

尚未翻译

正在翻译

翻译完成

TikZ & PGF
3.0.1a

Introduction

- The Layers Below TikZ
- Comparison with Other Graphics Packages
- Utility Packages
- How to Read This Manual
- Authors and Acknowledgements
- Getting Help

Tutorials and Guidelines

- Tutorial: A Picture for Karl's Students
- Tutorial: A Petri-Net for Hagen
- Tutorial: Euclid's Amber Version of the Elements
- Tutorial: Diagrams as Simple Graphs
- Tutorial: A Lecture Map for Johannes
- Tutorial: Guidelines on Graphics

Installation and Configurations

- Installation
- Licenses and Copyright
- Supported Formats

TikZ ist *kein* Zeichenprogramm

- Design Principles
- Hierarchical Structures: Package, Environments, Scopes, and Styles
- Specifying Coordinates
- Syntax for Path Specifications
- Actions on Paths
- Arrows
- Nodes and Edges
- Pics: Small Pictures on Paths
- Specifying Graphs
- Matrices and Alignment
- Making Trees Grow
- Plots of Functions
- Transparency
- Decorated Paths
- Transformations

Graph Drawing

- Introduction to Algorithmic Graph Drawing
- Using Graph Drawing in TikZ
- Using Graph Drawing in PGF
- Graph Drawing Layouts: Trees
- Graph Drawing Algorithms: Layered Layouts
- Graph Drawing Algorithms: Force-Based Methods
- 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

Libraries

- 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
- Matrix Library
- Mindmap Drawing Library
- Paper 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

Data Visualization

- Introduction to Data Visualization
- Creating Data Visualizations
- Providing Data for a Data Visualization
- Axes
- Visualizers
- Style Sheets and Legends
- Polar Axes
- The Data Visualization Backend

Utilities

- Key Management
- Repeating Things: The Foreach Statement
- Date and Calendar Utility Macros
- Page Management
- Extended Color Support
- Parser Module

Mathematical and Objected-Oriented Engines

- Design Principles
- Mathematical Expressions
- Additional Mathematical Commands
- Customizing the Mathematical Engine
- Number Printing
- Object-Oriented Programming

The Basic Layer

- 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
- 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

The System Layer

- Design of the System Layer
- Commands of the System Layer
- The Soft Path Subsystem
- The Protocol Subsystem

References and Index