Flags

/A	Appends the given vertices to the currently open Bezier (freshly drawn or current selection).
/ABS	Suppresses the default subtraction of the first point from the rest of the data.
/W=*winName*	Draws to the named window or subwindow. When omitted, action will affect the active window or subwindow. This must be the first flag specified when used in a Proc or Macro or on the command line.
	When identifying a subwindow with *winName*, see **Subwindow Syntax** on page III-92 for details on forming the window hierarchy.

Details

Data waves defining Bezier curves must have 1+3*n data points. Every third data point is an anchor point and lies on the curve; intervening points are control points that define the direction of the curve relative to the adjacent anchor point.

Normally, you should create and edit a Bezier curve using drawing tools, and not calculate values. See **Polygon Tool** on page III-64 and **Editing a Bezier Curve** on page III-70 for instructions.

You can include the /ABS flag to suppress the default subtraction of the first point.

To change just the origin and scale without respecifying the data use:

```
DrawBezier xOrg, yOrg, hScaling, vScaling,{}
```

It is possible to separate a polygon into segments by adding coordinate pairs that are NaN. For details, see **Segmented Bezier Curves** on page III-71.

Example

For an example using Bezier curves, see **Segmented Bezier Curves** on page III-71.

See Also

Chapter III-3, **Drawing**.

Polygon Tool on page III-64 for discussion on creating Beziers. **DrawPoly and DrawBezier Operations** on page III-75 and the **SetDrawEnv** and **SetDrawLayer** operations.

DrawArc, **DrawPoly**, **DrawAction**, **BezierToPolygon**

DrawLine

```
DrawLine [/W=winName] x₀, y₀, x₁, y₁
```

The DrawLine operation draws a line in the target graph, layout or control panel from (*x0,y0*) to (*x1,y1*).

Flags

/W=*winName*	Draws to the named window or subwindow. When omitted, action will affect the active window or subwindow. This must be the first flag specified when used in a Proc or Macro or on the command line.
	When identifying a subwindow with *winName*, see **Subwindow Syntax** on page III-92 for details on forming the window hierarchy.

Details

The coordinate system as well as the line's thickness, color, dash pattern and other properties are determined by the current drawing environment. The line is drawn in the current draw layer for the window, as determined by SetDrawLayer.

See Also

Chapter III-3, **Drawing**.

The **SetDrawEnv**, **SetDrawLayer** and **DrawAction** operations.