

# decksh reference



Version  
2025-09-27-1.0.0

# Introduction

decksh is a Domain-Specific Language (DSL) for making presentations, visualizations, and information displays.

This reference describes the keywords and elements of the language, how to structure decksh code, along with how to use variables, assignments, and binary operations.

Also included is a color reference and a detailed description, with examples, for all decksh elements.

# Keywords

Structure	Text	Graphics		Lists	Braces	Arrows
deck/edeck	text	acircle	polygon	list	lbrace	arrow
slide/eslide	btext	arc	polyline	blist	rbrace	rcarrow
canvas	ctext	circle	rect	nlist	ubrace	lcarrow
def/edef	etext	curve	rrect	clist	dbrace	ucarrow
for/efor	rtext	ellipse	ruler	li	lbracket	dcarrow
func	arctext	hline	square	elist	rbracket	
grid	textblock	line	star		dbracket	
import	textblockfile	pill	vline		ubracket	
include	textfile					
if/else/eif	textcode					
Maps	Images	Charts	Assignments		Math	Data
geoarc	image	dchart	polar	area	cosine	data
geoborder	cimage	legend	polarx	format	sine	edata
geoimage			polary	substr	sqrt	content
geolabel			random	vmap	tangent	
geoloc				dump		
geomark						
geopath						
geopathfile						
georegion						

# Keywords and arguments

keyword

arguments

mandatory

optional

**text** `"..string...." x y n`

`"font" "color" op`

text "hello, world" 80 50 2

hello, world

text "hello, world" 80 40 2

"serif"

hello, world

text "hello, world" 80 30 2

"serif" "red"

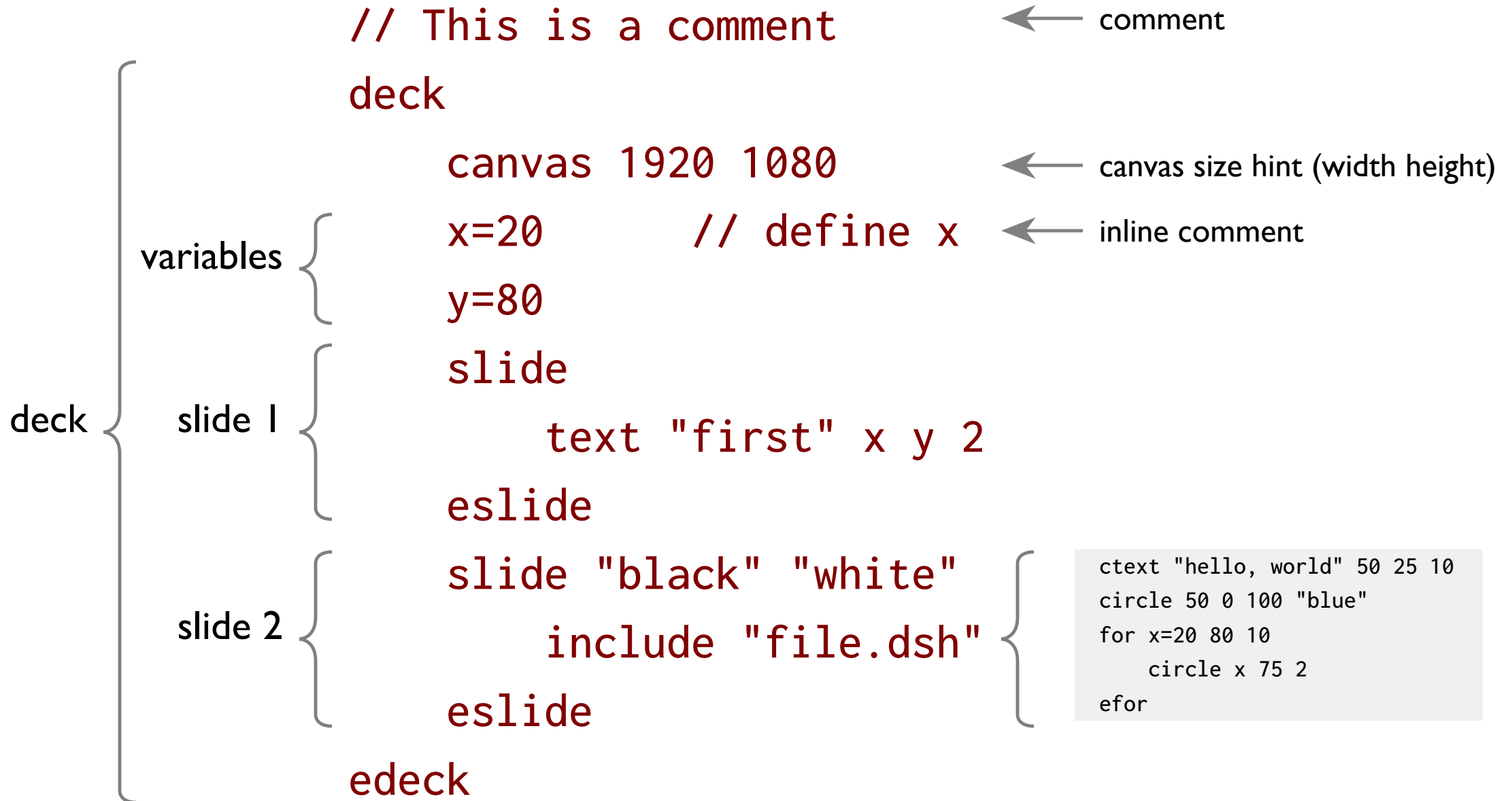
hello, world

text "hello, world" 80 20 2

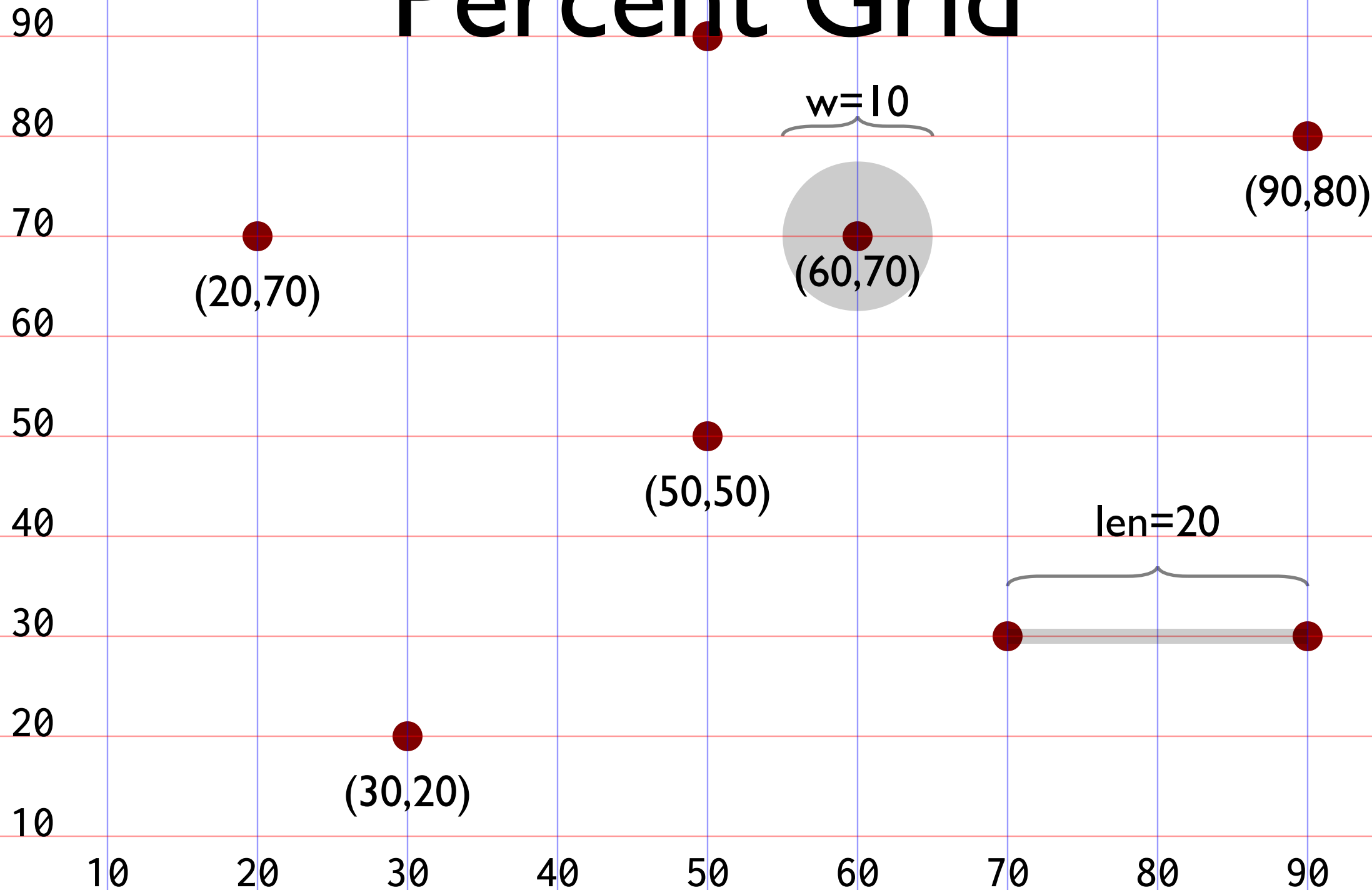
"serif" "red" 50

hello, world

# Structure



# Percent Grid



# Defining and using variables

name	is	thing	
x	=	3.14159265	number
s	=	"hello"	string
y	=	x	another variable
x	=	a + b	binary operation
x	*=	10	assignment operator
text	s	x y 2	variable use
dump	[var list]		dump the value of variables

# Binary operators

$x = a + b$

addition

$x = a - b$

subtraction

$x = a * b$

multiplication

$x = a / b$

division

$x = a \% b$

modulo



# Assignment operators

`x += 10`

increase x by 10

`x -= 10`

decrease x by 10

`x *= 10`

multiply x by 10

`x /= 10`

divide x by 10

# Special Assignments

`p=(expr, expr)`

`p=polar cx cy r theta`

`x=polarx cx cy r theta`

`y=polary cx cy r theta`

`v=format string expr`

`v=substr string begin end`

`v=random v1 v2`

`v=vmap data v1 v2 v3 v4`

`v=area expr`

`v=cosine expr`

`v=sine expr`

`v=sqrt expr`

`v=tangent expr`

coordinates (p\_x, p\_y)

polar coordinate (p\_x, p\_y)

polar coordinate (x)

polar coordinate (y)

number formatting

substring

random number

range map

area

cosine

sine

square root

tangent

# Colors, fonts, opacity, gradient

















Colors	Fonts		Opacity (0-100)	
"steelblue"	"sans"	Sans Serif	100	
"#4682b4"	"serif"	Serif	50	
"rgb(70,130,180)"	"mono"	Monospace	25	
"hsv(207,61,71)"	"symbol"	❁❄❅❆❇	10	

"red/blue/90" 

(applies to rect and square only)

# Color Index

name	hex	RGB
 <b>aliceblue</b>	#f0f8ff	rgb(240,248,255)
 <b>antiquewhite</b>	#faebd7	rgb(250,235,215)
 <b>aqua</b>	#00ffff	rgb(0,255,255)
 <b>aquamarine</b>	#7fffd4	rgb(127,255,212)
 <b>azure</b>	#f0ffff	rgb(240,255,255)
 <b>beige</b>	#f5f5dc	rgb(245,245,220)
 <b>bisque</b>	#ffe4c4	rgb(255,228,196)
 <b>black</b>	#000000	rgb(0,0,0)
 <b>blanchedalmond</b>	#ffebcd	rgb(255,235,205)
 <b>blue</b>	#0000ff	rgb(0,0,255)
 <b>blueviolet</b>	#8a2be2	rgb(138,43,226)
 <b>brown</b>	#a52a2a	rgb(165,42,42)
 <b>burlywood</b>	#deb887	rgb(222,184,135)
 <b>cadetblue</b>	#5f9ea0	rgb(95,158,160)
 <b>chartreuse</b>	#7fff00	rgb(127,255,0)
 <b>chocolate</b>	#d2691e	rgb(210,105,30)

name	hex	RGB
 <b>coral</b>	#ff7f50	rgb(255,127,80)
 <b>cornflowerblue</b>	#6495ed	rgb(100,149,237)
 <b>cornsilk</b>	#fff8dc	rgb(255,248,220)
 <b>crimson</b>	#dc143c	rgb(220,20,60)
 <b>cyan</b>	#00ffff	rgb(0,255,255)
 <b>darkblue</b>	#00008b	rgb(0,0,139)
 <b>darkcyan</b>	#008b8b	rgb(0,139,139)
 <b>darkgoldenrod</b>	#b8860b	rgb(184,134,11)
 <b>darkgray</b>	#a9a9a9	rgb(169,169,169)
 <b>darkgreen</b>	#006400	rgb(0,100,0)
 <b>darkgrey</b>	#a9a9a9	rgb(169,169,169)
 <b>darkkhaki</b>	#bdb76b	rgb(189,183,107)
 <b>darkmagenta</b>	#8b008b	rgb(139,0,139)
 <b>darkolivegreen</b>	#556b2f	rgb(85,107,47)
 <b>darkorange</b>	#ff8c00	rgb(255,140,0)
 <b>darkorchid</b>	#9932cc	rgb(153,50,204)

## Color Index (2)

name	hex	RGB	name	hex	RGB
 darkred	#8b0000	rgb(139,0,0)	 fuchsia	#ff00ff	rgb(255,0,255)
 darksalmon	#e9967a	rgb(233,150,122)	 gainsboro	#dcdcdc	rgb(220,220,220)
 darkseagreen	#8fbc8f	rgb(143,188,143)	 ghostwhite	#f8f8ff	rgb(248,248,255)
 darkslateblue	#483d8b	rgb(72,61,139)	 gold	#ffd700	rgb(255,215,0)
 darkslategray	#2f4f4f	rgb(47,79,79)	 goldenrod	#daa520	rgb(218,165,32)
 darkslategrey	#2f4f4f	rgb(47,79,79)	 gray	#808080	rgb(128,128,128)
 darkturquoise	#00ced1	rgb(0,206,209)	 green	#008000	rgb(0,128,0)
 darkviolet	#9400d3	rgb(148,0,211)	 greenyellow	#adff2f	rgb(173,255,47)
 deeppink	#ff1493	rgb(255,20,147)	 grey	#808080	rgb(128,128,128)
 deepskyblue	#00bfff	rgb(0,191,255)	 honeydew	#f0fff0	rgb(240,255,240)
 dimgray	#696969	rgb(105,105,105)	 hotpink	#ff69b4	rgb(255,105,180)
 dimgrey	#696969	rgb(105,105,105)	 indianred	#cd5c5c	rgb(205,92,92)
 dodgerblue	#1e90ff	rgb(30,144,255)	 indigo	#4b0082	rgb(75,0,130)
 firebrick	#b22222	rgb(178,34,34)	 ivory	#fffff0	rgb(255,255,240)
 floralwhite	#fffaf0	rgb(255,250,240)	 khaki	#f0e68c	rgb(240,230,140)
 forestgreen	#228b22	rgb(34,139,34)	 lavender	#e6e6fa	rgb(230,230,250)

# Color Index (3)

name	hex	RGB
 lavenderblush	#fff0f5	rgb(255,240,245)
 lawngreen	#7cfc00	rgb(124,252,0)
 lemonchiffon	#ffffac	rgb(255,250,205)
 lightblue	#add8e6	rgb(173,216,230)
 lightcoral	#f08080	rgb(240,128,128)
 lightcyan	#e0ffff	rgb(224,255,255)
 lightgoldenrodyellow	#fafad2	rgb(250,250,210)
 lightgray	#d3d3d3	rgb(211,211,211)
 lightgreen	#90ee90	rgb(144,238,144)
 lightgrey	#d3d3d3	rgb(211,211,211)
 lightpink	#ffb6c1	rgb(255,182,193)
 lightsalmon	#ffa07a	rgb(255,160,122)
 lightseagreen	#20b2aa	rgb(32,178,170)
 lightskyblue	#87cefa	rgb(135,206,250)
 lightslategray	#778899	rgb(119,136,153)
 lightslategrey	#778899	rgb(119,136,153)

name	hex	RGB
 lightsteelblue	#b0c4de	rgb(176,196,222)
 lightyellow	#ffffe0	rgb(255,255,224)
 lime	#00ff00	rgb(0,255,0)
 limegreen	#32cd32	rgb(50,205,50)
 linen	#faf0e6	rgb(250,240,230)
 magenta	#ff00ff	rgb(255,0,255)
 maroon	#800000	rgb(128,0,0)
 mediumaquamarine	#66cdaa	rgb(102,205,170)
 mediumblue	#0000cd	rgb(0,0,205)
 mediumorchid	#ba55d3	rgb(186,85,211)
 mediumpurple	#9370db	rgb(147,112,219)
 mediumseagreen	#3cb371	rgb(60,179,113)
 mediumslateblue	#7b68ee	rgb(123,104,238)
 mediumspringgreen	#00fa9a	rgb(0,250,154)
 mediumturquoise	#48d1cc	rgb(72,209,204)
 mediumvioletred	#c71585	rgb(199,21,133)

# Color Index (4)

name	hex	RGB	name	hex	RGB
 midnightblue	#191970	rgb(25,25,112)	 papayawhip	#ffefd5	rgb(255,239,213)
 mintcream	#f5fffa	rgb(245,255,250)	 peachpuff	#ffdab9	rgb(255,218,185)
 mistyrose	#ffe4e1	rgb(255,228,225)	 peru	#cd853f	rgb(205,133,63)
 moccasin	#ffe4b5	rgb(255,228,181)	 pink	#ffc0cb	rgb(255,192,203)
 navajowhite	#ffdead	rgb(255,222,173)	 plum	#dda0dd	rgb(221,160,221)
 navy	#000080	rgb(0,0,128)	 powderblue	#b0e0e6	rgb(176,224,230)
 oldlace	#fdf5e6	rgb(253,245,230)	 purple	#800080	rgb(128,0,128)
 olive	#808000	rgb(128,128,0)	 red	#ff0000	rgb(255,0,0)
 olivedrab	#6b8e23	rgb(107,142,35)	 rosybrown	#bc8f8f	rgb(188,143,143)
 orange	#ffa500	rgb(255,165,0)	 royalblue	#4169e1	rgb(65,105,225)
 orangered	#ff4500	rgb(255,69,0)	 saddlebrown	#8b4513	rgb(139,69,19)
 orchid	#da70d6	rgb(218,112,214)	 salmon	#fa8072	rgb(250,128,114)
 palegoldenrod	#eee8aa	rgb(238,232,170)	 sandybrown	#f4a460	rgb(244,164,96)
 palegreen	#98fb98	rgb(152,251,152)	 seagreen	#2e8b57	rgb(46,139,87)
 paleturquoise	#afeeee	rgb(175,238,238)	 seashell	#fff5ee	rgb(255,245,238)
 palevioletred	#db7093	rgb(219,112,147)	 sienna	#a0522d	rgb(160,82,45)

# Color Index (5)

name	hex	RGB
 silver	#c0c0c0	rgb(192,192,192)
 skyblue	#87ceeb	rgb(135,206,235)
 slateblue	#6a5acd	rgb(106,90,205)
 slategray	#708090	rgb(112,128,144)
 slategrey	#708090	rgb(112,128,144)
 snow	#ffaafa	rgb(255,250,250)
 springgreen	#00ff7f	rgb(0,255,127)
 steelblue	#4682b4	rgb(70,130,180)
 tan	#d2b48c	rgb(210,180,140)
 teal	#008080	rgb(0,128,128)
 thistle	#d8bfd8	rgb(216,191,216)
 tomato	#ff6347	rgb(255,99,71)
 turquoise	#40e0d0	rgb(64,224,208)
 violet	#ee82ee	rgb(238,130,238)
 wheat	#f5deb3	rgb(245,222,179)
 white	#ffffff	rgb(255,255,255)

name	hex	RGB
 whitesmoke	#f5f5f5	rgb(245,245,245)
 yellow	#ffff00	rgb(255,255,0)
 yellowgreen	#9acd32	rgb(154,205,50)



# Neutrals

name	hex	RGB
 <b>aliceblue</b>	#f0f8ff	rgb(240,248,255)
 <b>antiquewhite</b>	#faebd7	rgb(250,235,215)
 <b>azure</b>	#f0ffff	rgb(240,255,255)
 <b>beige</b>	#f5f5dc	rgb(245,245,220)
 <b>bisque</b>	#ffe4c4	rgb(255,228,196)
 <b>black</b>	#000000	rgb(0,0,0)
 <b>blanchedalmond</b>	#ffeabcd	rgb(255,235,205)
 <b>brown</b>	#a52a2a	rgb(165,42,42)
 <b>burlywood</b>	#deb887	rgb(222,184,135)
 <b>chocolate</b>	#d2691e	rgb(210,105,30)
 <b>cornsilk</b>	#fff8dc	rgb(255,248,220)
 <b>darkgray</b>	#a9a9a9	rgb(169,169,169)
 <b>darkgrey</b>	#a9a9a9	rgb(169,169,169)
 <b>darksalmon</b>	#e9967a	rgb(233,150,122)
 <b>darkslategray</b>	#2f4f4f	rgb(47,79,79)
 <b>darkslategrey</b>	#2f4f4f	rgb(47,79,79)

















name	hex	RGB
 <b>dimgray</b>	#696969	rgb(105,105,105)
 <b>dimgrey</b>	#696969	rgb(105,105,105)
 <b>floralwhite</b>	#fffaf0	rgb(255,250,240)
 <b>gainsboro</b>	#dcdcdc	rgb(220,220,220)
 <b>ghostwhite</b>	#f8f8ff	rgb(248,248,255)
 <b>gray</b>	#808080	rgb(128,128,128)
 <b>grey</b>	#808080	rgb(128,128,128)
 <b>honeydew</b>	#f0fff0	rgb(240,255,240)
 <b>ivory</b>	#fffff0	rgb(255,255,240)
 <b>lavender</b>	#e6e6fa	rgb(230,230,250)
 <b>lavenderblush</b>	#fff0f5	rgb(255,240,245)
 <b>lightgray</b>	#d3d3d3	rgb(211,211,211)
 <b>lightgrey</b>	#d3d3d3	rgb(211,211,211)
 <b>lightslategray</b>	#778899	rgb(119,136,153)
 <b>lightslategrey</b>	#778899	rgb(119,136,153)
 <b>linen</b>	#faf0e6	rgb(250,240,230)


## Neutrals (2)

name	hex	RGB
 mintcream	#f5fffa	rgb(245,255,250)
 mistyrose	#ffe4e1	rgb(255,228,225)
 moccasin	#ffe4b5	rgb(255,228,181)
 navajowhite	#ffdead	rgb(255,222,173)
 oldlace	#fdf5e6	rgb(253,245,230)
 papayawhip	#ffefd5	rgb(255,239,213)
 peachpuff	#ffdab9	rgb(255,218,185)
 peru	#cd853f	rgb(205,133,63)
 rosybrown	#bc8f8f	rgb(188,143,143)
 saddlebrown	#8b4513	rgb(139,69,19)
 salmon	#fa8072	rgb(250,128,114)
 sandybrown	#f4a460	rgb(244,164,96)
 seashell	#fff5ee	rgb(255,245,238)
 sienna	#a0522d	rgb(160,82,45)
 silver	#c0c0c0	rgb(192,192,192)
 slategray	#708090	rgb(112,128,144)

















name	hex	RGB
 slategrey	#708090	rgb(112,128,144)
 snow	#fffafa	rgb(255,250,250)
 tan	#d2b48c	rgb(210,180,140)
 wheat	#f5deb3	rgb(245,222,179)
 white	#ffffff	rgb(255,255,255)
 whitesmoke	#f5f5f5	rgb(245,245,245)








# Reds

name	hex	RGB
 coral	#ff7f50	rgb(255,127,80)
 crimson	#dc143c	rgb(220,20,60)
 darkmagenta	#8b008b	rgb(139,0,139)
 darkred	#8b0000	rgb(139,0,0)
 deeppink	#ff1493	rgb(255,20,147)
 firebrick	#b22222	rgb(178,34,34)
 fuchsia	#ff00ff	rgb(255,0,255)
 hotpink	#ff69b4	rgb(255,105,180)
 indianred	#cd5c5c	rgb(205,92,92)
 lightcoral	#f08080	rgb(240,128,128)
 lightpink	#ffb6c1	rgb(255,182,193)
 lightsalmon	#ffa07a	rgb(255,160,122)
 magenta	#ff00ff	rgb(255,0,255)
 maroon	#800000	rgb(128,0,0)
 orangered	#ff4500	rgb(255,69,0)
 orchid	#da70d6	rgb(218,112,214)

name	hex	RGB
 palevioletred	#db7093	rgb(219,112,147)
 pink	#ffc0cb	rgb(255,192,203)
 plum	#dda0dd	rgb(221,160,221)
 red	#ff0000	rgb(255,0,0)
 thistle	#d8bfd8	rgb(216,191,216)
 tomato	#ff6347	rgb(255,99,71)

# Greens

name	hex	RGB
 aquamarine	#7fffd4	rgb(127,255,212)
 chartreuse	#7fff00	rgb(127,255,0)
 darkgreen	#006400	rgb(0,100,0)
 darkkhaki	#bdb76b	rgb(189,183,107)
 darkolivegreen	#556b2f	rgb(85,107,47)
 darkseagreen	#8fbc8f	rgb(143,188,143)
 forestgreen	#228b22	rgb(34,139,34)
 green	#008000	rgb(0,128,0)
 greenyellow	#adff2f	rgb(173,255,47)
 lawngreen	#7cfc00	rgb(124,252,0)
 lightgreen	#90ee90	rgb(144,238,144)
 lightseagreen	#20b2aa	rgb(32,178,170)
 lime	#00ff00	rgb(0,255,0)
 limegreen	#32cd32	rgb(50,205,50)
 mediumseagreen	#3cb371	rgb(60,179,113)
 mediumspringgreen	#00fa9a	rgb(0,250,154)

name	hex	RGB
 olive	#808000	rgb(128,128,0)
 olivedrab	#6b8e23	rgb(107,142,35)
 palegreen	#98fb98	rgb(152,251,152)
 seagreen	#2e8b57	rgb(46,139,87)
 springgreen	#00ff7f	rgb(0,255,127)
 teal	#008080	rgb(0,128,128)
 yellowgreen	#9acd32	rgb(154,205,50)

# Blues












name	hex	RGB
 aqua	#00ffff	rgb(0,255,255)
 blue	#0000ff	rgb(0,0,255)
 cadetblue	#5f9ea0	rgb(95,158,160)
 cornflowerblue	#6495ed	rgb(100,149,237)
 cyan	#00ffff	rgb(0,255,255)
 darkblue	#00008b	rgb(0,0,139)
 darkcyan	#008b8b	rgb(0,139,139)
 darkslateblue	#483d8b	rgb(72,61,139)
 darkturquoise	#00ced1	rgb(0,206,209)
 deepskyblue	#00bfff	rgb(0,191,255)
 dodgerblue	#1e90ff	rgb(30,144,255)
 lightblue	#add8e6	rgb(173,216,230)
 lightcyan	#e0ffff	rgb(224,255,255)
 lightskyblue	#87cefa	rgb(135,206,250)
 lightsteelblue	#b0c4de	rgb(176,196,222)
 mediumaquamarine	#66cdaa	rgb(102,205,170)

name	hex	RGB
 mediumblue	#0000cd	rgb(0,0,205)
 mediumslateblue	#7b68ee	rgb(123,104,238)
 mediumturquoise	#48d1cc	rgb(72,209,204)
 midnightblue	#191970	rgb(25,25,112)
 navy	#000080	rgb(0,0,128)
 paleturquoise	#afeeee	rgb(175,238,238)
 powderblue	#b0e0e6	rgb(176,224,230)
 royalblue	#4169e1	rgb(65,105,225)
 skyblue	#87ceeb	rgb(135,206,235)
 slateblue	#6a5acd	rgb(106,90,205)
 steelblue	#4682b4	rgb(70,130,180)
 turquoise	#40e0d0	rgb(64,224,208)

# Violets

	name	hex	RGB
	blueviolet	#8a2be2	rgb(138,43,226)
	darkorchid	#9932cc	rgb(153,50,204)
	darkviolet	#9400d3	rgb(148,0,211)
	indigo	#4b0082	rgb(75,0,130)
	mediumorchid	#ba55d3	rgb(186,85,211)
	mediumpurple	#9370db	rgb(147,112,219)
	mediumvioletred	#c71585	rgb(199,21,133)
	purple	#800080	rgb(128,0,128)
	violet	#ee82ee	rgb(238,130,238)

# Yellows

name	hex	RGB
 darkgoldenrod	#b8860b	rgb(184,134,11)
 darkorange	#ff8c00	rgb(255,140,0)
 gold	#ffd700	rgb(255,215,0)
 goldenrod	#daa520	rgb(218,165,32)
 khaki	#f0e68c	rgb(240,230,140)
 lemonchiffon	#ffffac	rgb(255,250,205)
 lightgoldenrodyellow	#fafad2	rgb(250,250,210)
 lightyellow	#ffffe0	rgb(255,255,224)
 orange	#ffa500	rgb(255,165,0)
 palegoldenrod	#eee8aa	rgb(238,232,170)
 yellow	#ffff00	rgb(255,255,0)

(b)text	ctext	etext	rtext	arctext	textbox	textfile	textcode	line
begin	center	end	rotate	hello, world	Now is the time for all good men to come	This is the contents of a file. it has lines of text. Reading is fundamental.	import "fmt" func main() { fmt.Println("Go") }	
hline	vline	arc	curve	polyline	circle	acircle	ellipse	square
rect	rrect	pill	polygon	star	image	cimage	lbrace	rbrace
ubrace	dbrace	lbracket	rbracket	ubracket	dbracket	sky arrow	lcarrow	rcarrow
dcarrow	ucarrow	list	blist	nlist	clist			
		one two three	<ul style="list-style-type: none"> <li>one</li> <li>two</li> <li>three</li> </ul>	1. one 2. two 3. three	first second item thrid			decksh version 2025-09-27-1.0.0



# Textual Elements

description	keyword	mandatory	optional
Left-aligned	<code>text</code>	<code>"..." x y fontsize</code>	<code>font color op link</code>
Centered	<code>ctext</code>	<code>"..." x y fontsize</code>	<code>font color op link</code>
End-aligned	<code>etext</code>	<code>"..." x y fontsize</code>	<code>font color op link</code>
Rotated	<code>rtext</code>	<code>"..." x y angle fontsize</code>	<code>font color op link</code>
Text on an arc	<code>arctext</code>	<code>"..." x y rad a1 a2 fontsize</code>	<code>font color op link</code>
Block text	<code>textblock</code>	<code>"..." x y w fontsize</code>	<code>font color op link</code>
Block text from file	<code>textblockfile</code>	<code>"file" x y w fontsize</code>	<code>font color op link</code>
File contents	<code>textfile</code>	<code>"file" x y fontsize</code>	<code>font color op spacing</code>
Code listing	<code>textcode</code>	<code>"file" x y w fontsize</code>	<code>font color</code>

hello, world  
(x,y)

text "... " x y fontsize font color op link

abc

text "abc" 20 20 4

abc

text "abc" 75 20 7 "mono" "maroon"

hello, world

(x,y)

`ctext "..."` `x` `y` `fontsize` `font` `color` `op` `link`

abc

```
ctext "abc" 20 20 4
```

abc

```
ctext "abc" 80 20 7 "mono" "maroon"
```

hello, world.

(x,y)

`etext "..."` `x y` `fontsize` `font` `color` `op` `link`

abc

`etext "abc" 20 20 4`

abc

`etext "abc" 80 20 7 "mono" "maroon"`

hello, world

(x,y)

`rtext "..."` `x` `y` `angle` `fontsize` `font` `color` `op` `link`

abc

`rtext 20 20 30 3`

abc

`rtext 50 20 90 5`

abc

`rtext 80 20 270 4 "sans" "maroon"`



```
arctext "... " x y radius a1 a2 fontsize font color op link
```

What is up

This is curvy

```
arctext "What is up" 25 20 10 180 90 3 "mono"
```

```
arctext "This is curvy" 75 30 10 180 360 3 "mono"
```

(x, y)  “Where justice is denied, where poverty is enforced,  
where ignorance prevails, and where any one class  
is made to feel that society is an organized conspiracy  
to oppress, rob and degrade them, neither persons  
nor property will be safe.”

**textblock** "... " x y w fontsize font color op link

“Where justice is denied, where poverty is enforced,  
where ignorance prevails, and where any one class  
is made to feel that society is an organized conspiracy  
to oppress, rob and degrade them, neither persons  
nor property will be safe.”

textblock "... " 10 35 30 2

“Where justice is denied,  
where poverty is enforced,  
where ignorance prevails,  
and where any one class is  
made to feel that society  
is an organized conspiracy  
to oppress, rob and degrade  
them, neither persons nor  
property will be safe.”

textblock "... " 50 35 10 1 "sans" "maroon"

(x,y) This is the contents  
of a file. it has lines of text.  
Reading is fundamental.

`textfile "... " x y fontsize font color op link`

This is the contents  
of a file. it has lines of text.  
Reading is fundamental.

```
import "fmt"
func main() {
    fmt.Println("Go")
}
```

`textfile "example.txt" 10 35 2`

`textfile "hw-go" 55 35 1.6 "mono" "maroon"`



(x,y)

W

```
import "fmt"
func main() {
    fmt.Println("Go")
}
```

textcode "... " x y w fontsize font color

```
import "fmt"
func main() {
    fmt.Println("Go")
}
```

textcode "hw-go" 10 35 25 1.0

```
import "fmt"
func main() {
    fmt.Println("Go")
}
```

textcode "hw-go" 55 35 40 1.6 "maroon"

# Graphical Elements

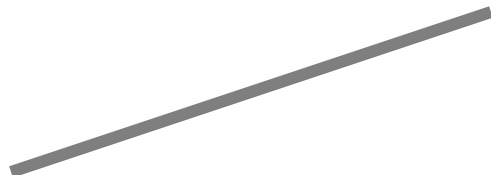
description	keyword	mandatory	optional
Line	<b>line</b>	x1 y1 x2 y2 lw	color op
Horizontal line	<b>hline</b>	x y w	lw color op
Vertical line	<b>vline</b>	x y h	lw color op
Elliptical arc	<b>arc</b>	x y w h a1 a2	lw color op
Quadratic Bezier	<b>curve</b>	bx by cx cy ex ey	lw color op
Circle	<b>circle</b>	x y w	color op
Area circle	<b>acircle</b>	x y area	color op
Ellipse	<b>ellipse</b>	x y w h	color op
Square	<b>square</b>	x y w	color op
Rectangle	<b>rect</b>	x y w h	color op
Rounded rectangle	<b>rrect</b>	x y w h radius	color
Pill shape	<b>pill</b>	x y w h	color
Polygon	<b>polygon</b>	"x1 x2...xn" "y1 y2...yn"	color op
Polyline	<b>polyline</b>	"x1 x2...xn" "y1 y2...yn"	lw color op
N-sided star	<b>star</b>	x y sides inner outer	color op

lw {   
(x1,y1) (x2,y2)

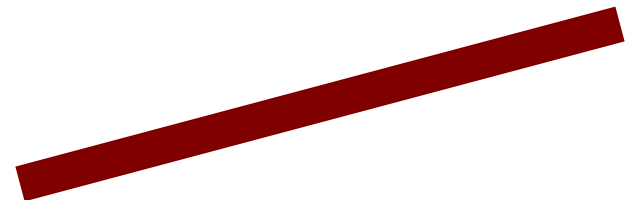
line x1 y1 x2 y2 lw color op



line 10 20 30 20



line 40 20 60 30 0.5



line 70 20 95 30 1.5 "maroon"



```
hline x y w lw color op
```



```
hline 15 20 10
```



```
hline 40 20 20 1
```



```
hline 70 20 20 5 "maroon" 20
```



`vline` `x` `y` `w` `lw` `color` `op`



`vline 20 20 15`



`vline 50 20 15 2`



`vline 80 20 15 10 "maroon" 20`



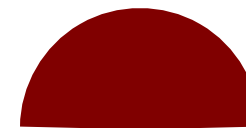
`arc x y w h a1 a2 lw color op`



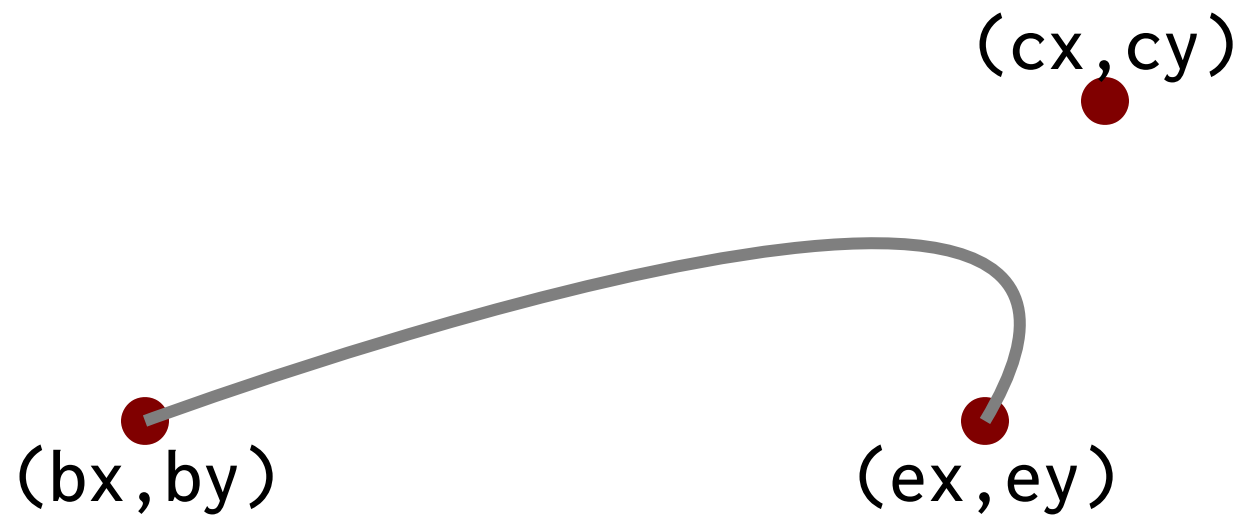
`arc 20 20 15 15 0 180`



`arc 50 20 15 15 0 90 1`



`arc 80 20 5 5 0 180 5 "maroon"`



`curve bx by cx cy ex ey lw color op`



`curve 15 20 25 30 30 25`



`curve 15 20 25 30 30 25`



`curve 70 20 70 30 90 25 0.5 "maroon"`



`circle x y w color op`



`circle 20 20 10`

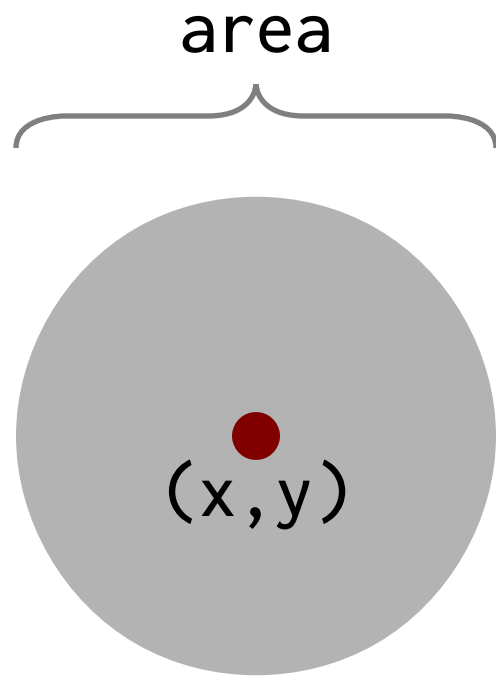


`circle 50 20 10 "maroon"`



`circle 80 20 5 "maroon" 20`





`circle x y area color op`



`acircle 20 20 10`



`acircle 50 20 10 "maroon"`



`acircle 80 20 5 "maroon" 20`



`ellipse x y w h color op`



`ellipse 20 20 10 5`



`ellipse 50 20 10 5 "maroon"`



`ellipse 80 20 5 10 "maroon" 20`



`square x y w color op`



`square 20 20 10`



`square 50 20 10 "maroon"`



`square 80 20 5 "maroon" 20`



`rect x y w h color op`



`rect 20 20 10 5`



`rect 50 20 10 5 "maroon"`



`rect 80 20 5 10 "maroon" 20`



`rrect x y w h radius color op`



`rrect 20 20 10 5 1`



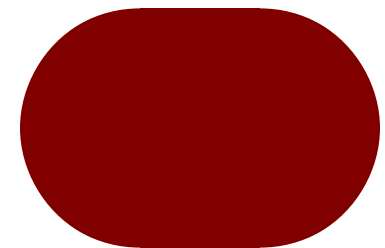
`rrect 80 20 5 10 1 "maroon"`



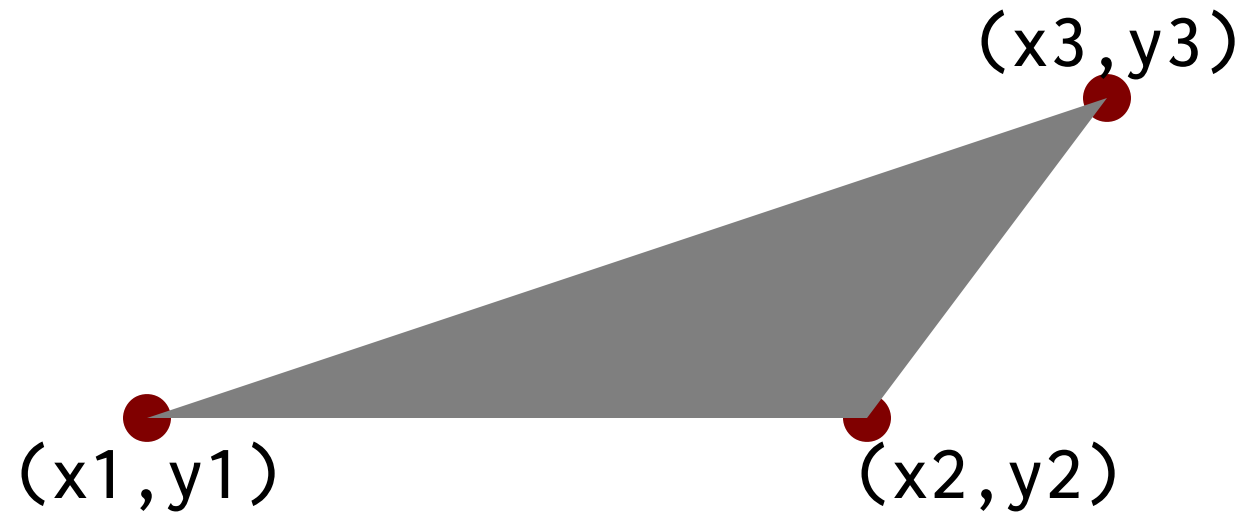
`pill x y w h color`



`pill 20 20 10 5`



`pill 80 20 5 10 "maroon"`



`polygon "x1 x2...xn" "y1 y2...yn" color op`



`polygon "10 25 20" "20 30 20"`



`polygon "70 85 90" "20 30 20" "maroon"`



`polyline "x1 x2...xn" "y1 y2...yn" lw color op`

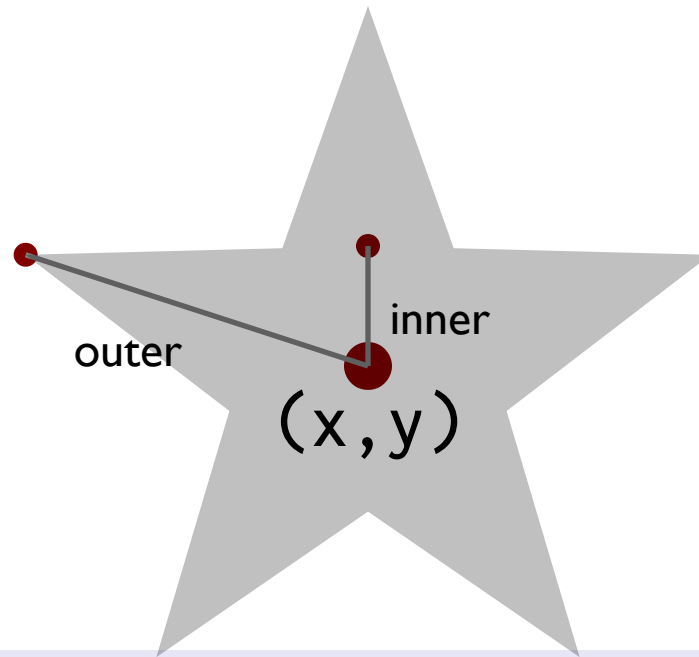


`polyline "10 25 20" "20 30 20"`

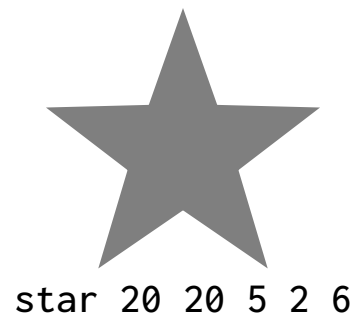


`polyline "70 85 90" "20 30 20" 0.2 "maroon"`





`star x y sides inner outer color op`



`star 20 20 5 2 6`



`star 50 20 12 2 5 "maroon"`



`star 80 ey 24 2 8 "maroon" 20`

# Images

description	keyword	mandatory	optional
Image	<code>image</code>	<code>"file" x y w h</code>	<code>scale "link"</code>
Captioned image	<code>cimage</code>	<code>"file" "caption" x y w h</code>	<code>scale "link" capsize</code>

If `h = 0`, `w` specifies the image width in terms of canvas width.

The scale value is a percentage from 1-100, and link is a URL. capsize is the text size of the caption

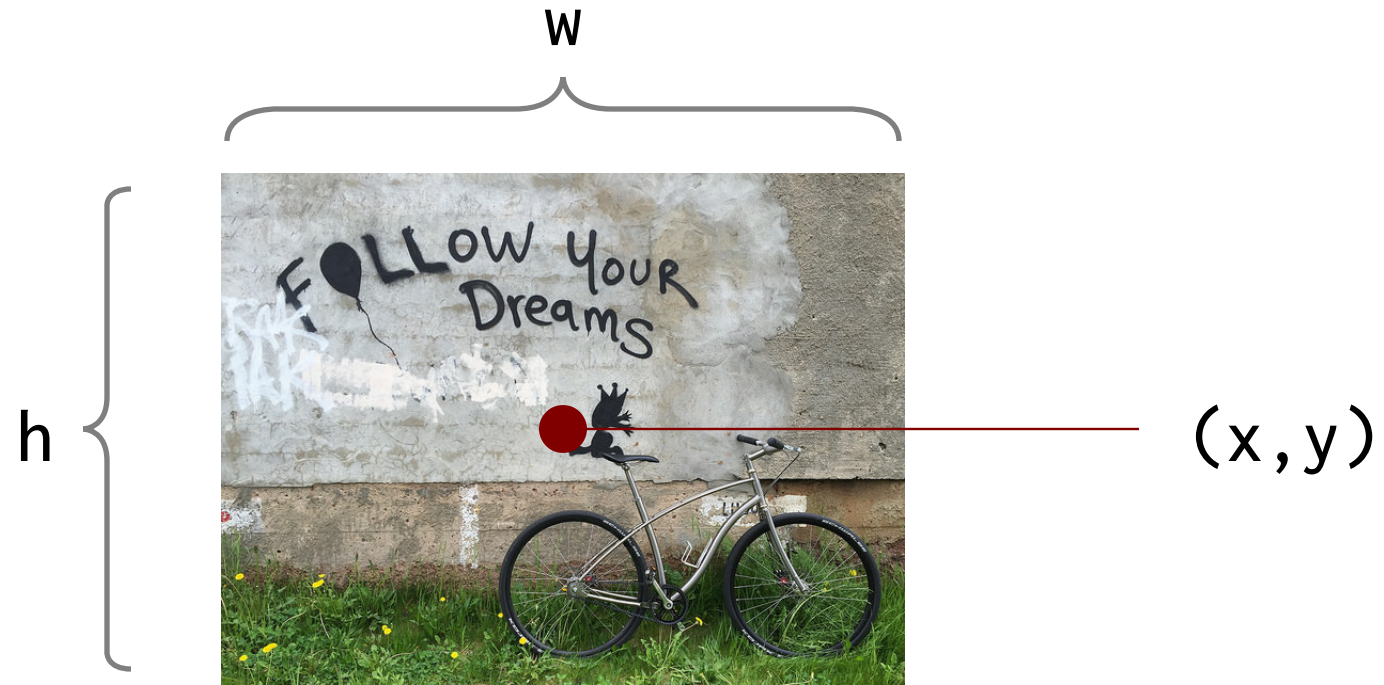


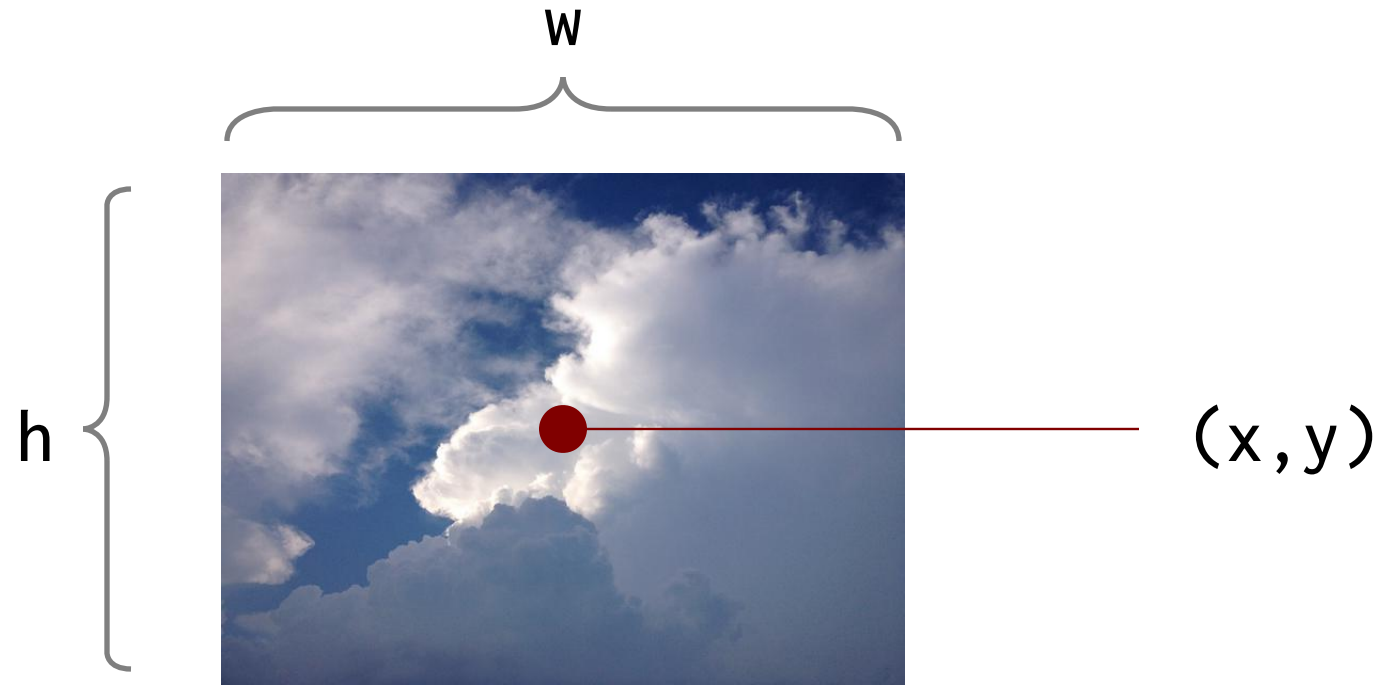
image "file" x y w h scale link



image "follow.jpg" 20 25 640 480 10



image "follow.jpg" 75 25 640 480 30



sky

`cimage "file" x y w h scale link`



sky



sky

`cimage "cloudy.jpg" "sky" 20 25 640 480 10`

`cimage "cloudy.jpg" "sky" 75 25 640 480 30 "" 1.5`

# Lists

description	keyword	mandatory	optional
Plain list	<code>list</code>	<code>x y fontsize</code>	<code>font color op spacing</code>
Bullet list	<code>blist</code>	<code>x y fontsize</code>	<code>font color op spacing</code>
Numbered list	<code>nlist</code>	<code>x y fontsize</code>	<code>font color op spacing</code>
Centered list	<code>clist</code>	<code>x y fontsize</code>	<code>font color op spacing</code>

```
list x y fs
(x,y) li "first"
      li "second"
      li "third"
elist
```

**list** x y fontsize font color op spacing

```
list 20 30 2.5 one
      li "one"
      li "two" two
      li "three" three
elist
```

```
list 85 30 2.5 "serif" "maroon" 100 1.0 one
      li "one" two
      li "two" three
      li "three"
elist
```

```
    blist x y fs
(x,y)  li "first"
        li "second"
        li "third"
    elist
```

**blist** x y fontsize font color op spacing

```
blist 20 30 2.5 ● one
    li "one"
    li "two" ● two
    li "three" ● three
elist
```

```
blist 85 30 2.5 "serif" "maroon" 100 1.0 ● one
    li "one" ● two
    li "two" ● three
    li "three"
elist
```

```
nlist x y fs
(x,y) li "first"
      li "second"
      li "third"
elist
```

**nlist** x y fontsize font color op spacing

```
nlist 20 30 2.5 1. one
      li "one"
      li "two"  2. two
      li "three" 3. three
elist
```

```
nlist 85 30 2.5 "serif" "maroon" 100 1.0
      li "one"
      li "two"
      li "three"
elist
```

1. one  
2. two  
3. three



```
clist x y fs
(x,y) li "first"
      li "second"
      li "third"
elist
```

**clist** x y fontsize font color op spacing

```
clist 30 30 2.5      first one
  li "first one"
  li "next"          next
  li "and last"      and last
elist
```

```
clist 90 30 2.5 "serif" "maroon" 100 1.0 first
  li "first"      next
  li "next"      and last
  li "and last"
elist
```

# Arrows

description	keyword	mandatory	optional
Straight	<b>arrow</b>	x1 y1 x2 y2	lw aw ah color op
Left curved	<b>lcarrow</b>	bx by cx cy ex ey	lw aw ah color op
Right curved	<b>rcarrow</b>	bx by cx cy ex ey	lw aw ah color op
Up curved	<b>ucarrow</b>	bx by cx cy ex ey	lw aw ah color op
Down curved	<b>dcarrow</b>	bx by cx cy ex ey	lw aw ah color op



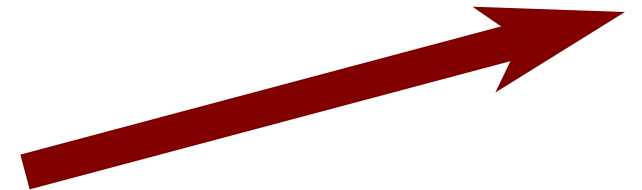
`arrow x1 y1 x2 y2 lw aw ah color op`



`arrow 10 20 30 20`



`arrow 40 20 60 30 0.5`



`arrow 70 20 95 30 1.5 6 6 "maroon"`



`lcarrow` `bx by cx cy ex ey lw aw ah color op`



`lcarrow 30 20 30 35 15 35`



`lcarrow 70 20 70 35 55 35 1 5 5 "maroon"`



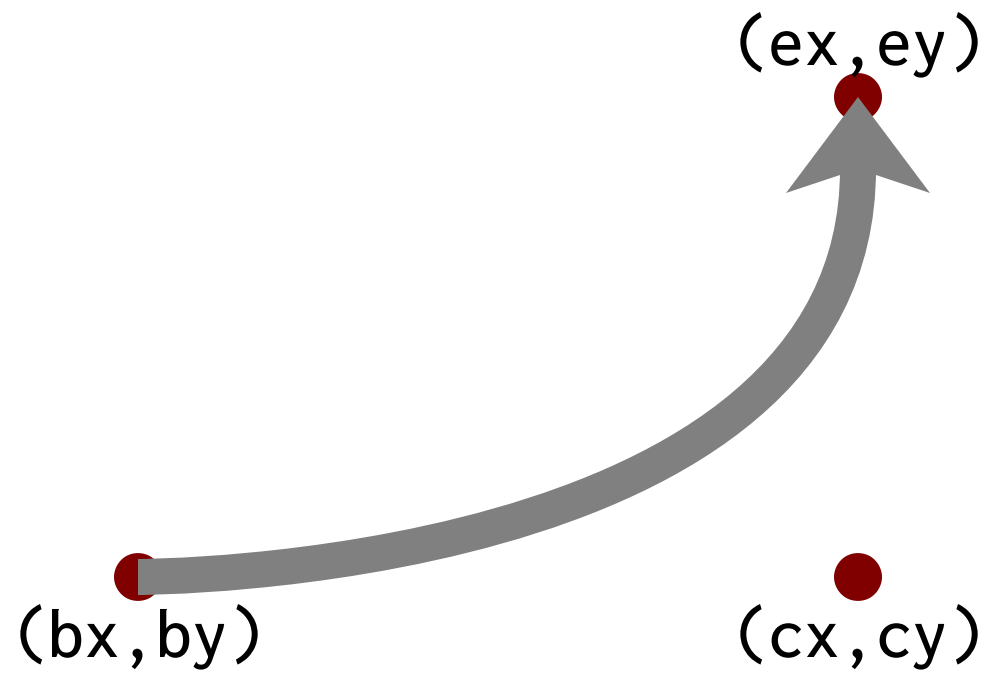
`rcarrow bx by cx cy ex ey lw aw ah color op`



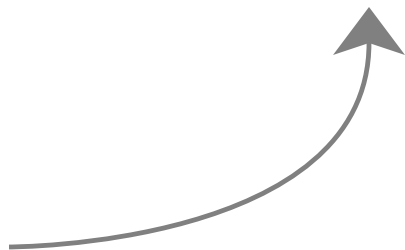
`rcarrow 15 20 15 35 30 35`



`rcarrow 50 20 50 35 70 35 1 5 5 "maroon"`



`ucarrow bx by cx cy ex ey lw aw ah color op`



`ucarrow 15 20 30 20 30 35`



`rcarrow 50 20 70 20 70 35 1 5 5 "maroon"`

(bx,by)

(cx,cy)

(ex,ey)

**dcarrow** bx by cx cy ex ey lw aw ah color op



dcarrow 15 35 30 30 20



dcarrow 50 35 70 35 70 20 1 5 5 "maroon"

# Braces and Brackets

description	keyword	mandatory	optional
Left brace	<b>lbrace</b>	x y height bw bh	lw color op
Right brace	<b>rbrace</b>	x y height bw bh	lw color op
Up brace	<b>ubrace</b>	x y width bw bh	lw color op
Down brace	<b>dbrace</b>	x y width bw bh	lw color op
Left bracket	<b>lbracket</b>	x y width height	lw color op
Right bracket	<b>rbracket</b>	x y width height	lw color op
Up bracket	<b>ubracket</b>	x y width height	lw color op
Down bracket	<b>dbacket</b>	x y width height	lw color op





`lbrace` `x` `y` `height` `bw` `bh` `lw` `color` `op`



`lbrace 20 25 20 2 2`



`lbrace 50 25 20 4 4 1`



`lbrace 80 25 20 6 3 1 "maroon"`



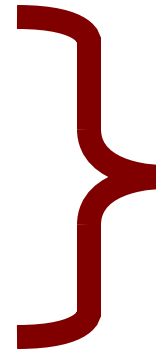
`rbrace` `x` `y` `height` `bw` `bh` `lw` `color` `op`



`rbrace 20 25 20 2 2`



`rbrace 50 25 20 4 4 1`



`rbrace 80 25 20 6 3 1 "maroon"`



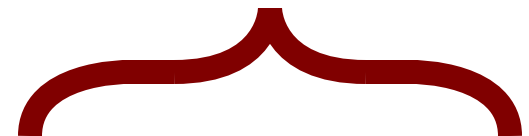
`ubrace`   `x y width bw bh`   `lw color op`



`ubrace 20 25 20 2 4`



`ubrace 50 25 20 4 8 1`



`ubrace 80 25 20 4 8 1 "maroon"`



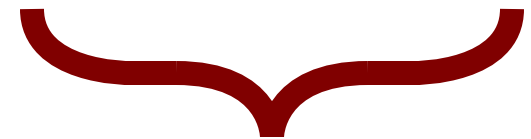
**dbrace**    **x y width bw bh**    lw color op



dbrace 20 25 20 2 4



dbrace 50 25 20 4 8 1



dbrace 80 25 20 4 8 1 "maroon"



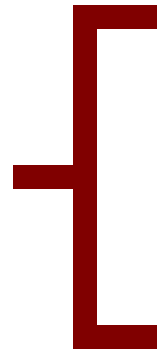
**`lbracket`**   `x`   `y`   `width`   `height`   `lw`   `color`   `op`



`lbrace 20 25 2 20`



`lbracket 50 25 4 20 1`



`lbracket 80 25 6 20 1 "maroon"`

width



(x,y)



height

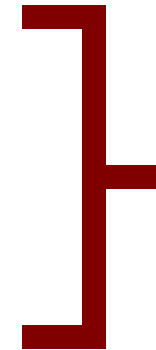
**rbracket** x y width height lw color op



lbrace 20 25 2 20



rbracket 50 25 4 20 1



rbracket 80 25 6 20 1 "maroon"



**ubracket** *x y width height lw color op*



`ubracket 20 25 20 4`



`ubracket 50 25 20 4 0.3`



`ubracket 80 25 20 4 1 "maroon"`



**dbracket** `x y width height lw color op`



`dbracket 20 25 20 4`



`dbracket 50 25 20 4 0.3`



`dbracket 80 25 20 4 1 "maroon"`



# Loop, If, Built-ins

description	keyword	mandatory
Loop	<code>for v=</code>	<code>begin end [increment] ... efor</code>
Conditional	<code>if</code>	<code>condition ... [else] ... eif</code>
Polar coordinate (x)	<code>x=polarx</code>	<code>x y radius angle</code>
Polar coordinate (y)	<code>y=polary</code>	<code>x y radius angle</code>
Polar coordinates	<code>value=polar</code>	<code>x y radius angle</code>
Area	<code>value=area</code>	<code>expression</code>
Formatted text	<code>value=format</code>	<code>fmt expression or up to 5 args</code>
Substring	<code>value=substr</code>	<code>string begin end</code>
Random number	<code>value=random</code>	<code>min max</code>
Value mapping	<code>value=vmap</code>	<code>data min1 max1 min2 max2</code>
Define function	<code>def</code>	<code>name arg1 ... argn ... edef</code>
Import function	<code>import</code>	<code>"file"</code>
In-line data	<code>data</code>	<code>"file" ... edata</code>
Objects on a grid	<code>grid</code>	<code>"file" x y hspace vspace edge</code>
Rulers	<code>ruler</code>	<code>increment [color]</code>

```
for v=begin end [increment]  
...items to repeat using v  
efor
```

```
for v=begin end increment ...efor
```

```
for v=10 35 5  
  hline 50 v 30 0.1 "blue"  
  star 60 v 5 1 0.4 "red"  
  circle 65 v 2 "green"  
  square 70 v 2 "blue"  
efor
```



```
if condition
...statements when true
else
...statements when false
endif
```

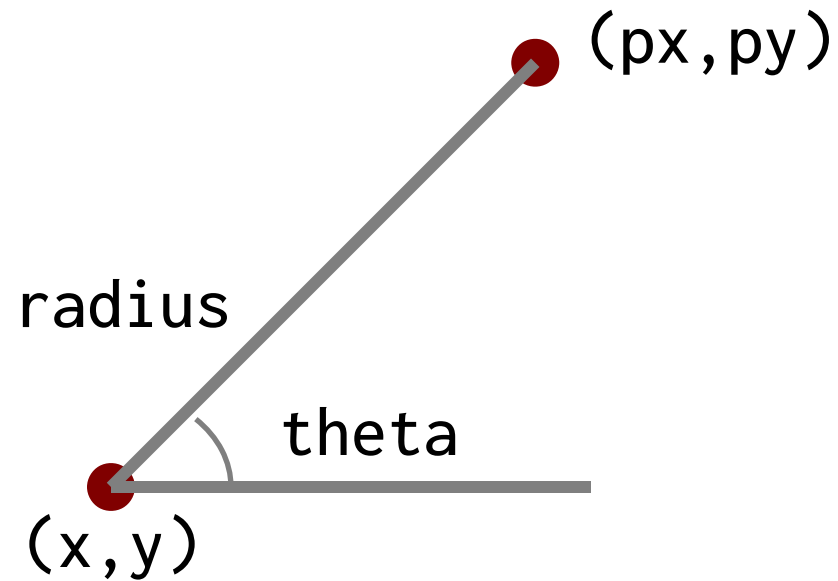
} else block  
may be omitted

```
if condition ... else ... endif
```

Condition	Description
if a == b	if a equals b
if a != b	if a not equal to b
if a > b	if a less than b
if a < b	if a greater than b
if a >= b	if a greater than or equal to b
if a <= b	if a less than or equal to b
if a >< b c	if a is between b and c

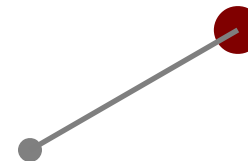
```
a=60
b=3
if a > b
    text "hello" a b 2.5 "sans" "red"
else
    text "bye"    a b 2.5 "sans" "blue"
endif
```

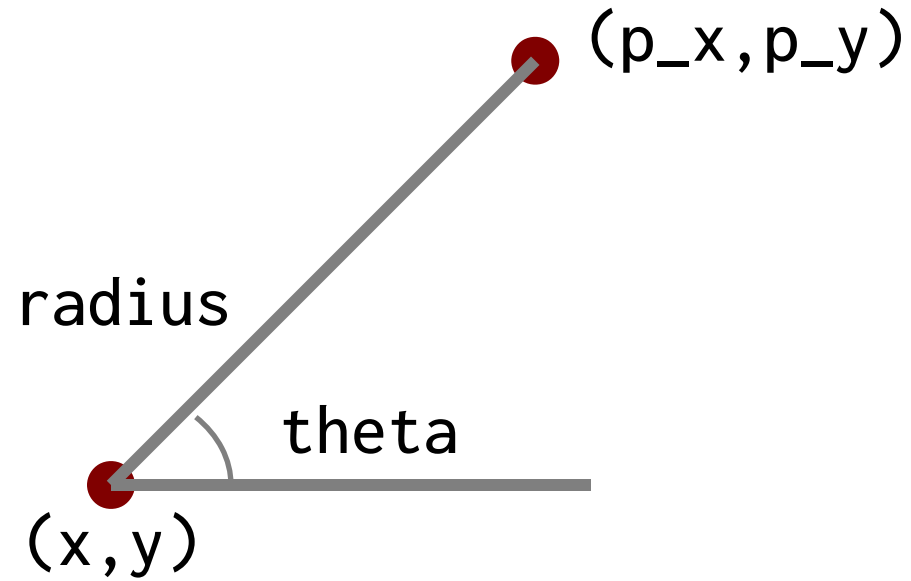
hello



```
px=polarx x y radius theta
py=polary x y radius theta
```

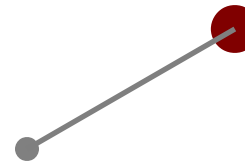
```
cpx=60
cpy=20
px1=polarx cpx cpy 10 30
py1=polary cpx cpy 10 30
line cpx cpy px1 py1
circle cpx cpy 1 "gray"
circle px1 py1 2 "maroon"
```





`p=polar x y radius theta`

```
cpx=60  
cpy=20  
point=polar cpx cpy 10 30  
line cpx cpy point_x point_y  
circle cpx cpy 1 "gray"  
circle point_x point_y 2 "maroon"
```



v=123.45

a=area v



area



original value

value=**area** expression

```
m1=100
```

```
m2=200
```

```
a1=area m1
```

```
a2=area m2
```

```
circle 60 20 a1 "maroon"
```

```
circle 80 20 a2
```



x=3.14159

y=2.0

title=format    "Value=%.2f"    x\*y  
Value=6.28                      format string    expression

value=**format** fmt expression or up to 5 args

v1=100.3

v2=200.234

pi=3.1415926

title=format "%.2f Million (USD)" v1

subtitle=format "Total value: %.2f" v1+v2

args=format "Multiple args (%v,%v,%.3f)" 80 10 pi

ctext title        80 30 4 "sans" "maroon"

ctext subtitle 80 20 3 "sans" "gray"

ctext args        80 10 2 "mono"

**100.30 Million (USD)**

Total value: 300.53

Multiple args (80,10,3.142)

```
s="hello, world"
h=substr s 3 8
      ↑           ↑ ↑
    "lo, wo"    begin end
```

value=**substr** string begin end

```
now="Now is the time for all good men"
s1=substr now 0 14
s2=substr now 16 18
s3=substr now 24 end
ctext s1 70 34 3
ctext s2 70 24 3
ctext s3 70 15 3
```

Now is the time  
  
for  
  
good men





value=random min max



```
rx1=random 5 30  
ry1=random 15 35  
circle rx1 ry1 3 "maroon"
```



```
rx2=random 40 60  
ry2=random 15 35  
circle rx2 ry2 3 "green"
```



```
rx3=random 75 95  
ry3=random 15 35  
circle rx3 ry3 3 "blue"
```



`value=vmap data min1 max1 min2 max2`

```
yrmin=1776
yrmax=2021
smin=60
smax=90
vp=vmap 1945 yrmin yrmax smin smax
line smin 20 smax 20 0.5 "gray" 20
circle smin 20 1
circle smax 20 1
circle vp 20 2 "maroon"
```



```
import "doit.dsh"
```

contents of "doit.dsh"

```
def doit fx fy fs ft  
  ctext ft fx fy fs "serif" "purple"  
edef
```



```
doit 50 20 2.5 "hello"
```

```
fx=50  
fy=20  
fs=2.5  
ft="hello"  
ctxt ft fx fy fs "serif" "purple"
```

```
import "file"
```

calling the function  
call again

```
doit 50 30 5 "calling the function"  
doit 50 20 4 "call again"
```

```
data "file.d" ← data file
first 20
second 100
third 200
edata
```

} data values

```
data "file" ... edata
```

```
data "test.d"
  one 100
  two 200
  three 300
  four 400
  five 500
```

```
edata
```

```
dchart -bar -left 50 -bottom 15 -right 70 -top 35 "test.d"
```



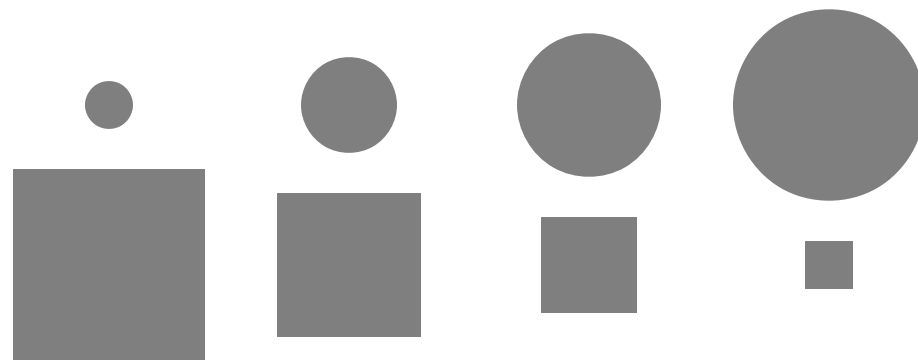
file

```
circle x y 2  
circle x y 4  
circle x y 8  
square x y 8  
square x y 4  
square x y 2
```



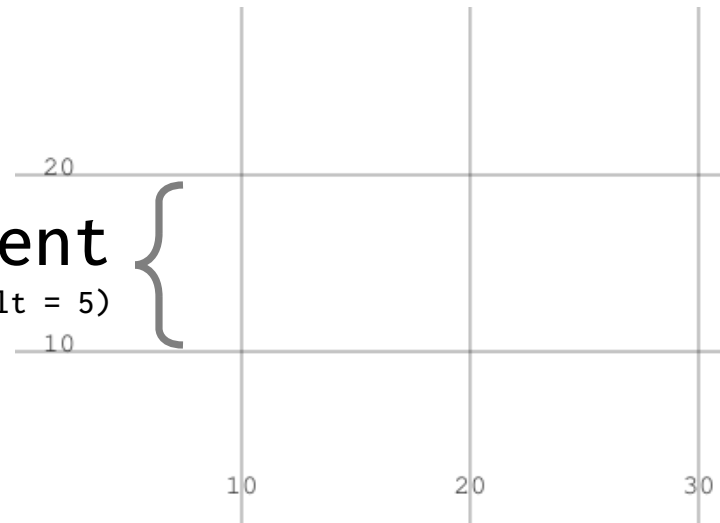
**grid** "file" x y hspace vspace limit

```
circle x y 2  
circle x y 4  
circle x y 6  
circle x y 8  
square x y 8  
square x y 6  
square x y 4  
square x y 2
```

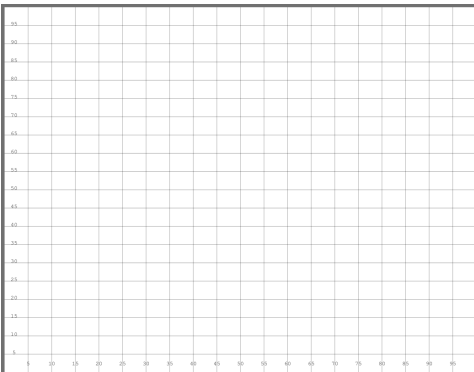


grid "code/grid-ex.dsh" 35 33 10 10 65

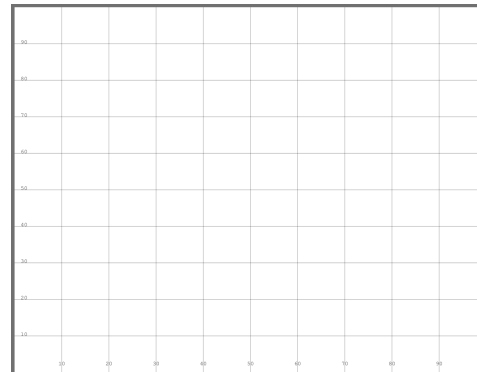
increment  
(default = 5)



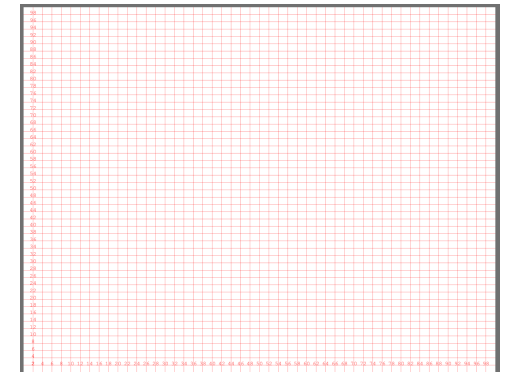
ruler increment color



ruler



ruler 10



ruler 2 "red"

# Math Functions

description	keyword	mandatory
Cosine	<code>cosine</code>	number or expression
Sine	<code>sine</code>	number or expression
Square Root	<code>sqrt</code>	number or expression
Tangent	<code>tangent</code>	number or expression

a=3.14159265359

b=2\*a

x=cosine 4      ←      x = -1

y=cosine a      ←      y = -0.65364

n=cosine a+b      ←      n = -1

value=cosine    number or expression



a=10

b=71

x=sin 4      ← x = -0.75680

y=sin a      ← y = -0.5440

n=sin a+b      ← n = -0.62989

value=sine number or expression

a=10

b=71

x=sqrt 4

← x = 2

y=sqrt a

← y = 3.1622776

n=sqrt a+b

← n = 9

value=**sqrt** number or expression

```
a_squared=10*10
```

```
b_squared=20*20
```

```
c=sqrt a_squared + b_squared
```

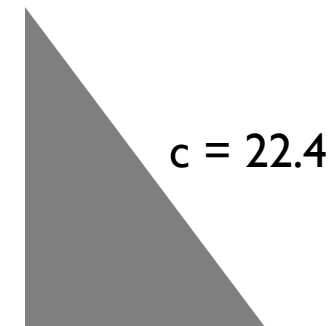
```
w=70+10
```

```
h=15+20
```

```
polygon "70 w 70" "15 15 h"
```

```
clabel=format "c = %.1f" c
```

```
text clabel 76 25 2
```



a=10

b=71

x=tangent 4      ←      x = 1.1578213

y=tangent a      ←      y = 0.6483608

n=tangent a+b      ←      n = -0.8109944

value=tangent number or expression

# Charts

description	keyword	arguments
Charts	<code>dchart</code>	<code>options "file" (see next page)</code>
Chart Legends	<code>legend</code>	<code>"text" x y size font color</code>

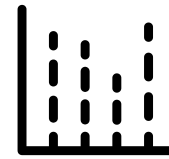
# dcharts types



Column



Bar



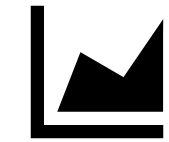
Dot



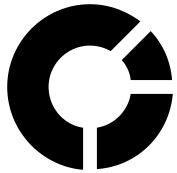
Line



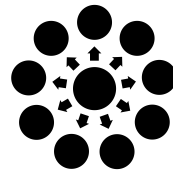
Scatter



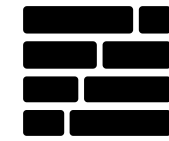
Area



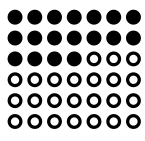
Donut/Pie



Radial



Pmap



Waffle/Lego



Fan



Bowtie

# dchart options: chart types

option	default	description
-bar	true	bar chart
-wbar	false	word bar chart
-hbar	false	horizontal bar chart
-donut	false	donut chart
-dot	false	dot chart
-lego	false	lego chart
-line	false	line chart
-pgrid	false	proportional grid
-pmap	false	proportional map
-bowtie	false	bowtie chart
-fan	false	fan chart
-radial	false	radial chart
-scatter	false	scatter chart
-slope	false	slope chart
-vol	false	volume (area) chart

# dchart options: elements

option	default	description
-csv	false	read CSV files
-frame	false	show a colored frame
-fulldeck	true	generate full deck markup
-grid	false	show gridlines on the y axis
-note	true	show annotations
-pct	false	show computed percentage
-rline	false	show a regression line
-solidpmap	false	show solid pmap colors
-spokes	false	show spokes in radial chart
-title	true	show the title
-val	true	show values
-xlast	false	show the last x label
-xstagger	false	stagger x axis labels
-yaxis	false	show a y axis
-chartitle	override title in data	specify the title
-datacond	low,high,color	conditional data colors
-hline	value,label	label horizontal line at value
-valpos	t=top, b=bottom, m=middle	value position
-xlabel	default=1, 0 to suppress	x axis label interval
-yrange	min,max.step	specify the y axis label range

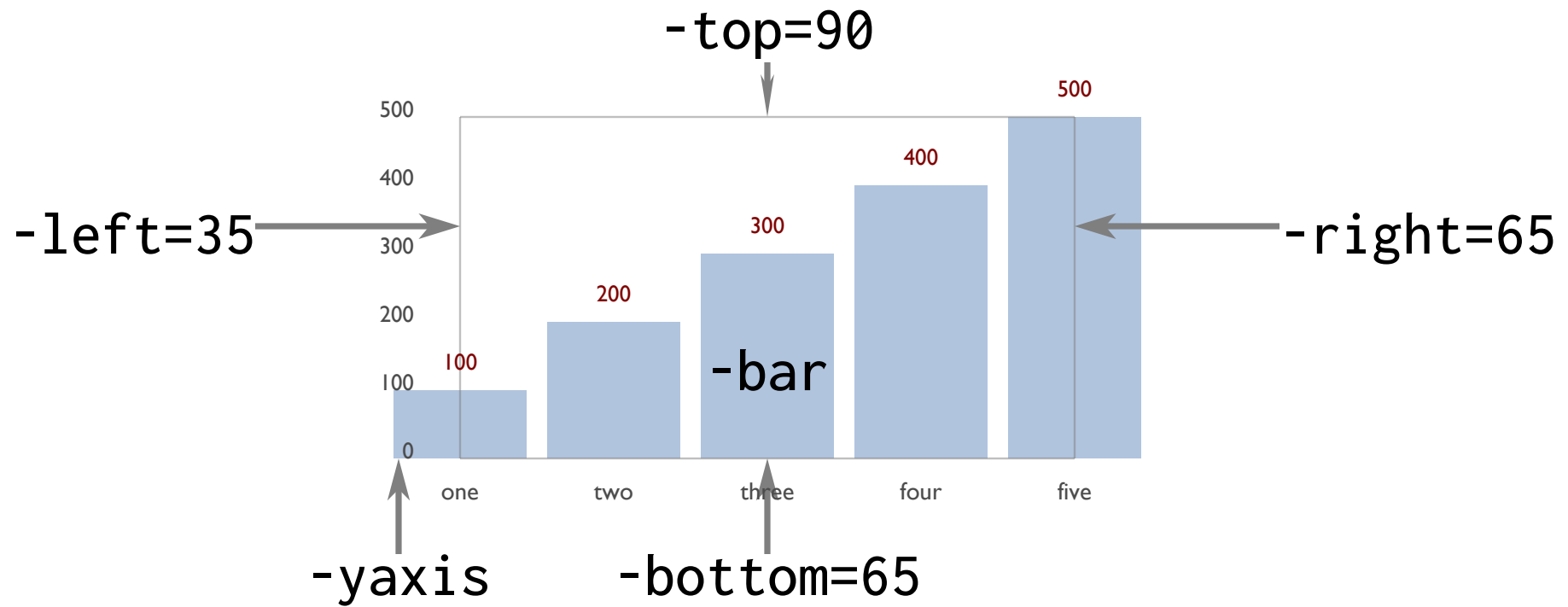
# dchart options: measures and attributes

option	default	description
-bgcolor	white	background color
-barwidth	computed from data size	barwidth
-color	lightsteelblue	data color
-csvcol	label1,label2	specify csv columns
-datafmt	%.1f	data format for values
-dmin	false	use data minimum, not zero
-framecolor	rgb(127,127,127)	frame color
-lcolor	rgb(75,75,75)	label color
-linewidth	0.2	linewidth
-ls	2.4	linespacing
-noteloc	c=center, r=right, l=left	annotation location
-pmlen	20	pmap label length
-psize	30	diameter of the donut
-pwidth	3	width of the donut or pmap
-rlcolor	rgb(127,0,0)	regression line color
-textsize	1.5	text size
-xlabrot	0	xlabel rotation (deg.)
-vcolor	rgb(127,0,0)	value color
-volop	50	volume opacity %

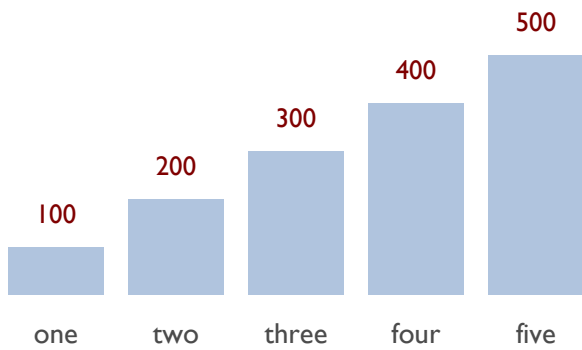


# dchart options: position and scaling

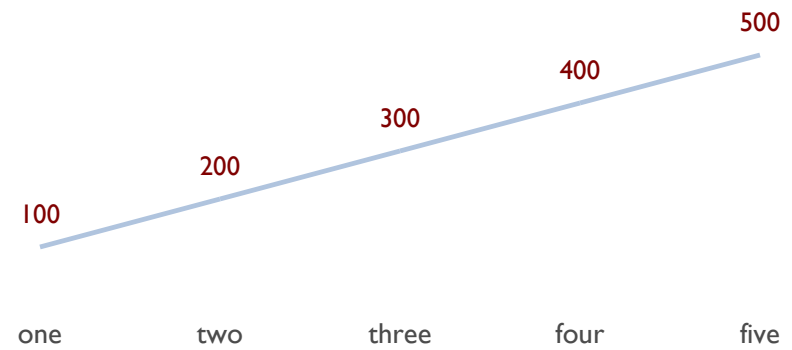
option	default	description
-top	80	top of the chart
-bottom	30	bottom of the chart
-left	20	left margin
-right	80	right margin
-min	data min	set the minimum data value
-max	data max	set the maximum data value
-bounds	""	set left,right,top,bottom



## dchart options "file"



```
dchart -left=10 -right=30 -top=35 -bottom=20 "test.d"
```



```
dchart -left=55 -right=85 -top=35 -bottom=20 -bar=f -line "test.d"
```



■ My text  
(x, y)

legend x y fontsize font color

■ Item on the chart

■ Thing

```
legend "Item on the chart" 20 30 3 "sans" "red"
```

```
legend "Thing" 70 30 2 "serif" "blue"
```

# Geographic Functions

description	keyword	mandatory	optional
Geographic Regions	<code>georegion</code>	<code>"file.kml"</code>	<code>color op</code>
Geographic Borders	<code>geoborder</code>	<code>"file.kml"</code>	<code>lw color op</code>
Text labels	<code>geolabel</code>	<code>"loc"</code>	<code>size font color op</code>
Dot markers	<code>geomark</code>	<code>"loc"</code>	<code>size color op</code>
Text with markers	<code>geoloc</code>	<code>"loc"</code>	<code>align size font color op</code>
Place images	<code>geoimage</code>	<code>"loc" w h</code>	
Lines between points	<code>geopath</code>	<code>"p1" "p2"</code>	<code>lw color op</code>
Arcs between points	<code>geoarc</code>	<code>"p1" "p2"</code>	<code>lw color op</code>
Lines between points	<code>geopathfile</code>	<code>"file"</code>	<code>lw color op</code>

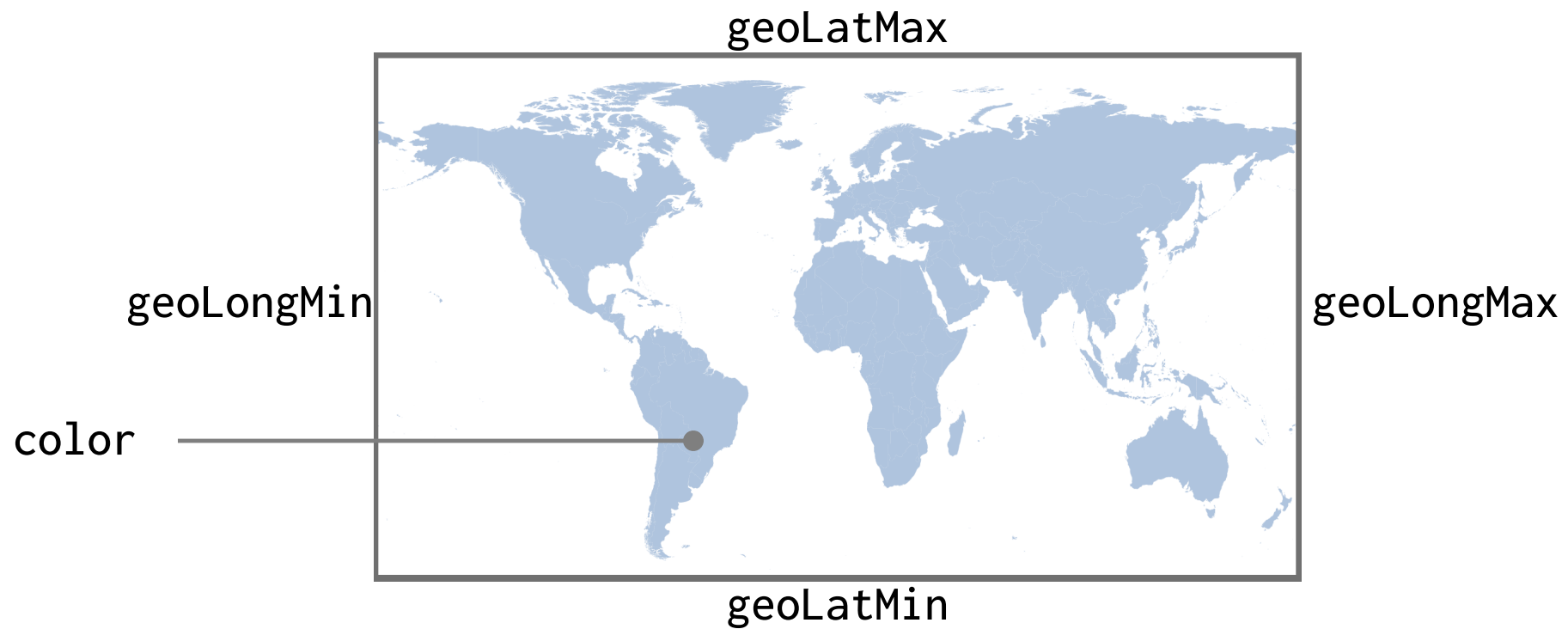
`"file.kml"` are KML files from opendatasoft

`geoLatMin`, `geoLatMax`, `geoLongMin`, `geoLongMax` variables set the latitude and longitude boundaries

`geoXmin`, `geoXmax`, `geoYmin`, `geoYmax` variables define the canvas boundaries for geographic functions

`"loc"` refers to a geo URI string (`"geo:lat,long"`), or a filename containing multiple locations

`"p1"` and `"p2"` are geo URIs

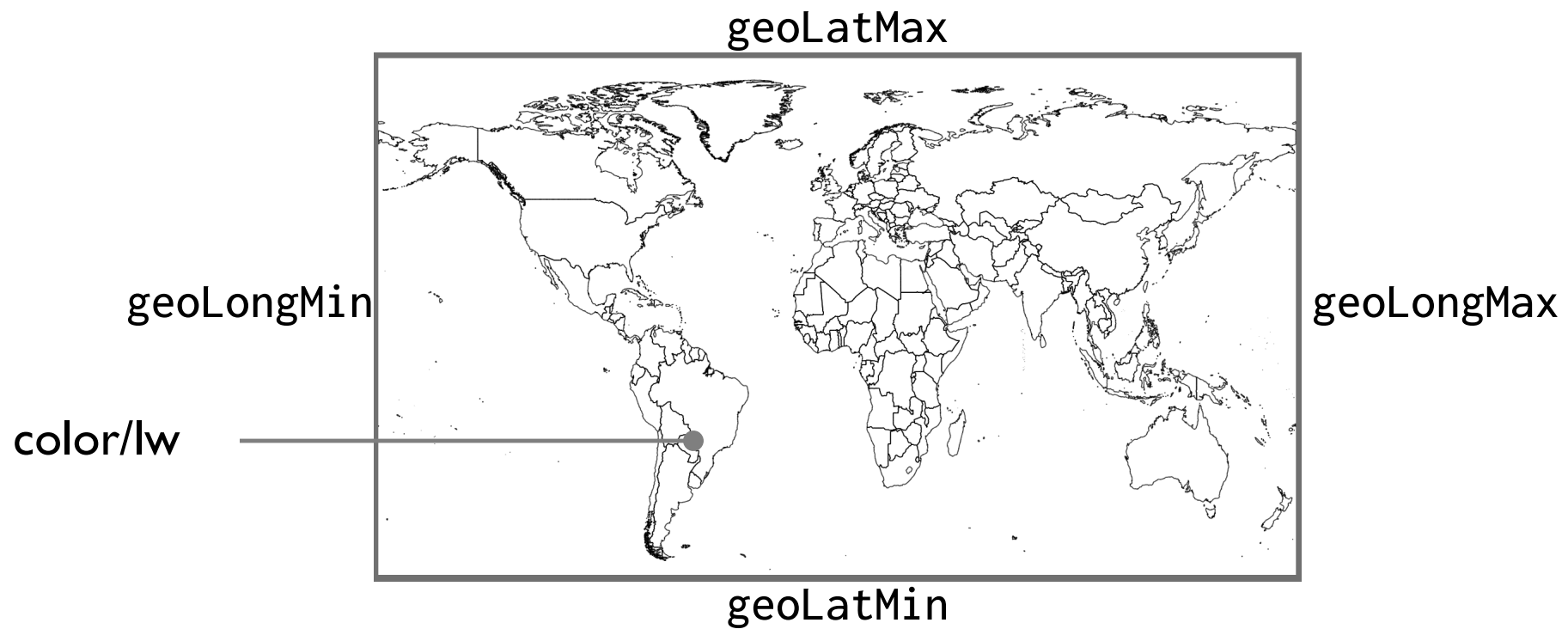


**georegion** "file.kml" color op

geoLatMin=0-60  
geoLatMax=90  
geoLongMin=0-180  
geoLongMax=180

georegion "world.kml" "white"

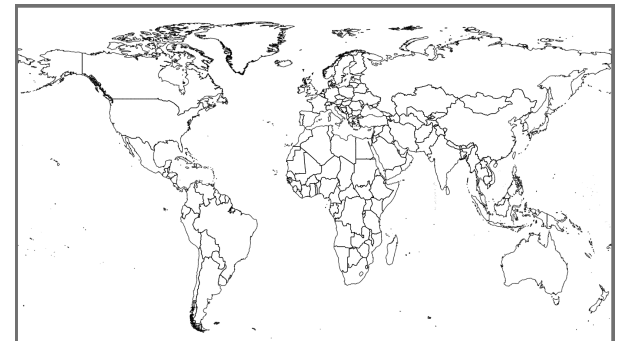


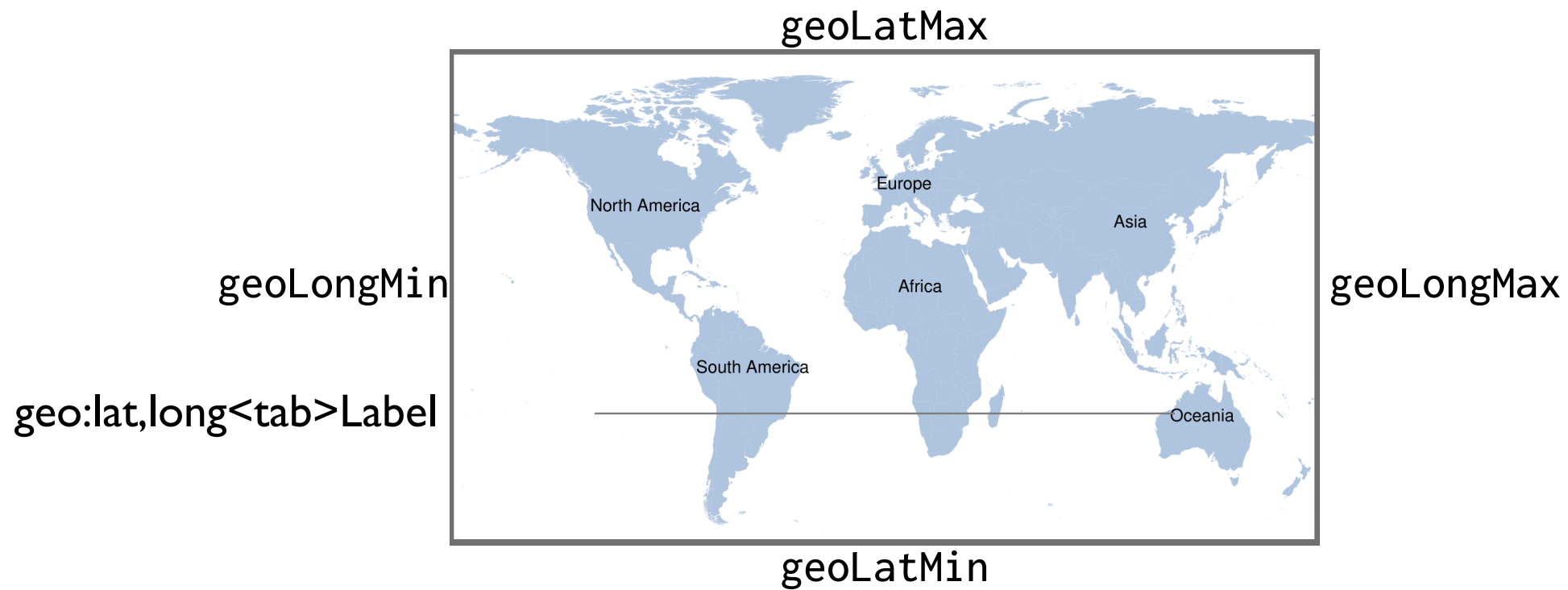


**geoborder**    **"file.kml"**    lw color

geoLatMin=0-60  
geoLatMax=90  
geoLongMin=0-180  
geoLongMax=180

geoborder "world.kml" 0.1 "black"





geolabel

"loc"

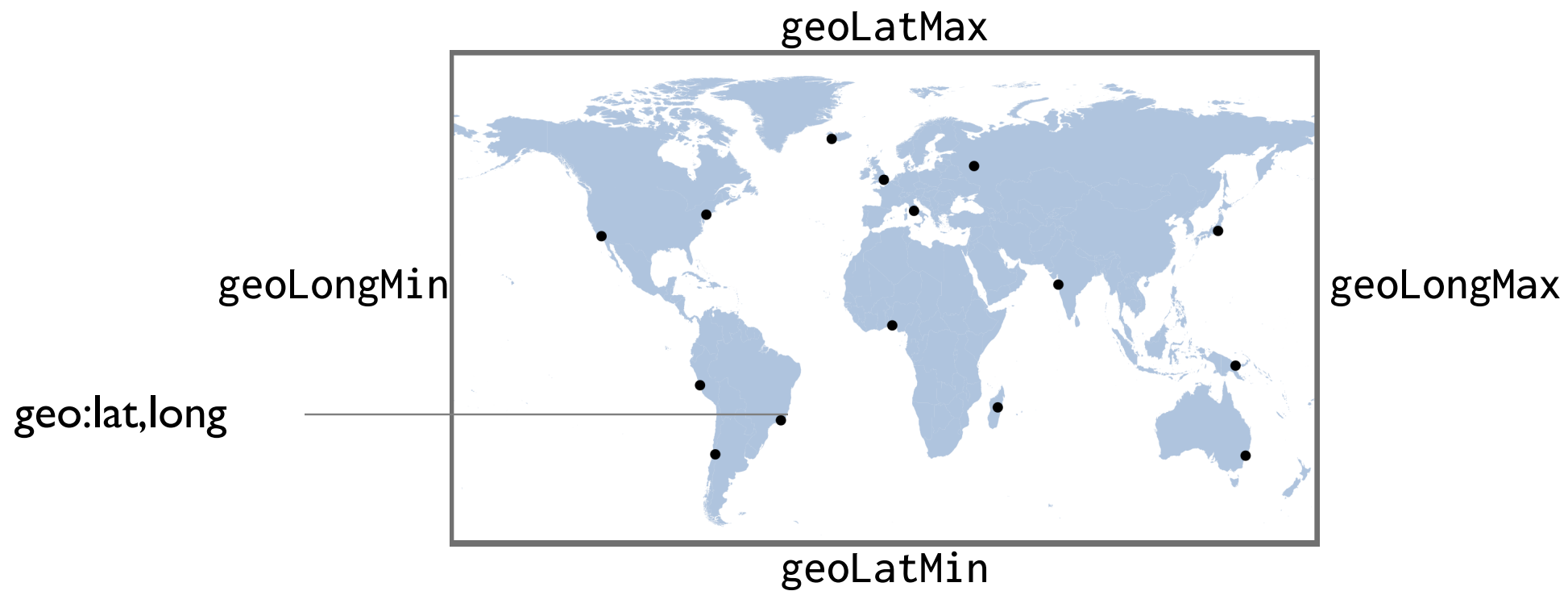
size color op

```
geoLatMin=0-60
geoLatMax=90
geoLongMin=0-180
geoLongMax=180
```

geo:-10,-55	South America
geo:40,-100	North America
geo:46.8,8.3	Europe
geo:15,15	Africa
geo:35,103	Asia
geo:-25,133	Oceania

```
georegion "world.kml" "white"
geolabel "continents.d" 2 "sans" "black"
```





geomark "loc" size color op

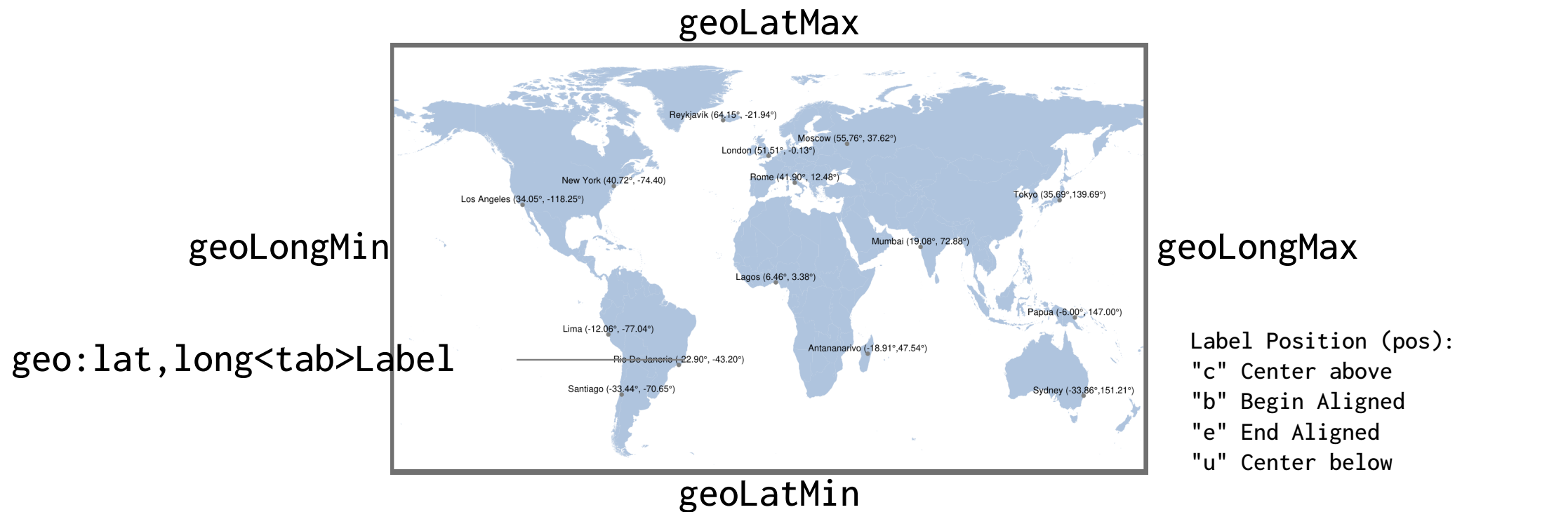
geoLatMin=0-60  
geoLatMax=90  
geoLongMin=0-180  
geoLongMax=180

geo:41.8967,12.4822000	Rome (41.90°, 12.48°)
geo:-18.91368,47.53610	Antananarivo (-18.91°, 47.54°)
geo:-33.8559,151.20670	Sydney (-33.86°, 151.21°)
geo:40.7167,-74.400000	New York (40.72°, -74.40°)
...	
geo:34.0500,-118.25000	Los Angeles (34.05°, -118.25°)

georegion "world.kml" "white"  
geolabel "cities.d" 2 "sans" "black"







geoLatMax

geoLongMin

geoLongMax

geo:lat,long<tab>imgfile

geoLatMin

geoimage

"loc" w h

geoLatMin=25

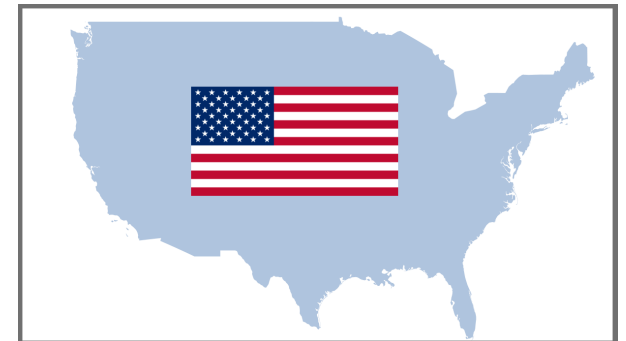
geoLatMax=50

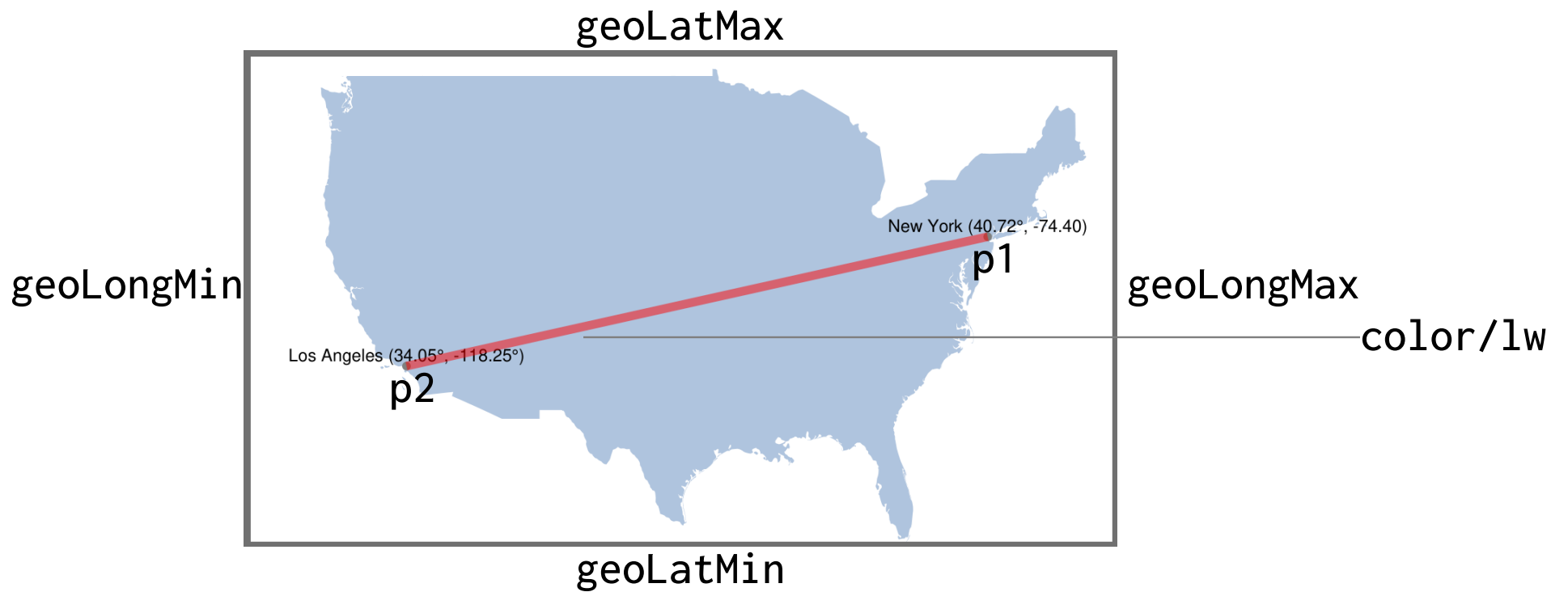
geoLongMin=0-130

geoLongMax=0-65

georegion "usa.kml" "lightsteelblue"

geoimage "geo:40,-100 usa.png" 35 0





geopath "p1" "p2" lw

color op

```

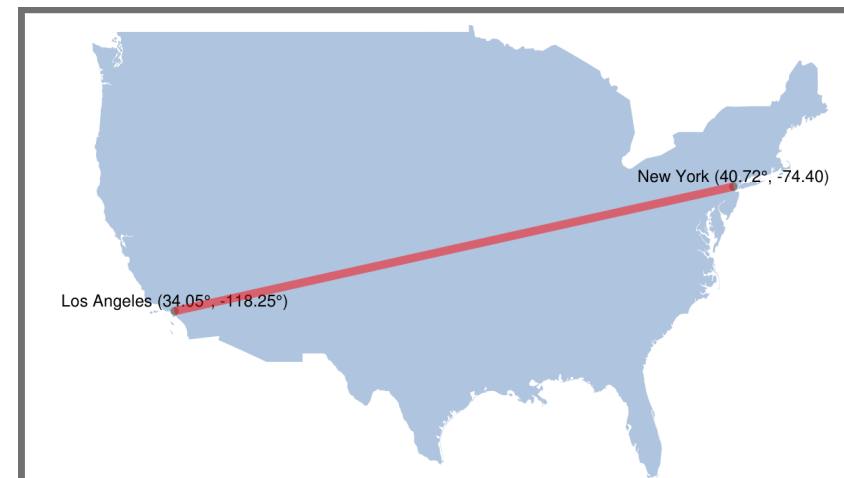
geoLatMin=25
geoLatMax=50
geoLongMin=0-130
geoLongMax=0-65
nyc="geo:+40.7167,-74.4000    New York (40.72°, -74.40)"
los="geo:+34.05000,-118.250    Los Angeles (34.05°, -118.25°)"

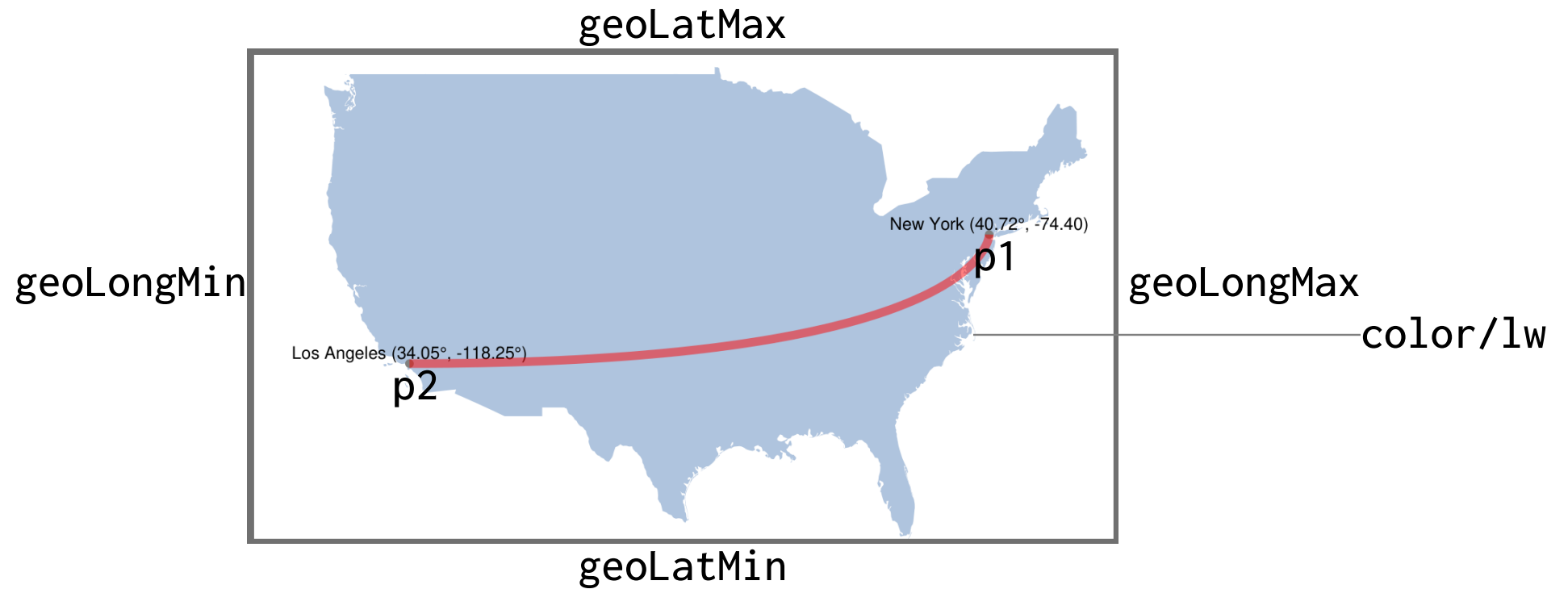
```

```

georegion "usa.kml" "lightsteelblue"
geoloc    nyc  "c" 2
geoloc    los  "c" 2
geopath   nyc los 1 "red" 50

```



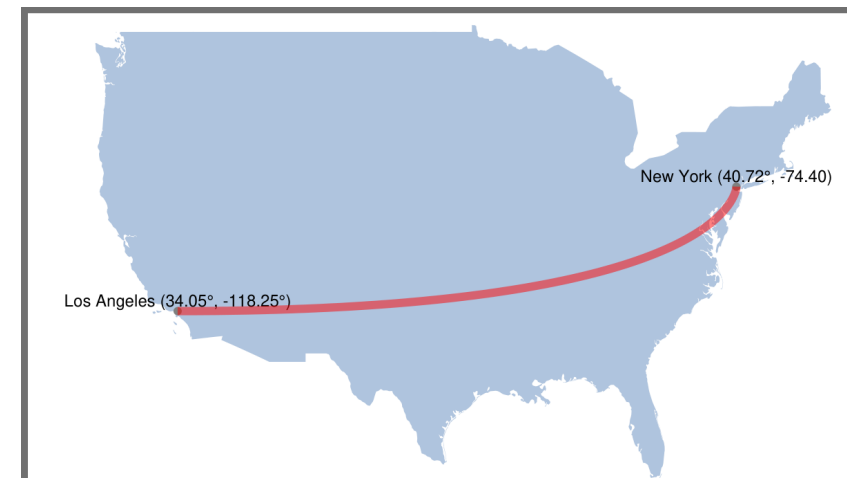


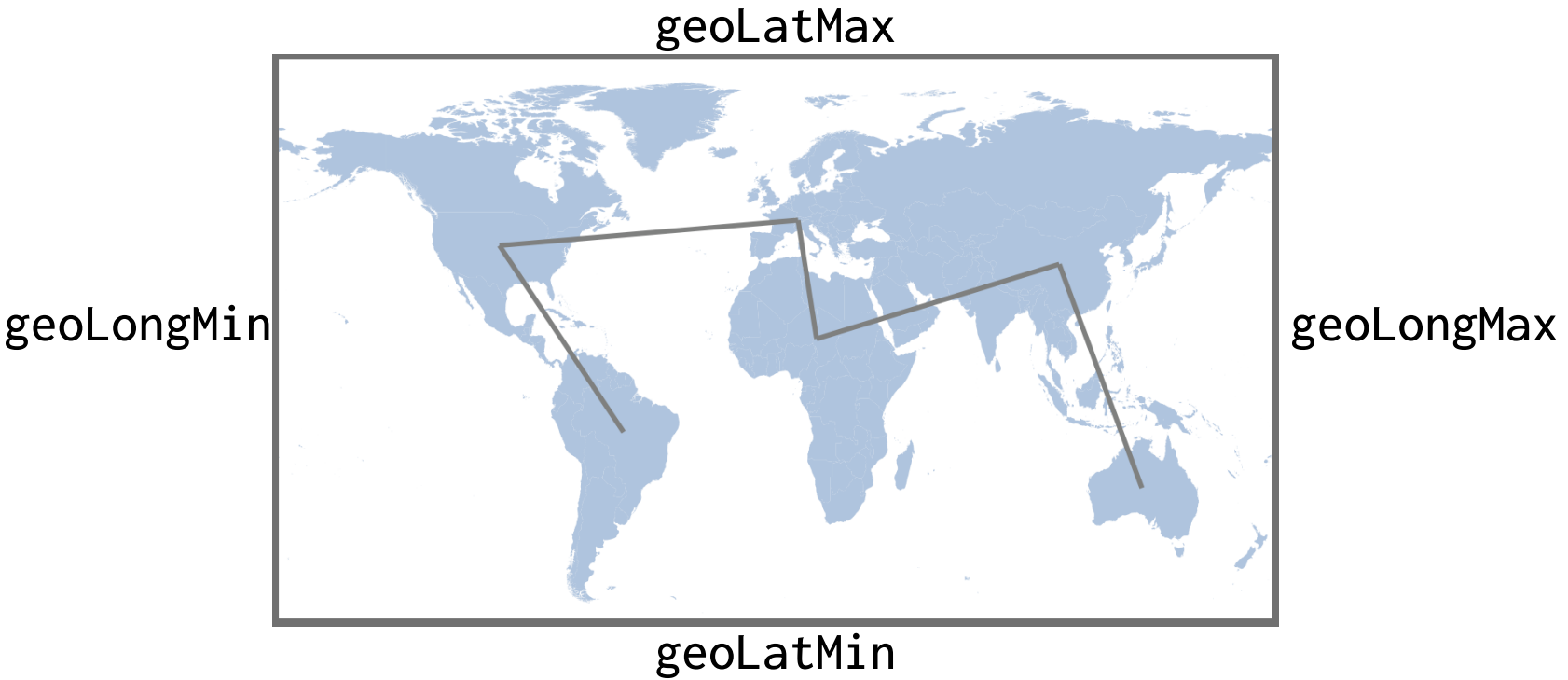
geoarc "p1" "p2" lw

color op

```
geoLatMin=25
geolatmax=50
geoLongMin=0-130
geoLongMax=0-65
nyc="geo:+40.7167,-74.4000    New York (40.72°, -74.40°)"
los="geo:+34.05000,-118.250    Los Angeles (34.05°, -118.25°)"
```

```
georegion "usa.kml" "lightsteelblue"
geoloc    nyc "c" 2
geoloc    los "c" 2
geoarc    nyc los 1 "red" 50
```





geopathfile "file" lw color op

geoLatMin=25	geo:40.712778,-74.006111	New York
geoLatMax=50	geo:39.952778,-75.163611	Philadelphia
geoLongMin=0-130	geo:39.768611,-86.158056	Indianapolis
geoLongMax=0-65	geo:38.627222,-90.197778	St. Louis
	geo:35.468611,-97.521389	Oklahoma City
	geo:35.084444,-106.650278	Albuquerque
	geo:36.167222,-115.148611	Las Vegas
	geo:34.050000,-118.250000	Los Angeles

georegion	"usa.kml"	"lightsteelblue"
geoloc	"roadtrip.d"	"c" 2
geopathfile	"roadtrip.d"	0.5 "red" 25

