

尚未翻译
正在翻译
翻译完成
正在润色
润色完成

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 <i>kein</i> 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	

The Layers Below TikZ
Comparison with Other Graphics Packages
Utility Packages
How to Read This Manual
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
Tutorial: Diagrams as Simple Graphs
Tutorial: A Lecture Map for Johannes
Tutorial: Guidelines on Graphics
Installation
Licenses and Copyright
Supported Formats
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
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
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
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
Key Management
Repeating Things: The Foreach Statement
Date and Calendar Utility Macros
Page Management
Extended Color Support
Parser Module
Design Principles
Mathematical Expressions
Additional Mathematical Commands
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
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 Soft Path Subsystem
The Protocol Subsystem