Begin: Put VSG_Module.py into folder with script, start script with 'from VSG_Module import *'

Primatives and examples of how to specify position and color

QuickRef: VSGDC 7/20/20

vline(x1=1,y1=1,x2=8,y2=8,stroke=red,popup='you clicked my line')
vrect(xc=5,yc=5,width=3,height=2,fill='rgb(12,15,222)',stroke=black,label='MyRect')
vellipse(xc=5,yc=5,xr=2,yr=2) **vcircle**(xc=5,yc=5,r=2)
vpolyline(points=[1,4,4,7,6,3],stroke=red) [points] can be specified with alternate x,y pairs **vconnect==vpolyline**
vpolygon(points=[(1,2),(2,4),(3,4)],stroke=blue,fill=0.4) [points] list can also include (x,y) 2-ples and VSGitems
varc(xc=50,yc=15,r=12,a0=0.2,ad=0.4,fill=blue,outline='#223311')
vtext(text="moose" ,xc=50,yc=15, font='courier 12 Bold') **vtitle**(text="...") **vlegend**(<text=>)

Specifying Positions

x1=left edge	y1=bottom edge
x2=right edge	y2=top edge
xc=h-center	yc=v-center
width=width	height=height
xr=width/2	yr=height/2
r=sets xr & yr	strokewidth=swidth

Specifying Color (fill='..',stroke='..')

black,**white**,**gray**,**green**,**purple**,**red**,**blue**,**yellow**,**orange**,**cyan**,**magenta**,**brown**,**maroon**,**lime**

=rgb(r,g,b) r,g,b integers 0-255
=#rrggbb rr,gg,bb two digit hex
=f<real number> 0.0<f<1.0 linear heatmap
=i<integer> 0<f<1088 log heatmap
="string" best-guess (or random, string-specific) color

Add a link to object xlink='http://firelab.stanford.edu' | **Add text label to object** label='text'
Add a mouse action to object popup='brush your teeth', mouseover='watch your mouse'
Associate an object with a x,y, or color value: xg=5,yg=5,colorindex=12
Draw a grid based on xg/yg values **vgrid()** **Draw a color key** **vcolorkey()**
Show/Save drawing **vdisplay()** (optional: name.type, e.g. 'f1.svg','f1.ps' ...) **Clear** **vclear()**