尚未翻译 The Layers Below TikZ正在翻译 Comparison with Other Graphics Packages 翻译完成 **Utility Packages** Introduction 正在润色 How to Read This Manual 润色完成 Authors and Acknowledgements Getting Help Tutorial: A Picture for Karl's Students Tutorial: A Petri-Net for Hagen Tutorial: Euclid's Amber Version of the Elements **Tutorials and Guidelines** Tutorial: Diagrams as Simple Graphs Tutorial: A Lecture Map for Johannes **Tutorial: Guidelines on Graphics** Installation Licenses and Copyright **Installation and Configurations** Supported Formats Design Principles **Hierarchical Structures:** Package, Environments, Scopes, and Styles **Specifying Coordinates** Syntax for Path Specifications **Actions on Paths** Arrows Nodes and Edges TikZ ist kein Zeichenprogramm Pics: Small Pictures on Paths Specifying Graphs Matrices and Alignment Making Trees Grow **Plots of Functions** Transparency **Decorated Paths** Transformations Introduction to Algorithmic Graph Drawing Using Graph Drawing in TikZUsing Graph Drawing in PGF Graph Drawing Layouts: Trees Graph Drawing Algorithms: Layered Layouts Graph Drawing Algorithms: Force-Based Methods **Graph Drawing** Graph Drawing Algorithms: Circular Layouts Graph Drawing Layouts: Phylogenetic Trees Graph Drawing Algorithms: Edge Routing The Algorithm Layer Writing Graph Drawing Algorithms in C The Display Layer The Binding Layer **Angle Library Arrow Tip Library Automata Drawing Library Babel Library Background Library** Calc Library Calendar Library Chains Circuit Libraries **Decoration Library** Entity-Relationship Diagram Drawing Library Externalization Library Fading Library Fitting Library Fixed Point Arithmetic Library Floating Point Unit Library Lindenmayer System Drawing Library Math Library Libraries **Matrix Library** TikZ & PGFMindmap Drawing Library 3.0.1aPaper Folding Diagrams Library Pattern Library Petri-Net Drawing Library Plot Handler Library Plot Mark Library Profiler Library **Shadings Library Shadows Library** Shape Library Spy Library: Magnifying Parts of Pictures SVG-Path Library To Path Library Through Library Tree Library Turtle Graphics Library Introduction to Data Visualization Creating Data Visualizations Providing Data for a Data Visualization Axes **Data Visualization** Visualizers Style Sheets and Legends Polar Axes The Data Visualization Backend **Key Management** Repeating Things: The Foreach Statement Date and Calendar Utility Macros Utilities Page Management **Extended Color Support** Parser Module Design Principles **Mathematical Expressions** Mathematical **Additional Mathematical Commands** and Objected-Oriented Engines Customizing the Mathematical Engine Number Printing Object-Oriented Programming Design Principles **Hierarchical Structures:** Package, Environments, Scopes, and Text **Specifying Coordinates Constructing Paths** Decorations Using Paths Defining New Arrow Tip Kinds Nodes and Shapes Matrices The Basic Layer Coordinate, Canvas, and Nonlinear Transformations **Patterns** Declaring and Using Images **Externalizing Graphics Creating Plots** Layered Graphics Shadings Transparency Adding libraries to PGF: temporary registers **Quick Commands** Design of the System Layer Commands of the System Layer The System Layer The Soft Path Subsystem The Protocol Subsystem References and Index