted`
wide dotted current pen	`Dotted`
wide dotted pen	`Dotted(pen)`
dashed pen	`dashed`
long dashed pen	`longdashed`
dash dotted pen	`dashdotted`
long dash dotted pen	`longdashdotted`
PostScript butt line cap	`squarecap`
PostScript round line cap	`roundcap`
PostScript projecting square line cap	`extendcap`
miter join	`miterjoin`
round join	`roundjoin`
bevel join	`beveljoin`
pen with miter limit	`miterlimit(real)`
zero-winding fill rule	`zerowinding`
even-odd fill rule	`evenodd`
align to character bounding box (default)	`nobasealign`
align to TeX baseline	`basealign`
pen with font size (pt)	`fontsize(real)`
LaTeX pen from encoding,family,series,shape	`font(strings)`
TeX pen	`font(string)`
scaled TeX pen	`font(string,real)`
PostScript font from strings	`Courier(series,shape)`
pen with opacity in [0,1]	`opacity(real)`
construct pen nib from polygonal path	`makepen(path)`
pen mixing operator	`+`

path operations

number of segments in path p	`length(p)`
number of nodes in path p	`size(p)`
is path p cyclic?	`cyclic(p)`
is segment i of path p straight?	`straight(p,i)`
is path p straight?	`piecewisestraight(p)`
coordinates of path p at time t	`point(p,t)`
direction of path p at time t	`dir(p,t)`
direction of path p at length(p)	`dir(p)`
unit(dir(p)+dir(q))	`dir(p,q)`
acceleration of path p at time t	`accel(p,t)`
radius of curvature of path p at time t	`radius(p,t)`
precontrol point of path p at time t	`precontrol(p,t)`
postcontrol point of path p at time t	`postcontrol(p,t)`
arclength of path p	`arclength(p)`
time at which arclength(p)=L	`arctime(p,L)`
point on path p at arclength L	`arcpoint(p,L)`
first value t at which dir(p,t)=z	`dirtime(p,z)`
time t at relative fraction l of arclength(p)	`reltime(p,l)`
point at relative fraction l of arclength(p)	`relpoint(p,l)`
point midway along arclength of p	`midpoint(p)`
path running backwards along p	`reverse(p)`
subpath of p between times a and b	`subpath(p,a,b)`
times for one intersection of paths p and q	`intersect(p,q)`
times at which p reaches minimal extents	`mintimes(p)`
times at which p reaches maximal extents	`maxtimes(p)`
intersection times of paths p and q	`intersections(p,q)`
intersection times of paths p and a--b	`intersections(p,a,b)`
intersection times of path p crossing $x=$x	`times(p,x)`
intersection times of path p crossing $y=$z.y	`times(p,z)`
intersection point of paths p and q	`intersectionpoint(p,q)`
intersection points of p and q	`intersectionpoints(p,q)`
intersection of extension of P--Q and p--q	`extension(P,Q,p,q)`
lower left point of bounding box of path p	`min(p)`
upper right point of bounding box of path p	`max(p)`
subpaths of p split by nth cut of knife	`cut(p,knife,n)`
winding number of path p about pair z	`windingnumber(p,z)`
pair z lies within path p?	`interior(p,z)`
pair z lies within or on path p?	`inside(p,z)`
path surrounding region bounded by paths	`buildcycle(...)`
path filled by draw(g,p)	`strokepath(g,p)`
unit square with lower-left vertex at origin	`unitsquare`
unit circle centered at origin	`unitcircle`
circle of radius r about c	`circle(c,r)`
arc of radius r about c from angle a to b	`arc(c,r,a,b)`
unit n-sided polygon	`polygon(n)`
unit n-point cyclic cross	`cross(n)`

pictures

add picture pic to currentpicture	`add(pic)`
add picture pic about pair z	`add(pic,z)`

affine transforms

identity transform	`identity()`
shift by values	`shift(real,real)`
shift by pair	`shift(pair)`
scale by x in the x direction	`xscale(x)`
scale by y in the y direction	`yscale(y)`
scale by x in both directions	`scale(x)`
scale by real values x and y	`scale(x,y)`
map $(x,y) \rightarrow (x+sy,y)$	`slant(s)`
rotate by real angle in degrees about pair z	`rotate(angle,z=(0,0))`
reflect about line from P--Q	`reflect(P,Q)`

string operations

concatenate operator	`+`
string length	`length(string)`
position $\geq$ pos of first occurence of t in s	`find(s,t,pos=0)`
position $\leq$ pos of last occurence of t in s	`rfind(s,t,pos=-1)`
string with t inserted in s at pos	`insert(s,pos,t)`
string s with n characters at pos erased	`erase(s,pos,n)`
substring of string s of length n at pos	`substr(s,pos,n)`
string s reversed	`reverse(s)`
string s with before changed to after	`replace(s,before,after)`
string s translated via {{before,after},...}	`replace(s,string [][] table)`
format x using C-style format string s	`format(s,x)`
casts hexidecimal string to an integer	`hex(s)`
casts x to string using precision digits	`string(x,digits=realDigits)`
current time formatted by format	`time(format="%a %b %d %T %Z %Y")`
time in seconds of string t using format	`seconds(t,format)`
string corresponding to seconds using format	`time(seconds,format)`
split s into strings separated by delimiter	`split(s,delimiter="")`