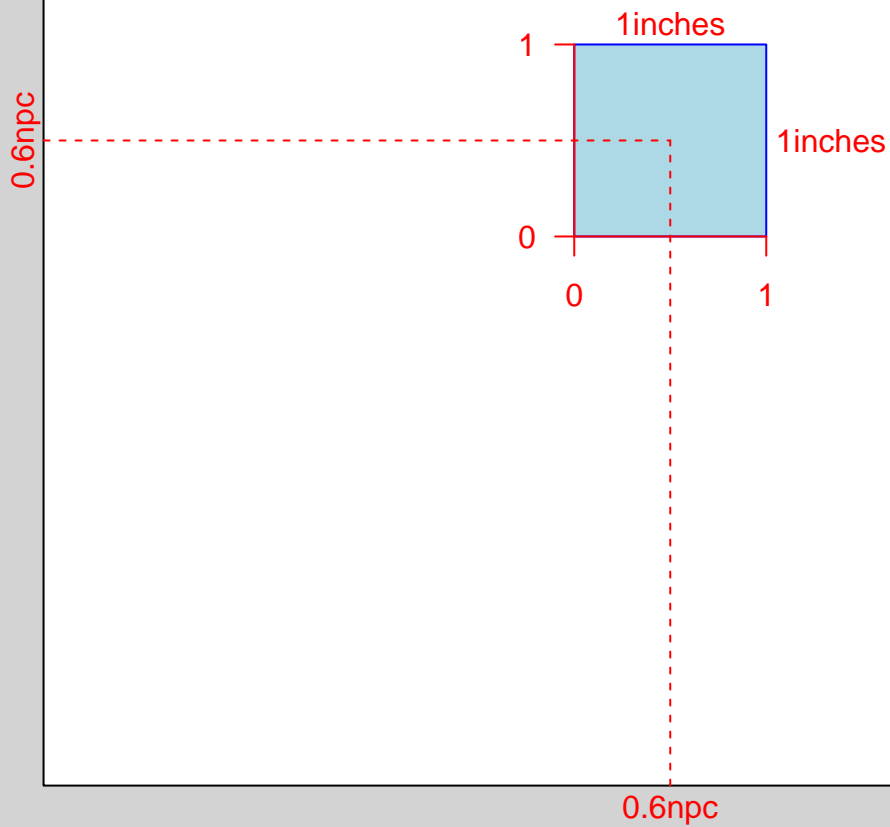
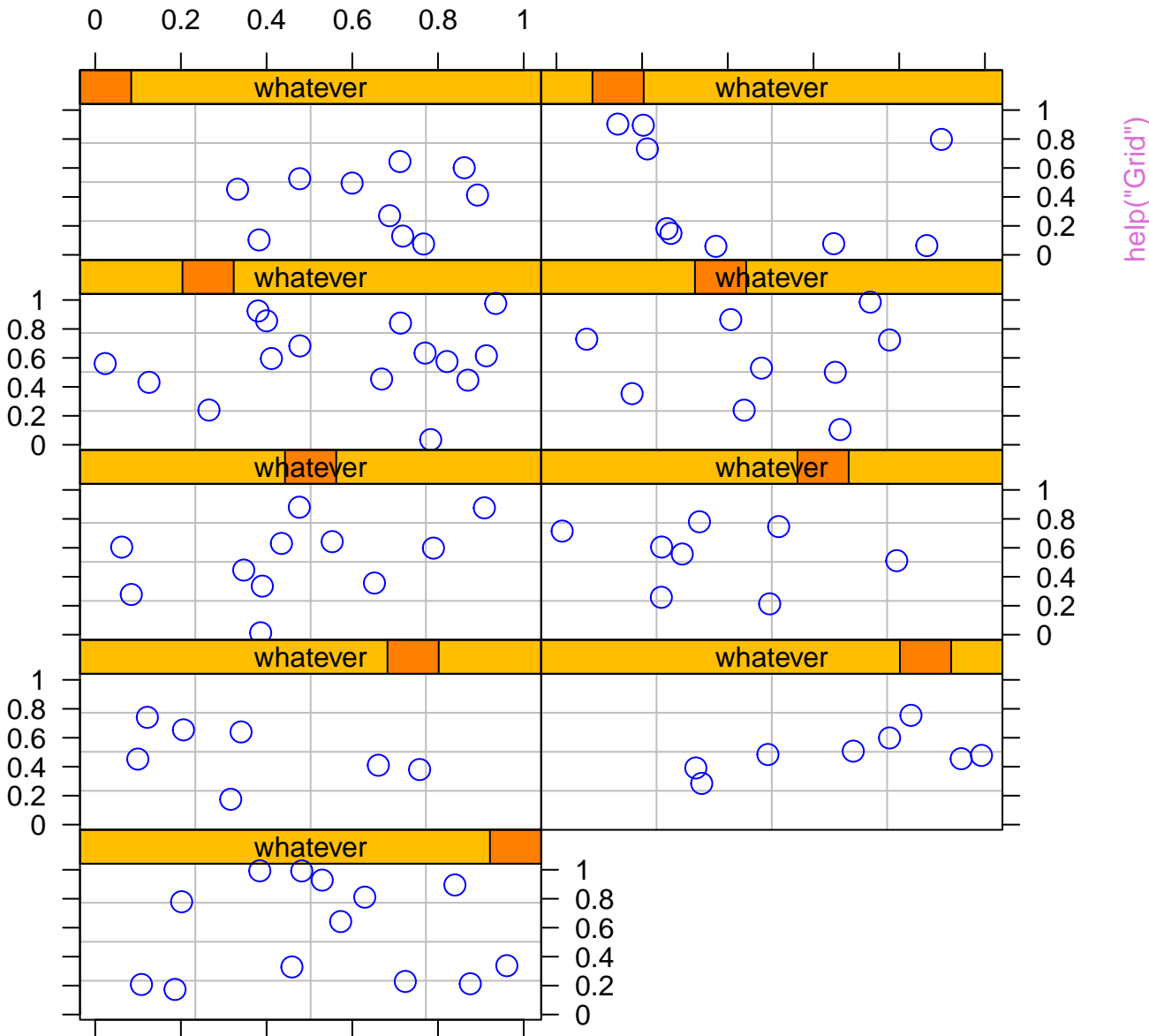
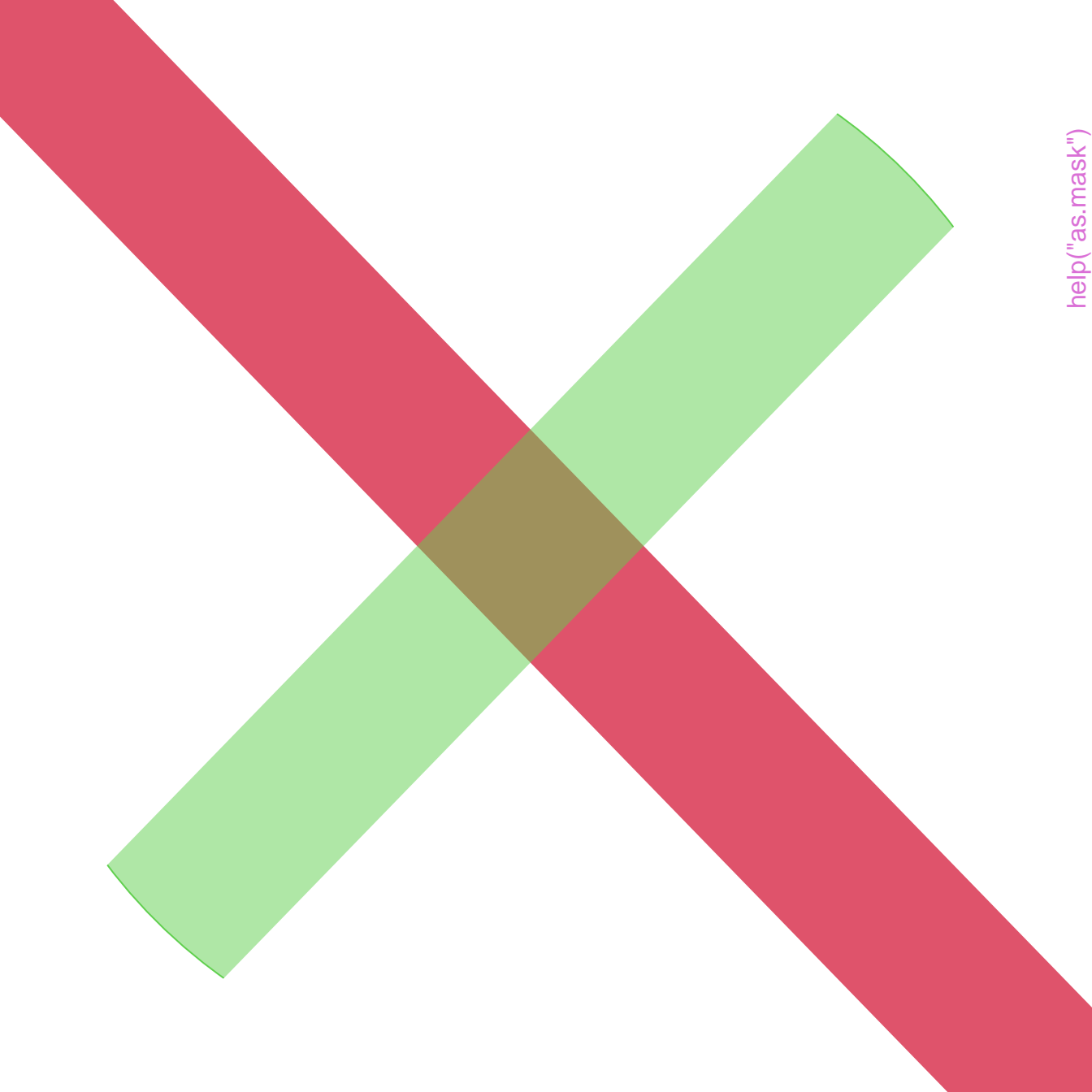


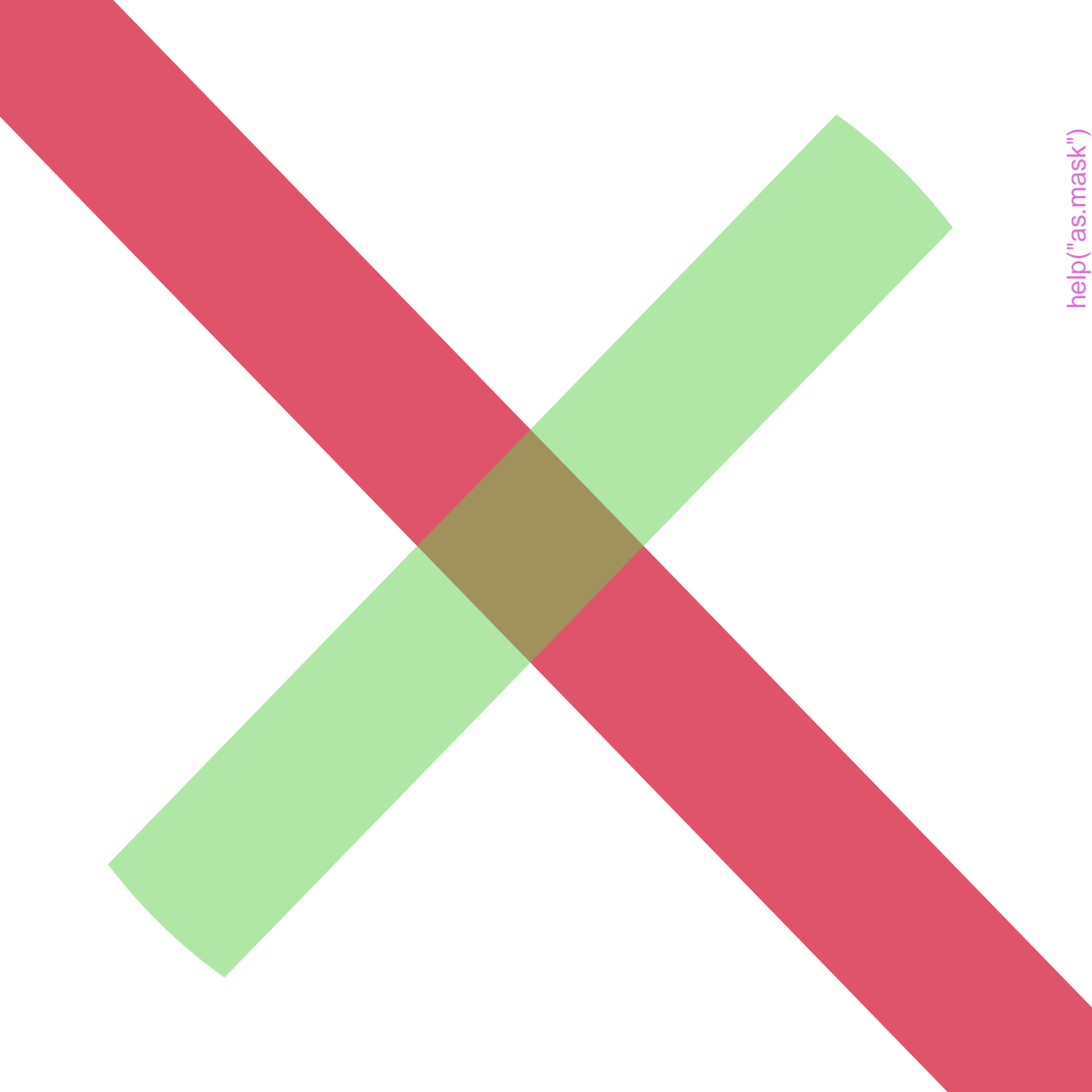
help("Grid")







help("as.mask")



help("as.mask")

a b c d e f g h i j k l m n o p q r s t u v w x y z

t

test

testy

test

two

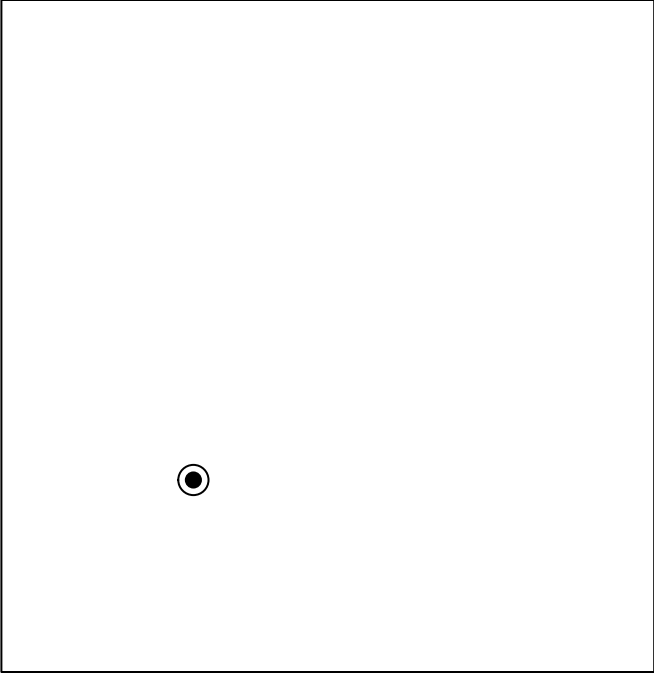
x

y

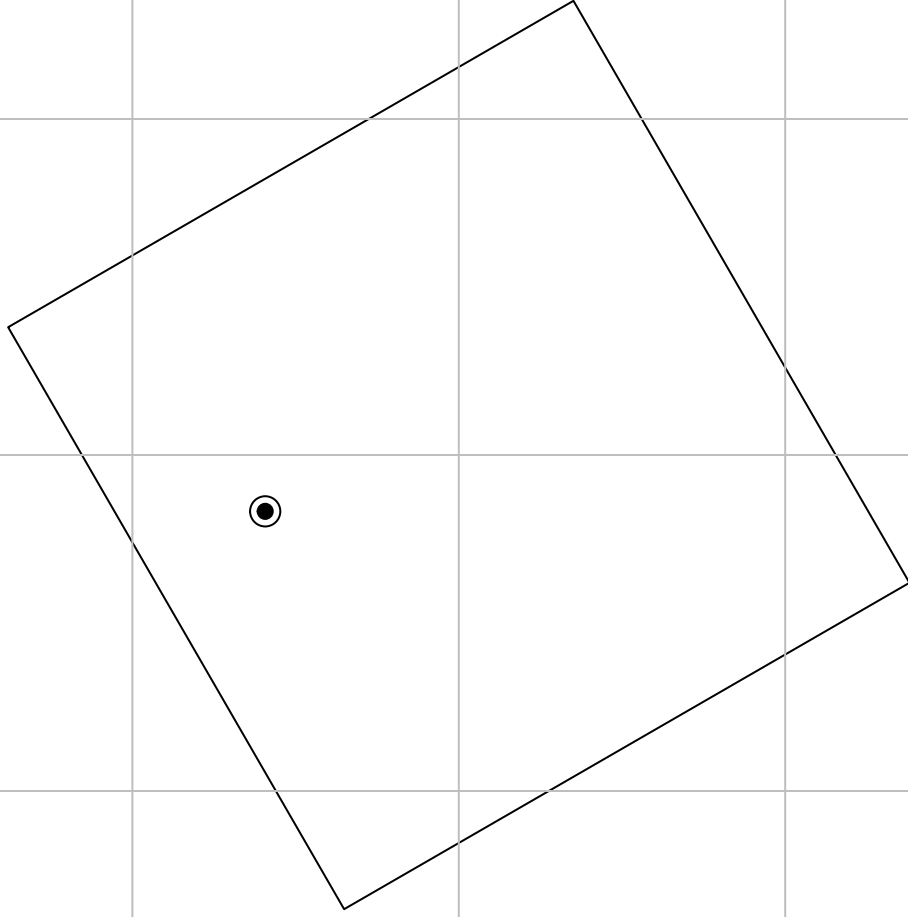
$x + y$

$a + b$

$x + y$
 2



`help("deviceLoc")`



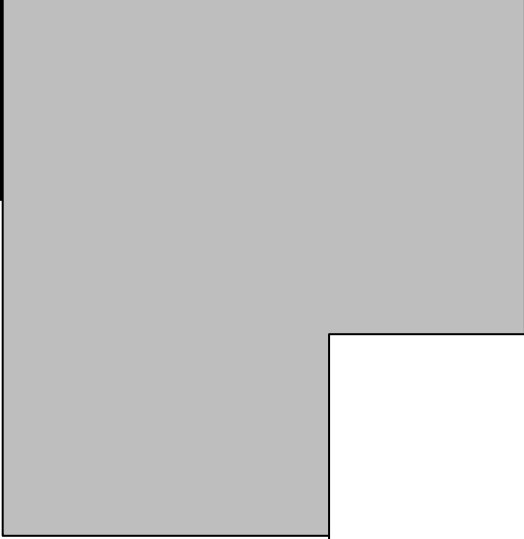
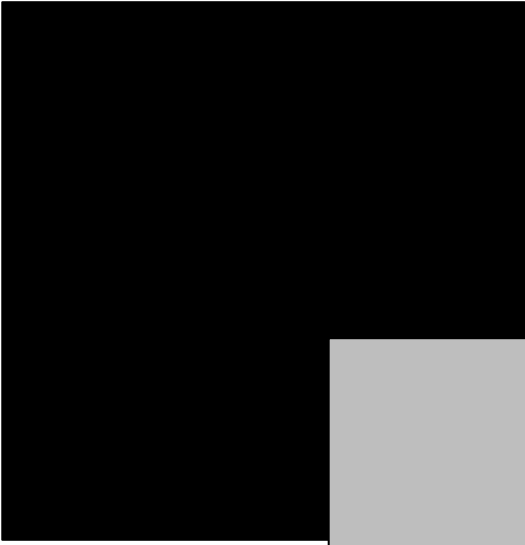
This text is the colour set by the viewport (blue)

The rect is its own colour (red)
but this text is the colour
set by the gTree (green)

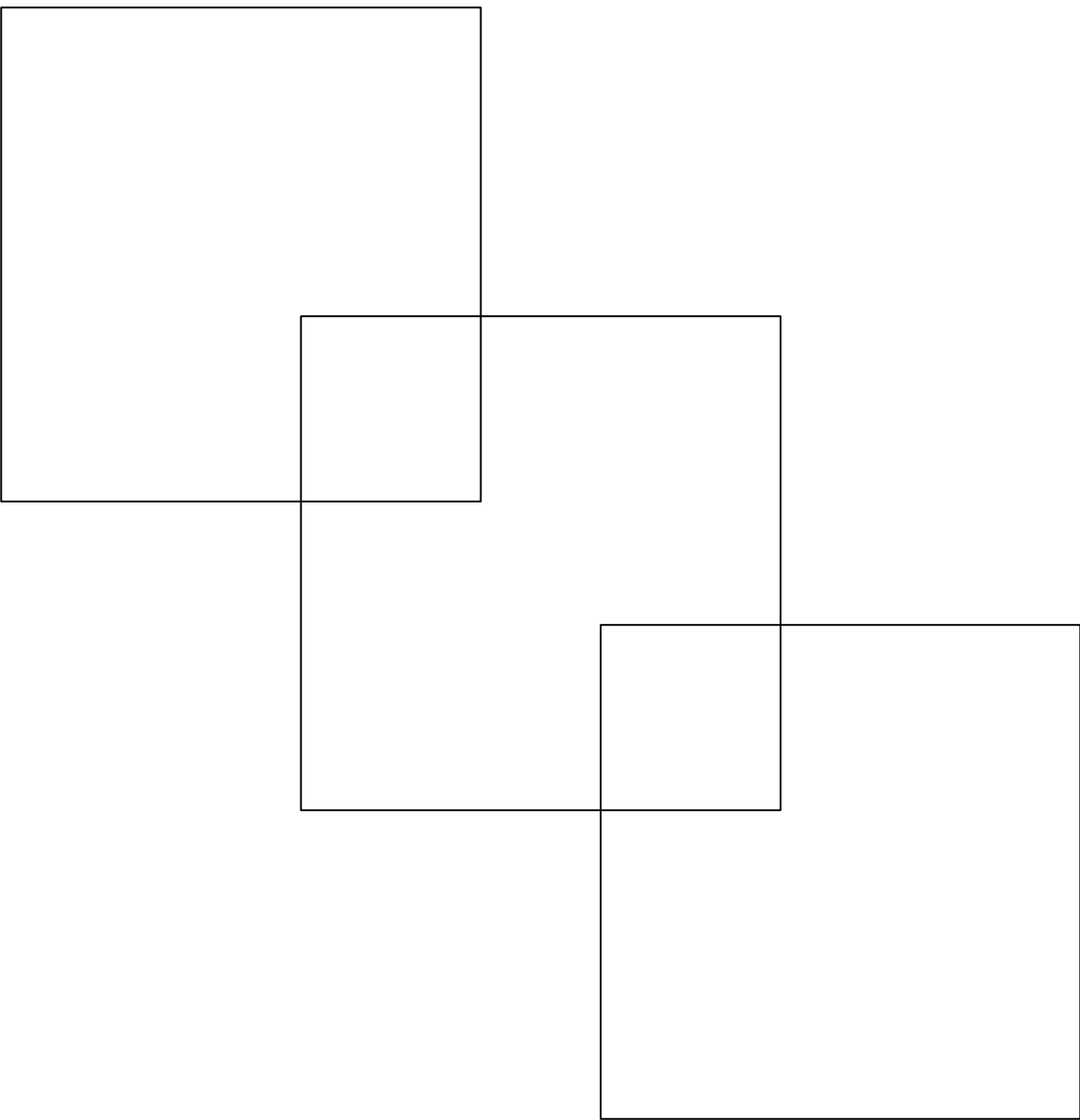
help("gpar")



help("gpar")

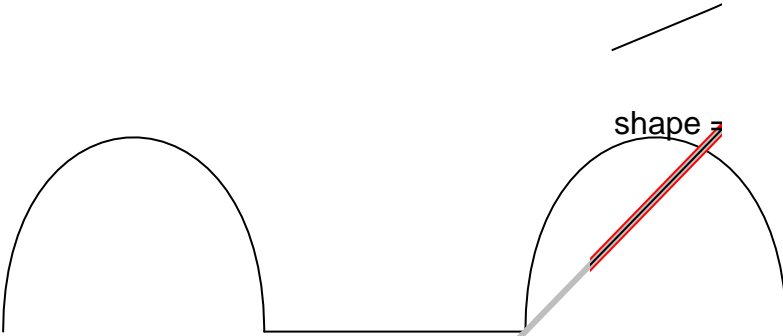


`help("grid.DLapply")`



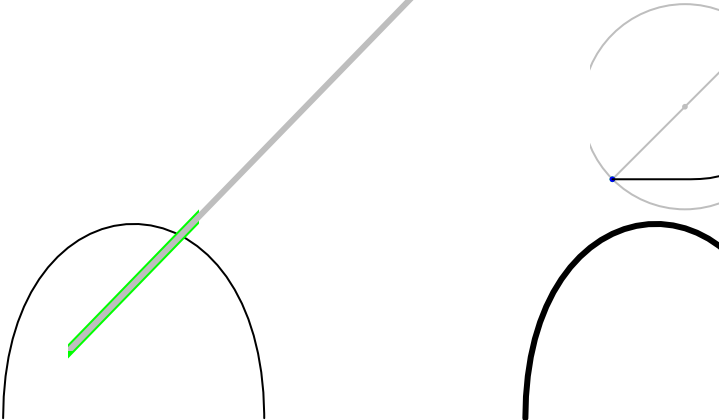
help("grid.DLapply")

angle = 'r'

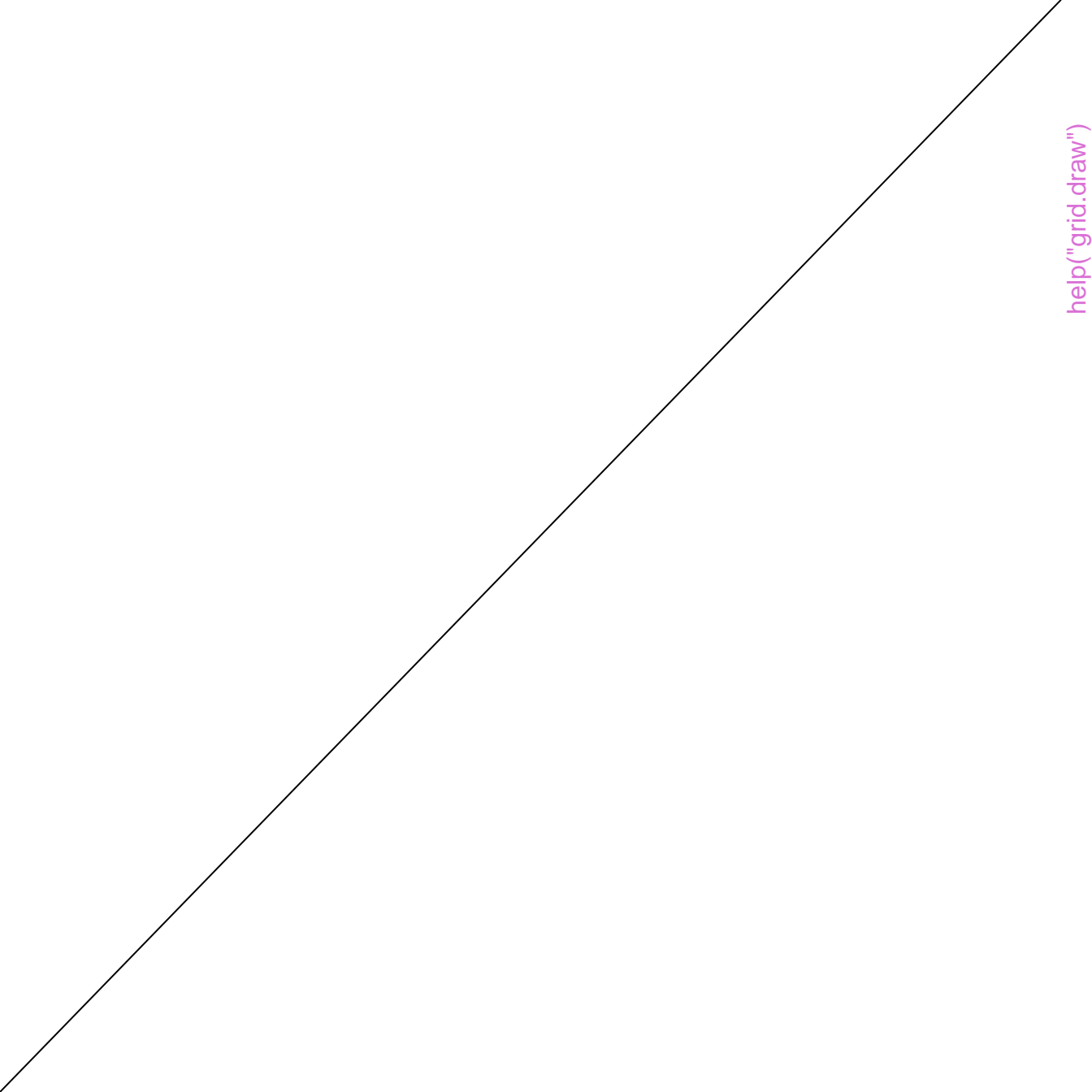


shape

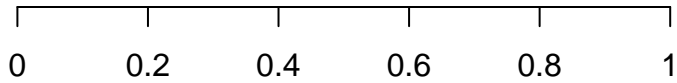
lebug = T



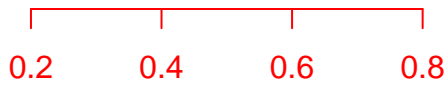
help("grid.bezier")

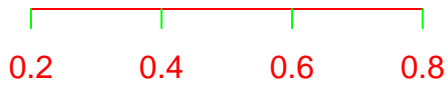


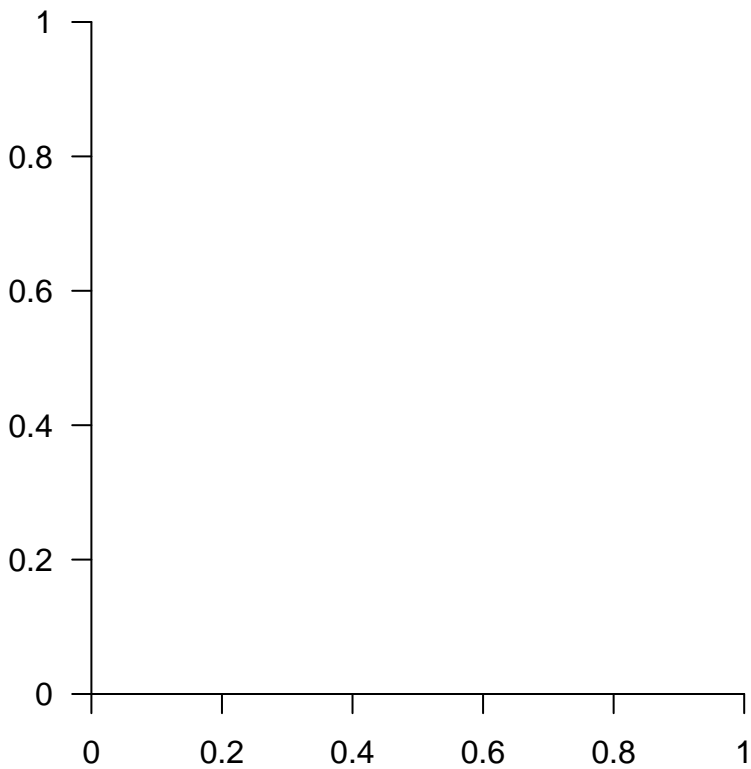
help("grid.draw")



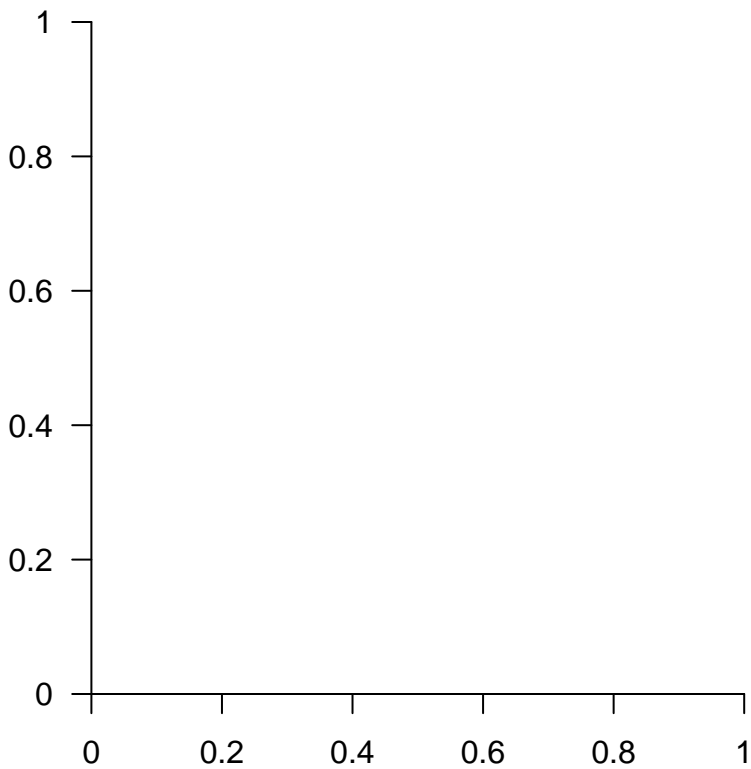




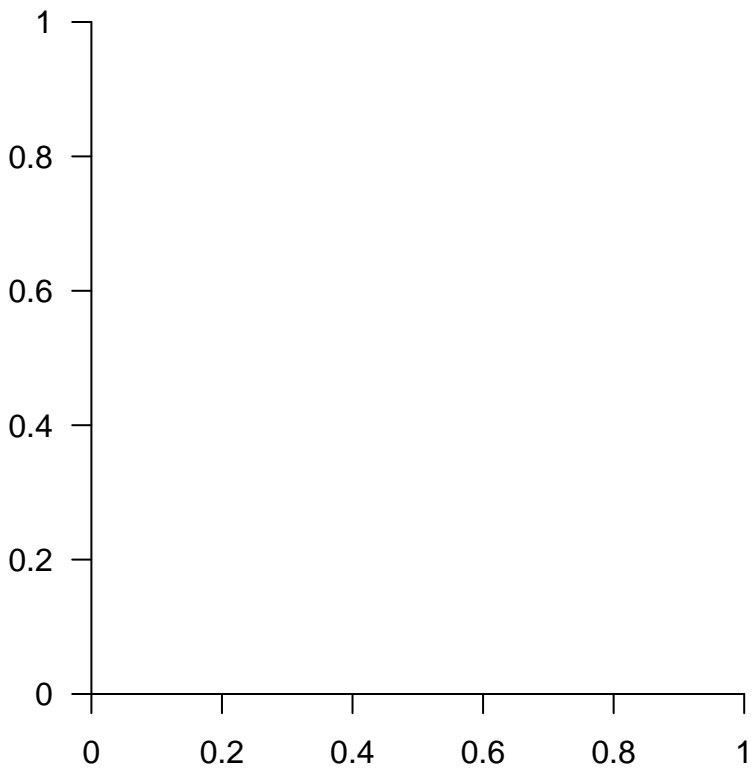




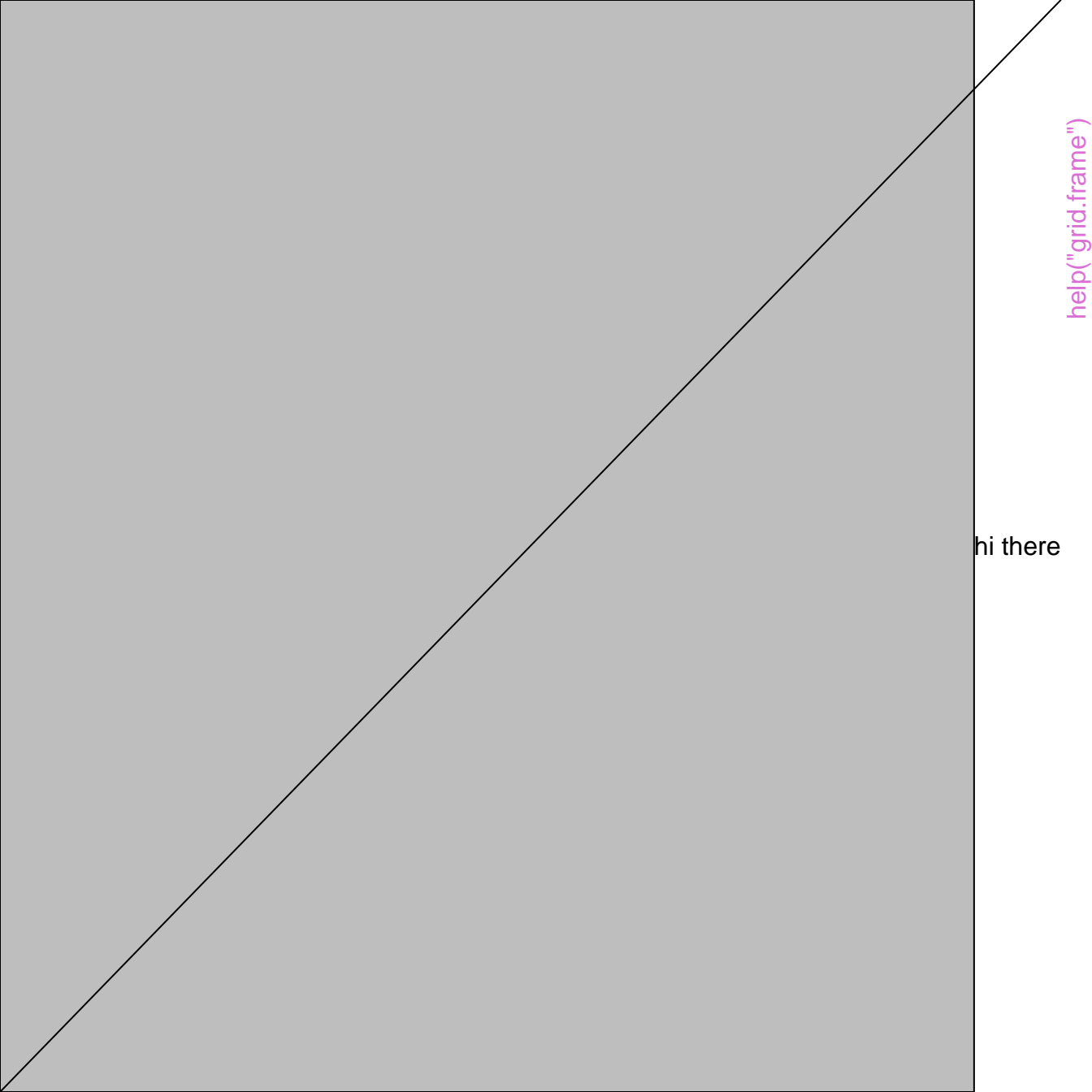
`help("grid.force")`



`help("grid.force")`

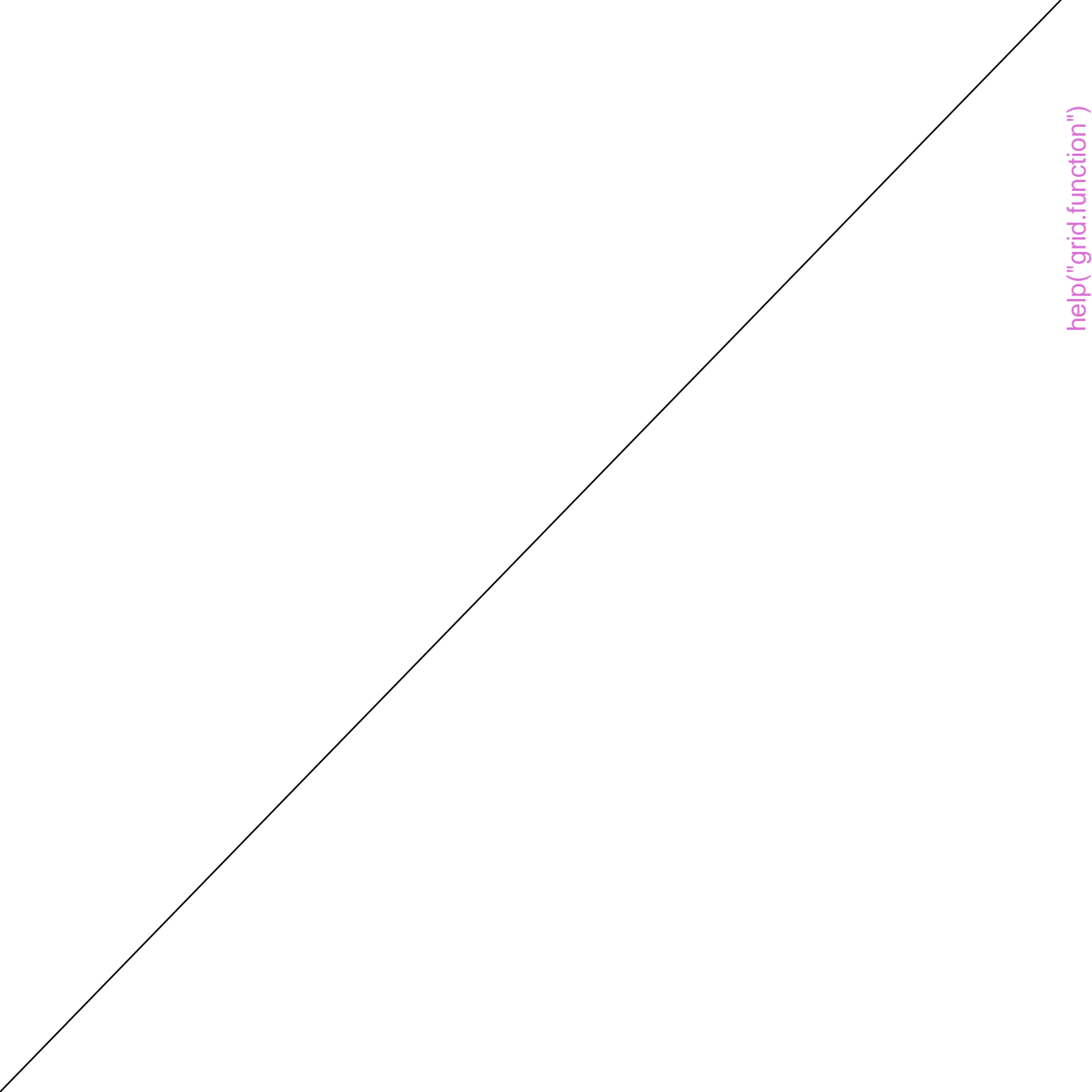


`help("grid.force")`

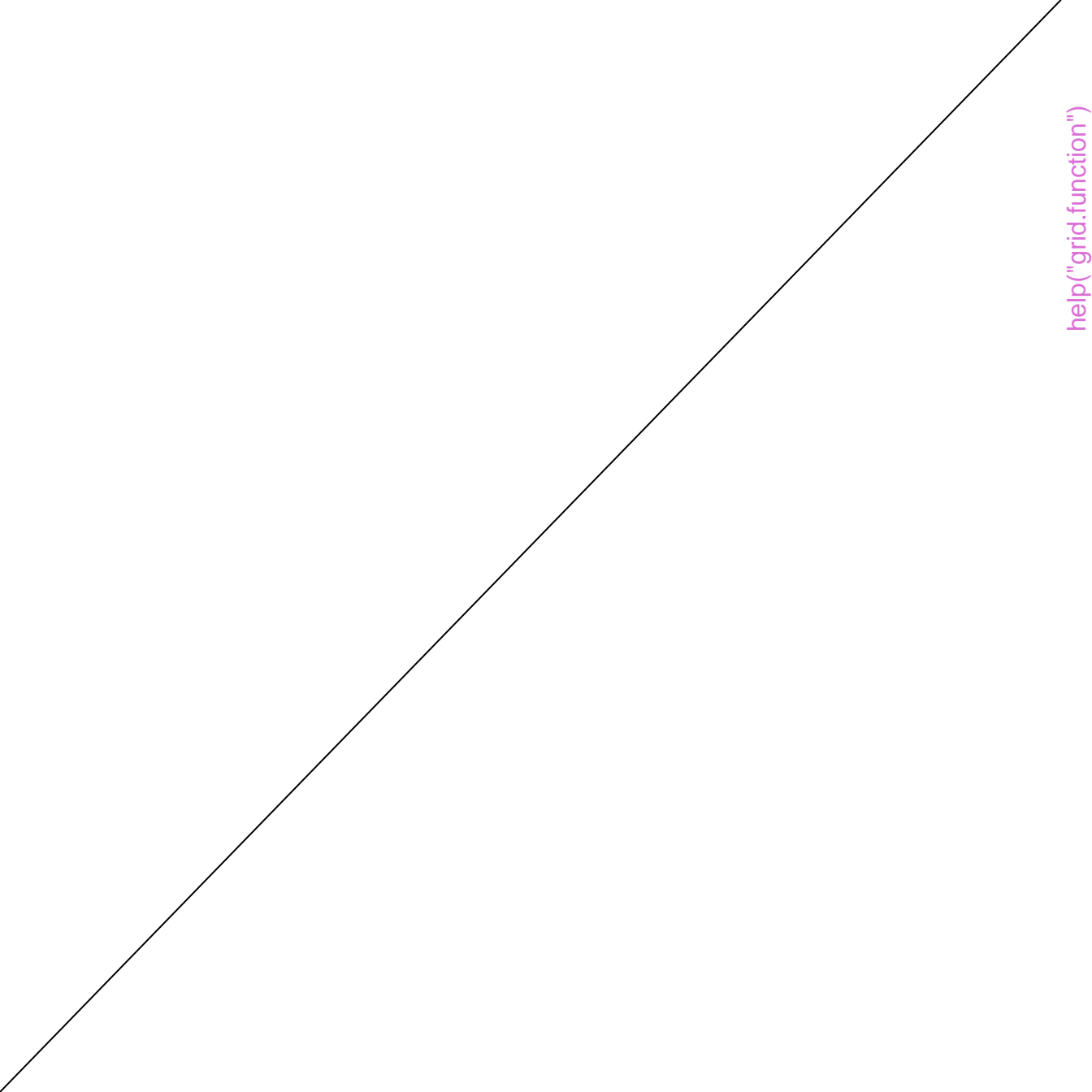


hi there

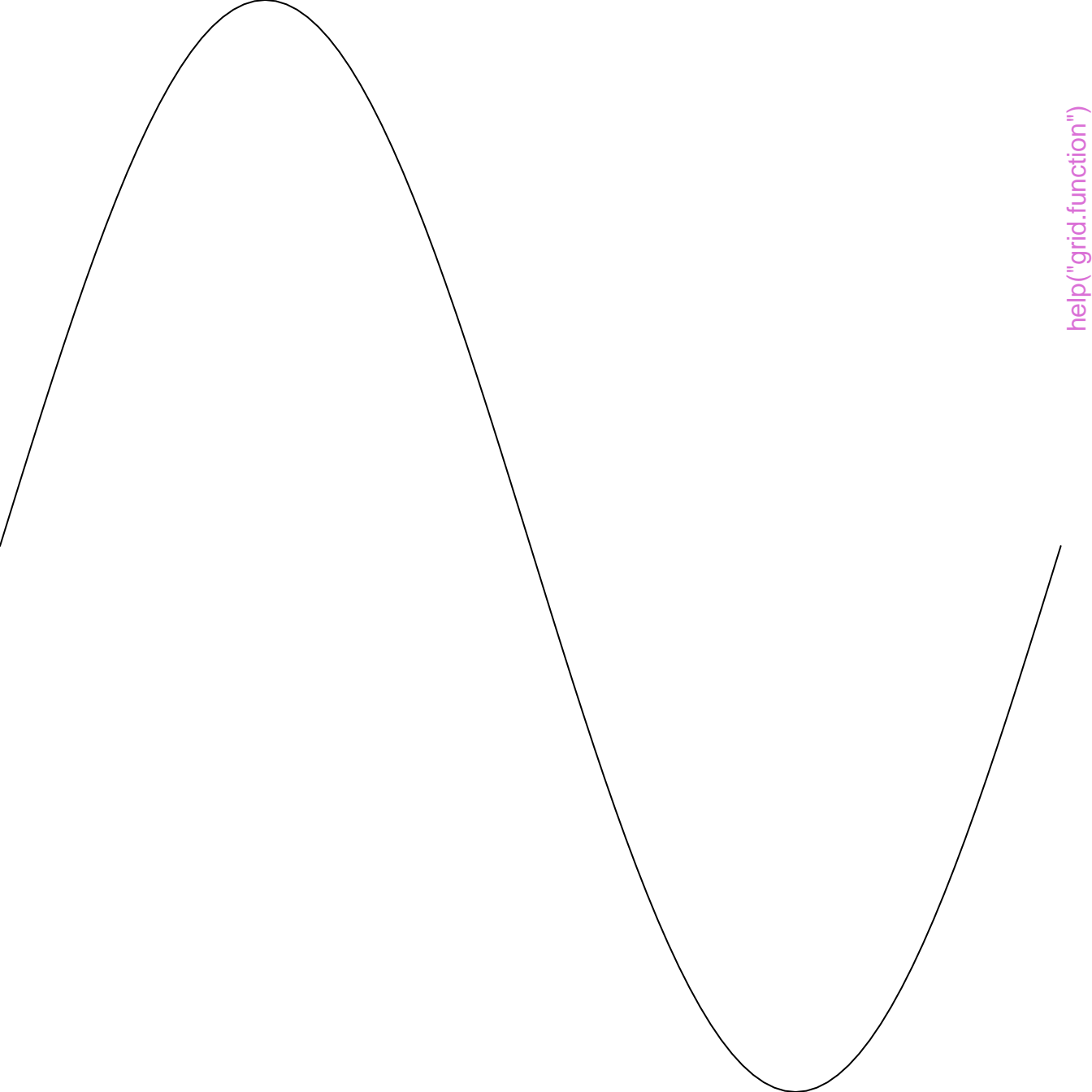
help("grid.frame")



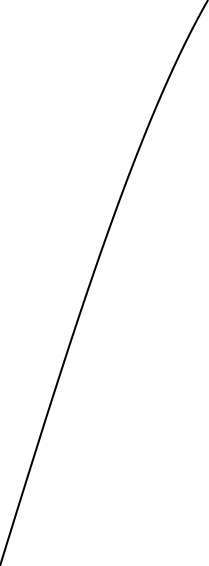
help("grid.function")

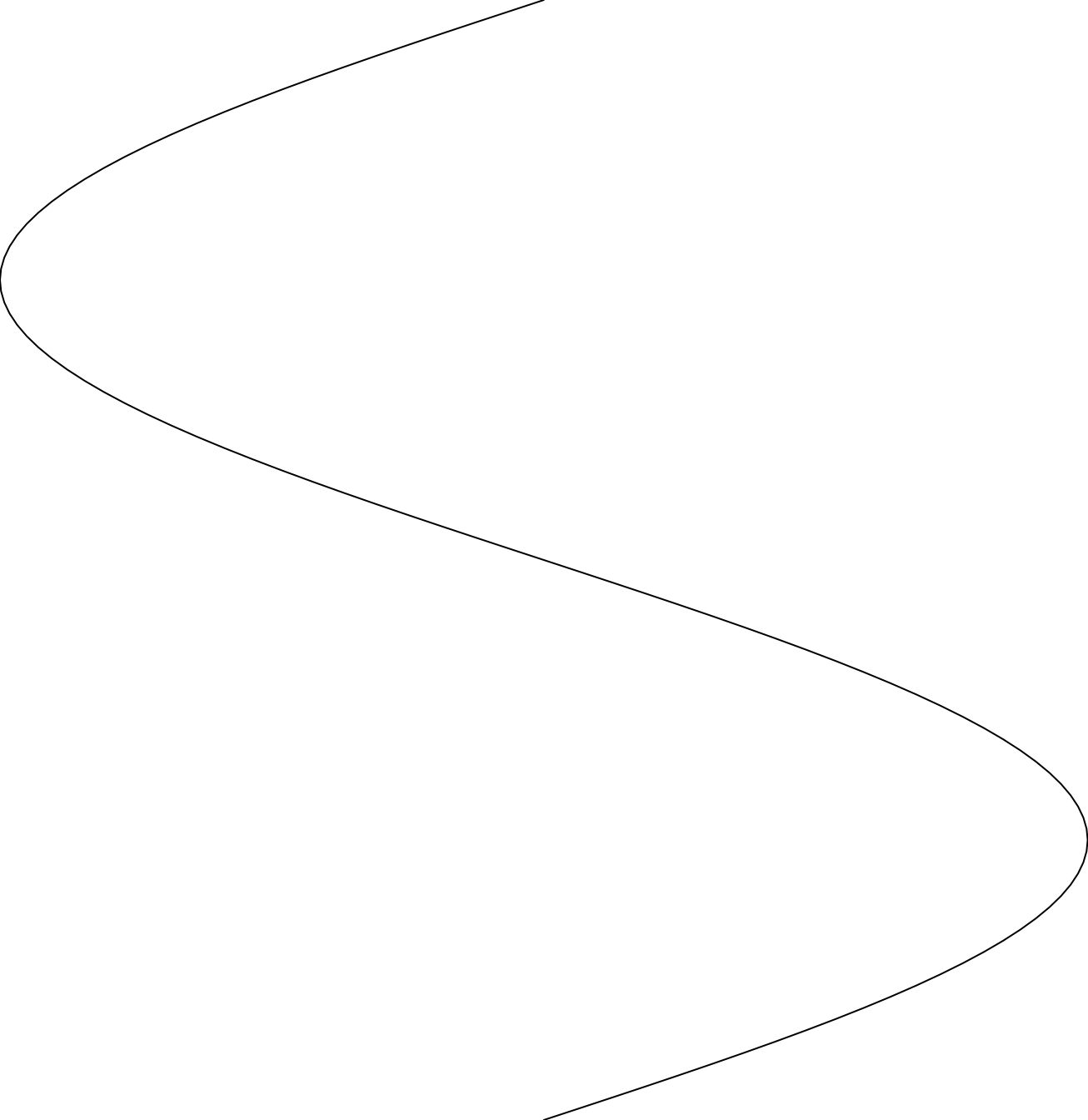


help("grid.function")

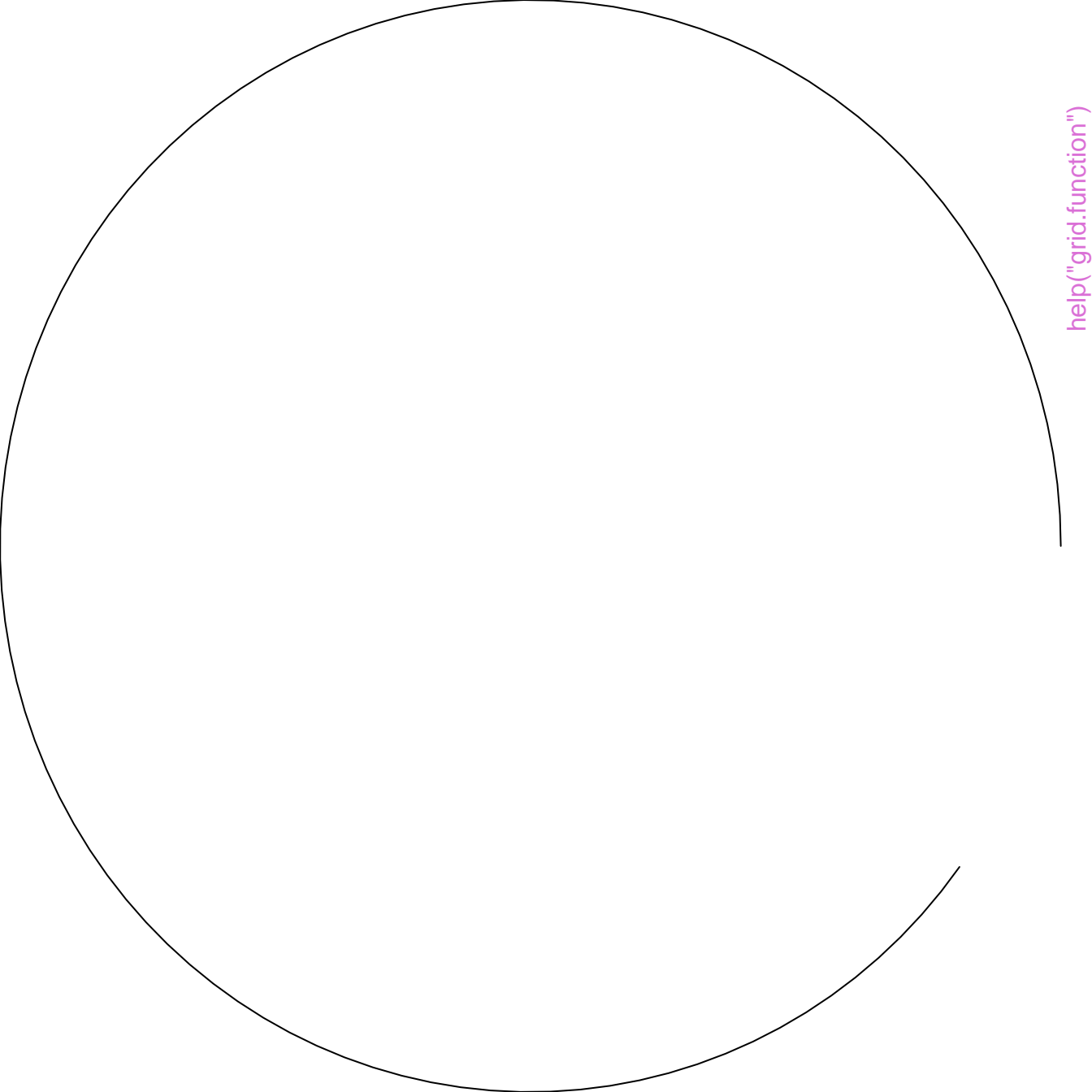


help("grid.function")

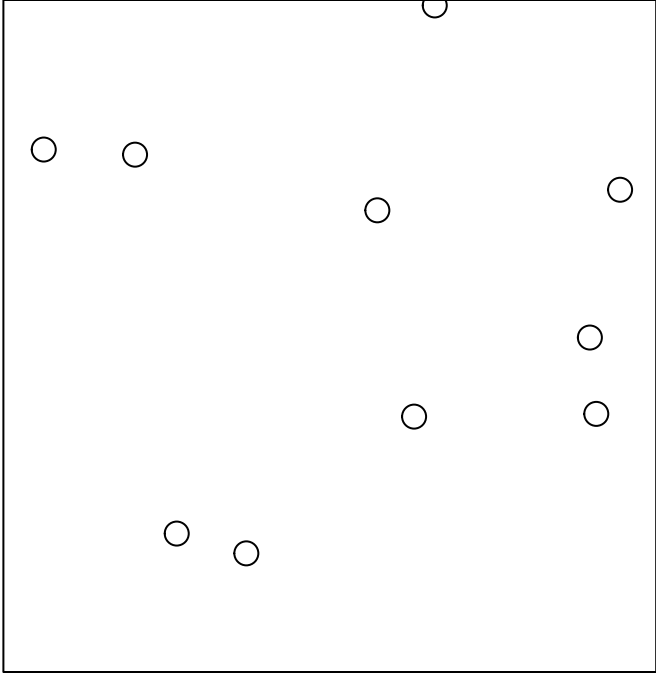
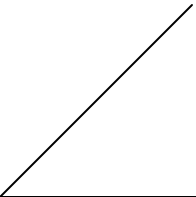


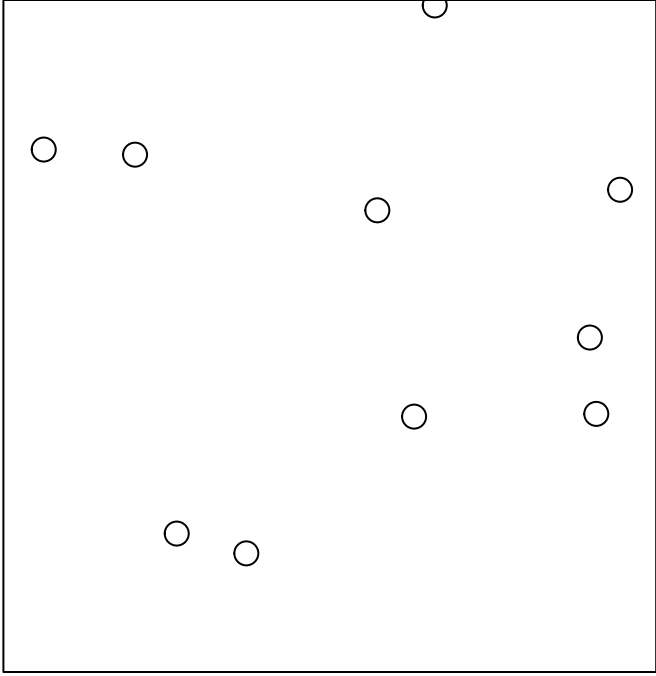
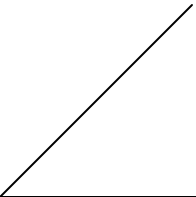


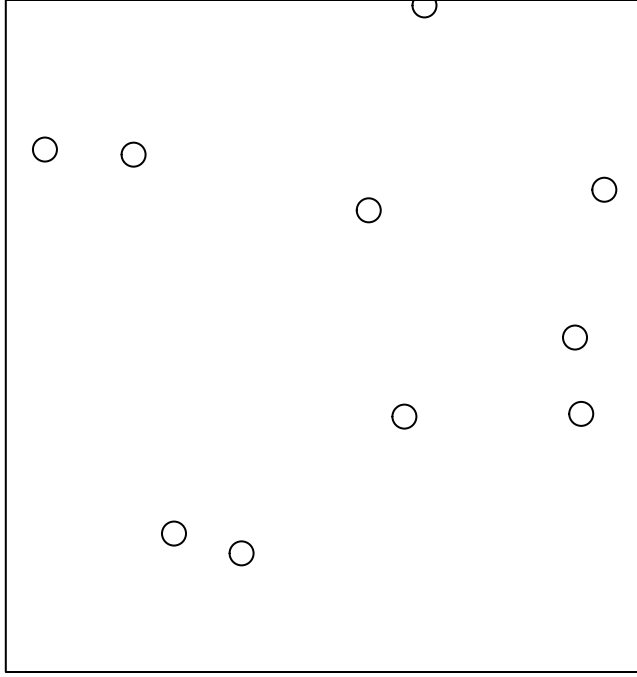
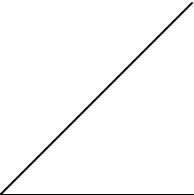
help("grid.function")



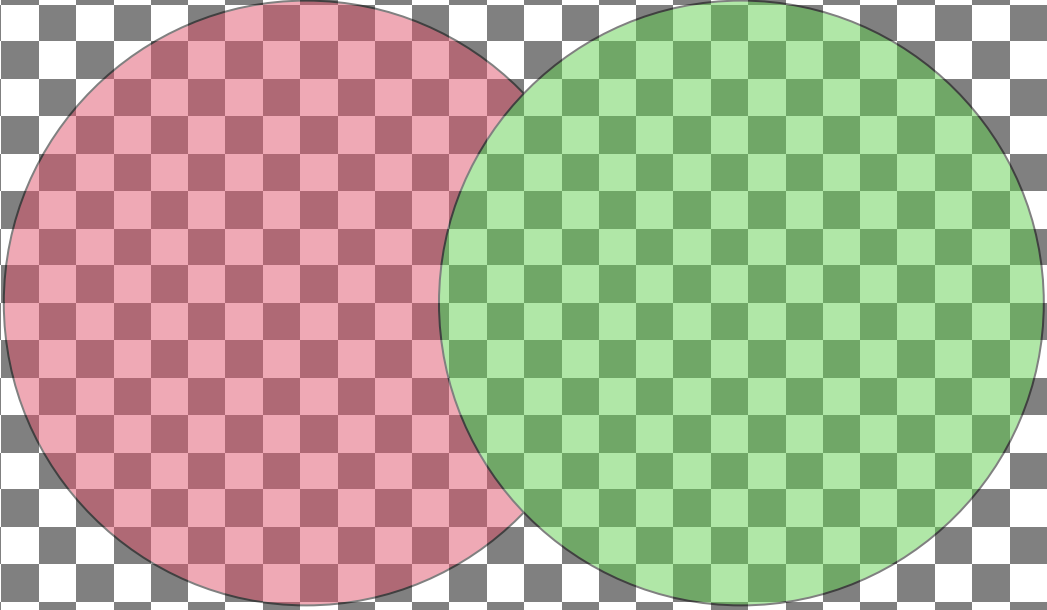
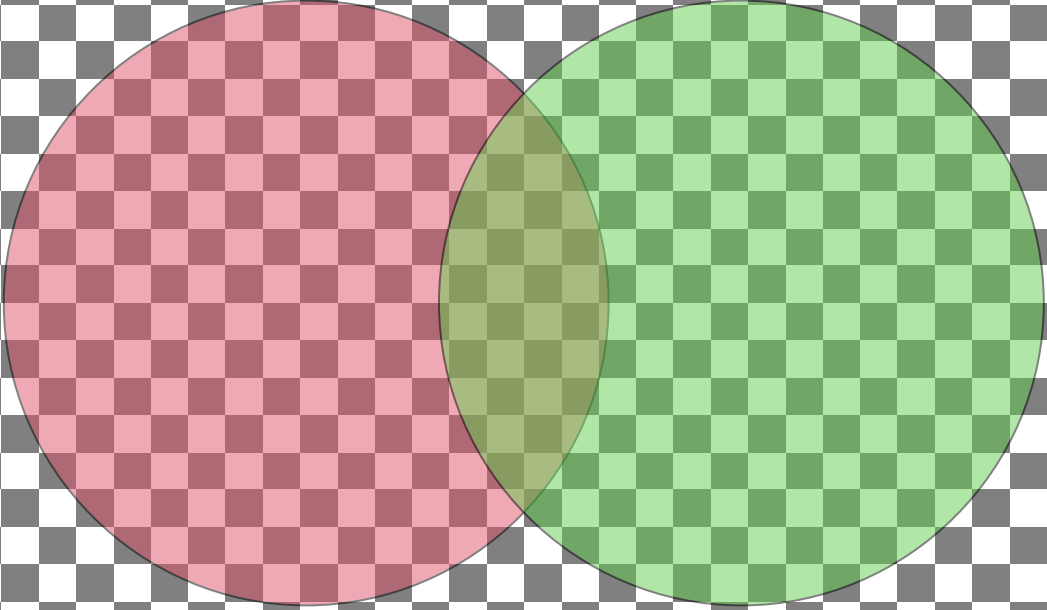
help("grid.function")



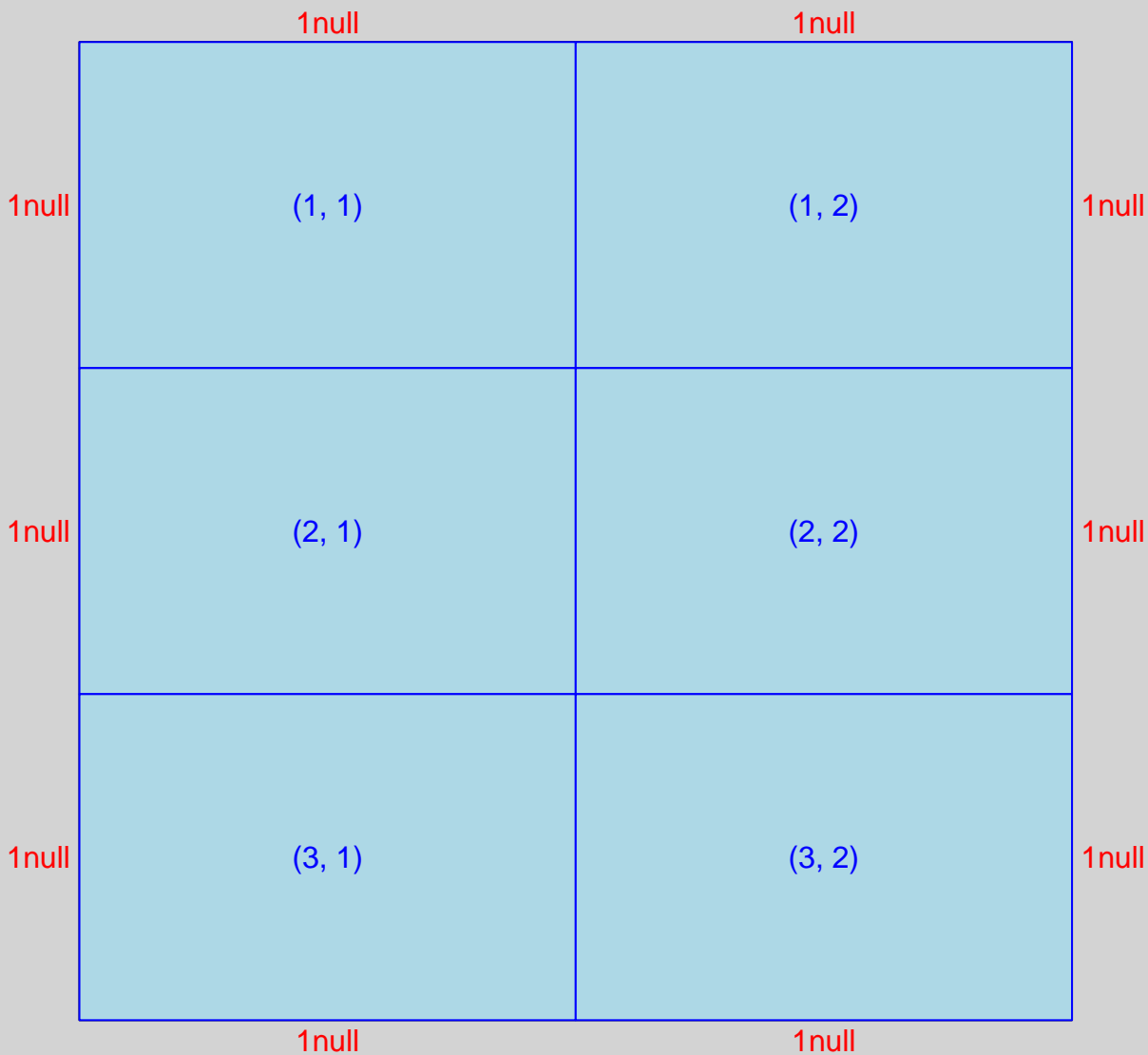




help("grid.function")
help("grid.grab")



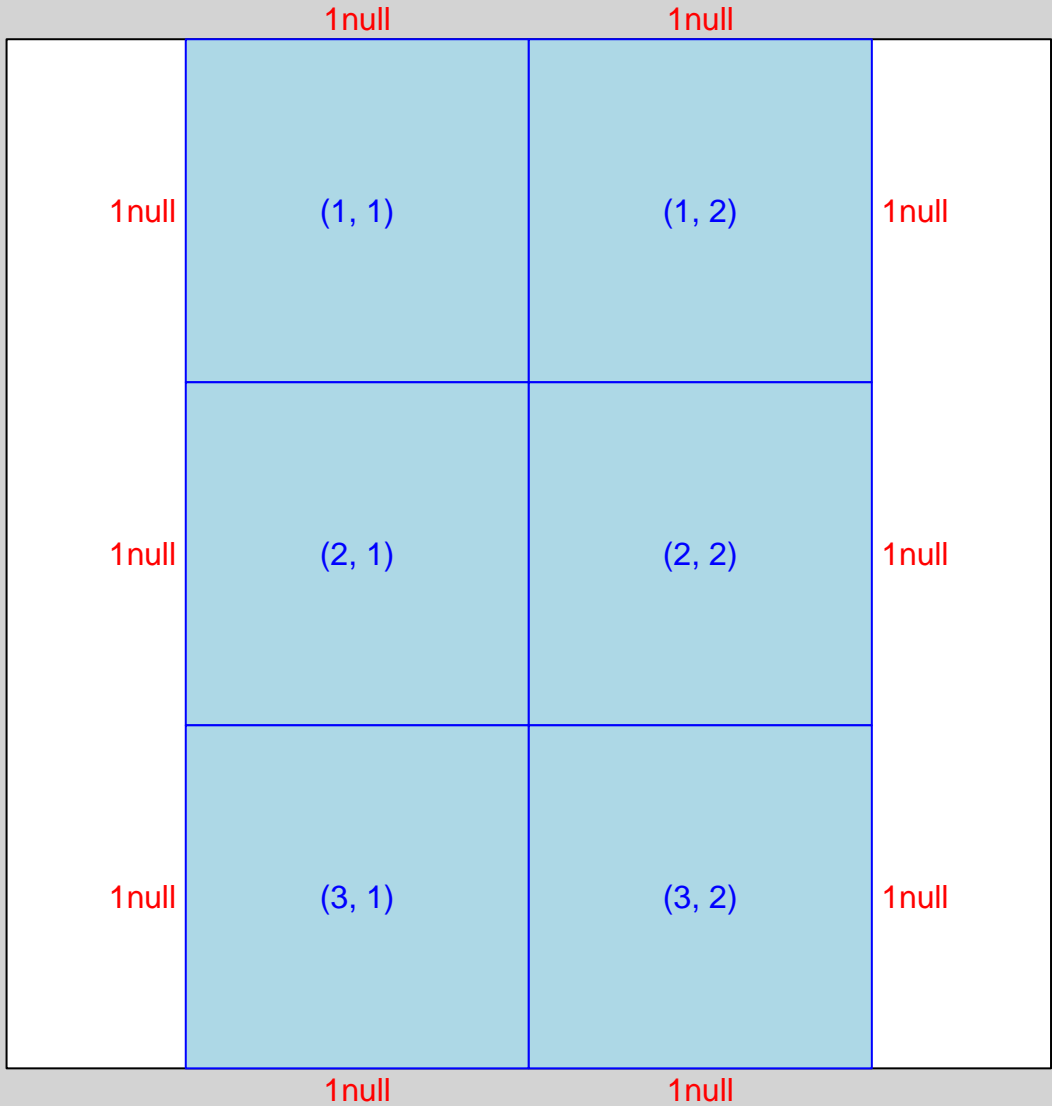
All dimensions relative -- no respect



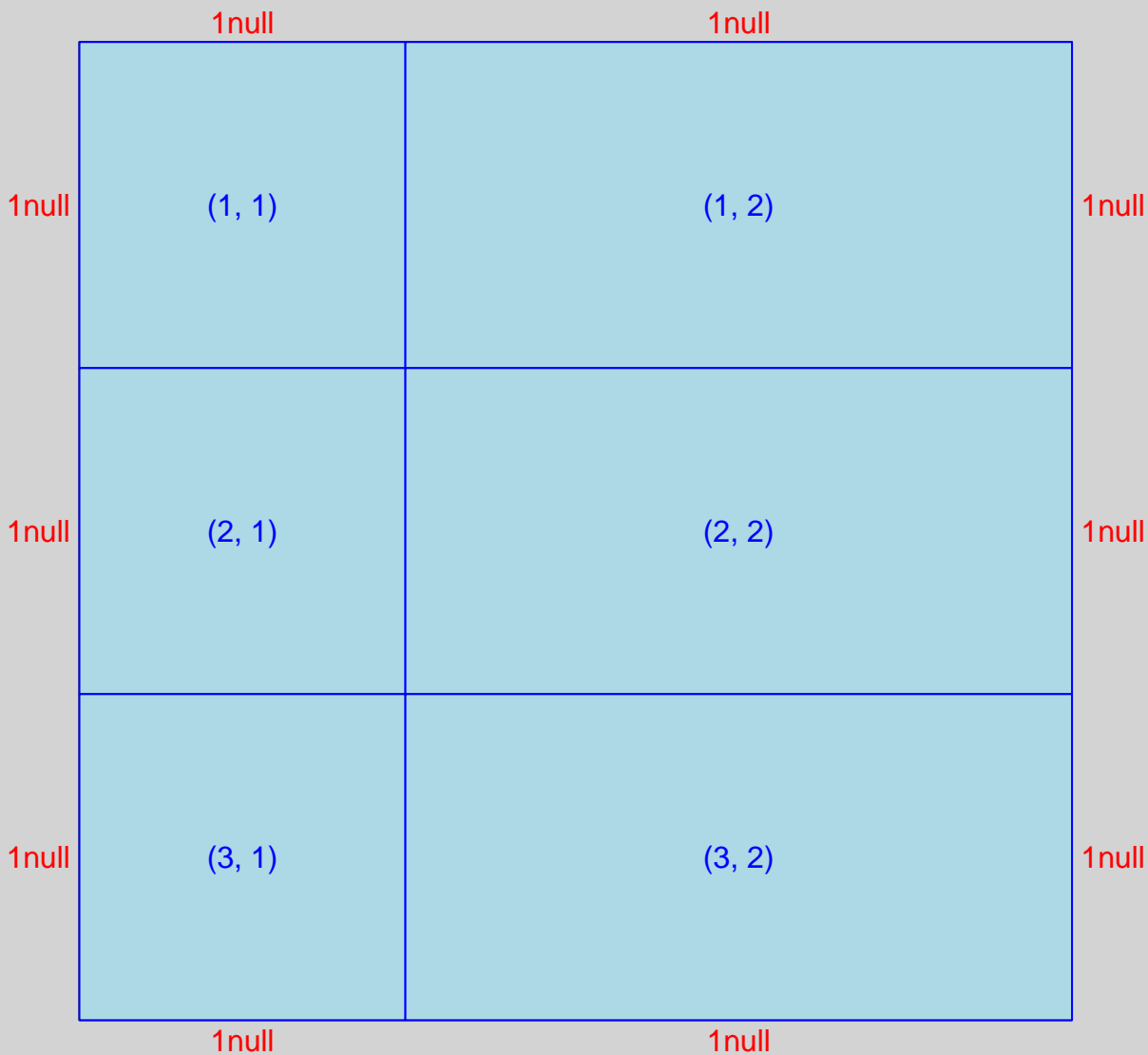
help("grid.layout")

All dimensions relative -- full respect

help("grid.layout")



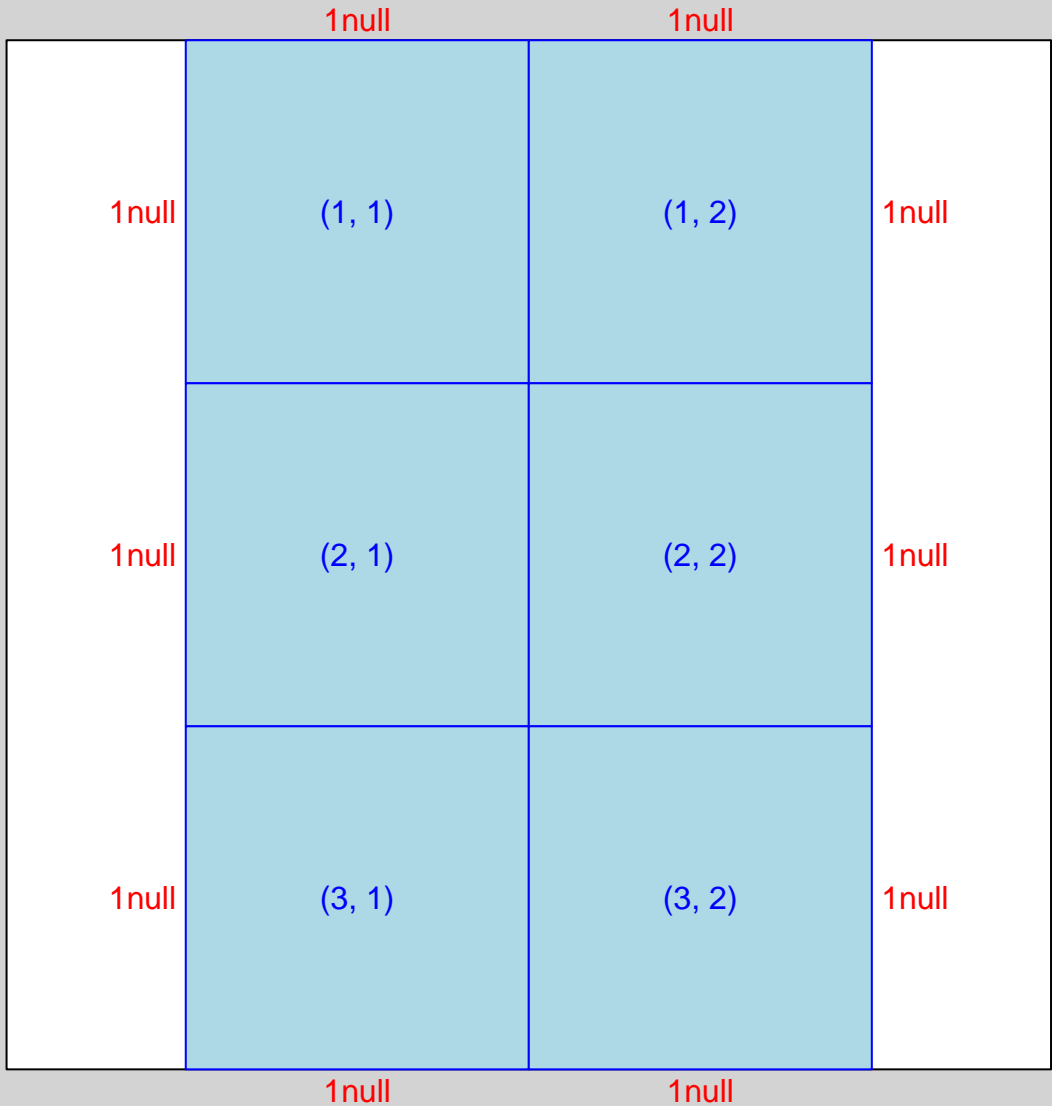
All dimensions relative -- only top-left cell respected



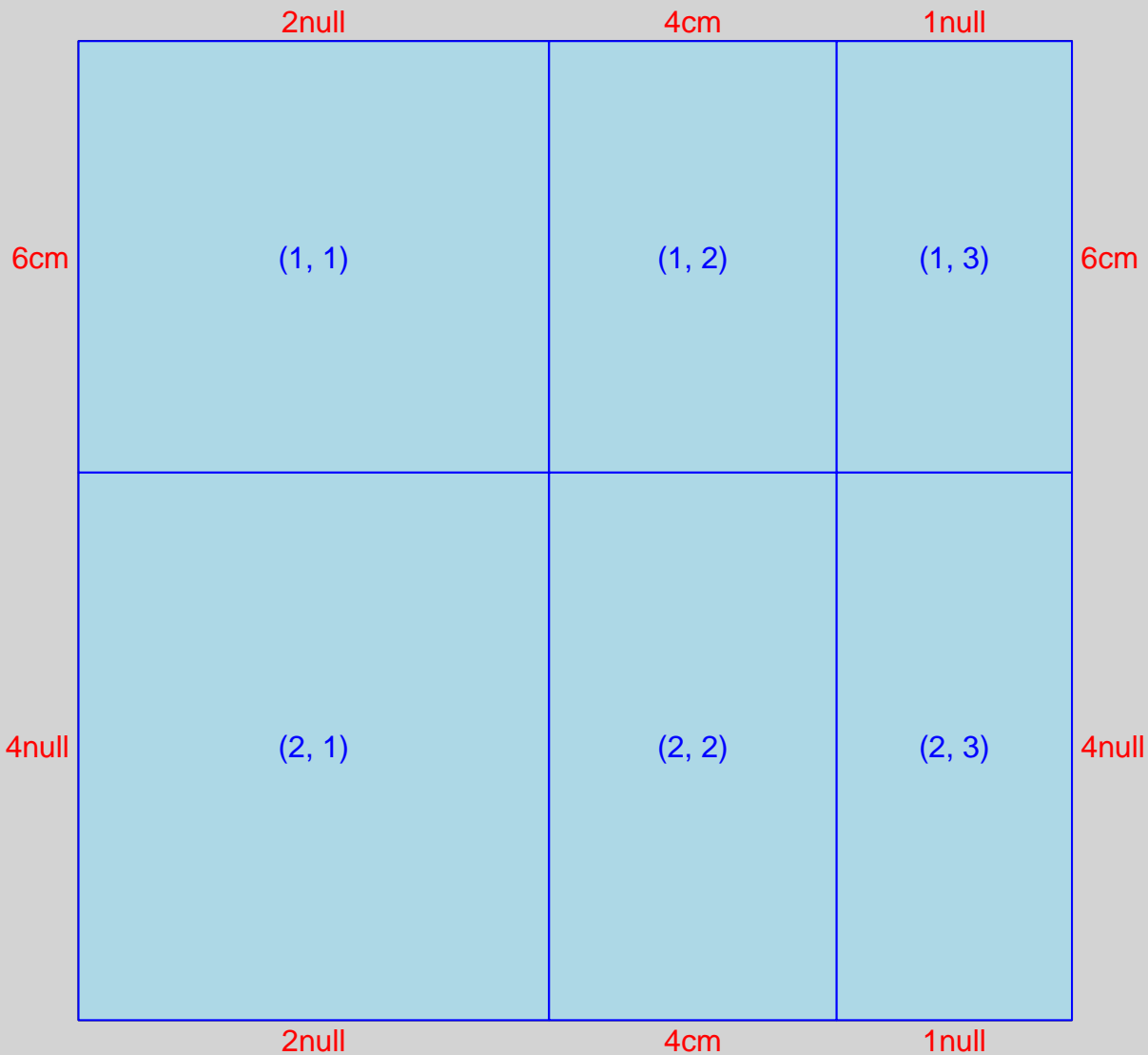
help("grid.layout")

All relative -- top-left, bottom-right respected

help("grid.layout")

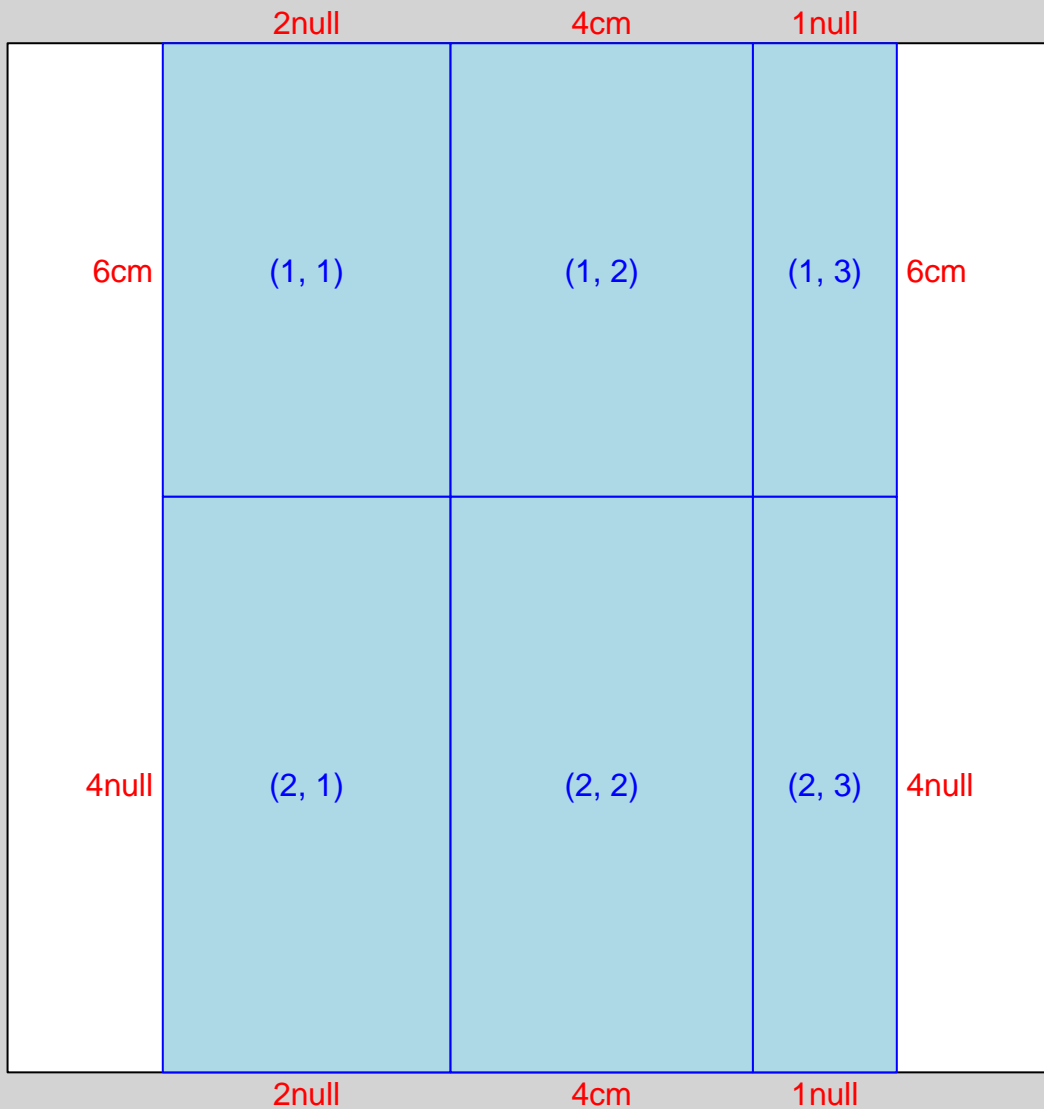


Absolute and relative -- no respect



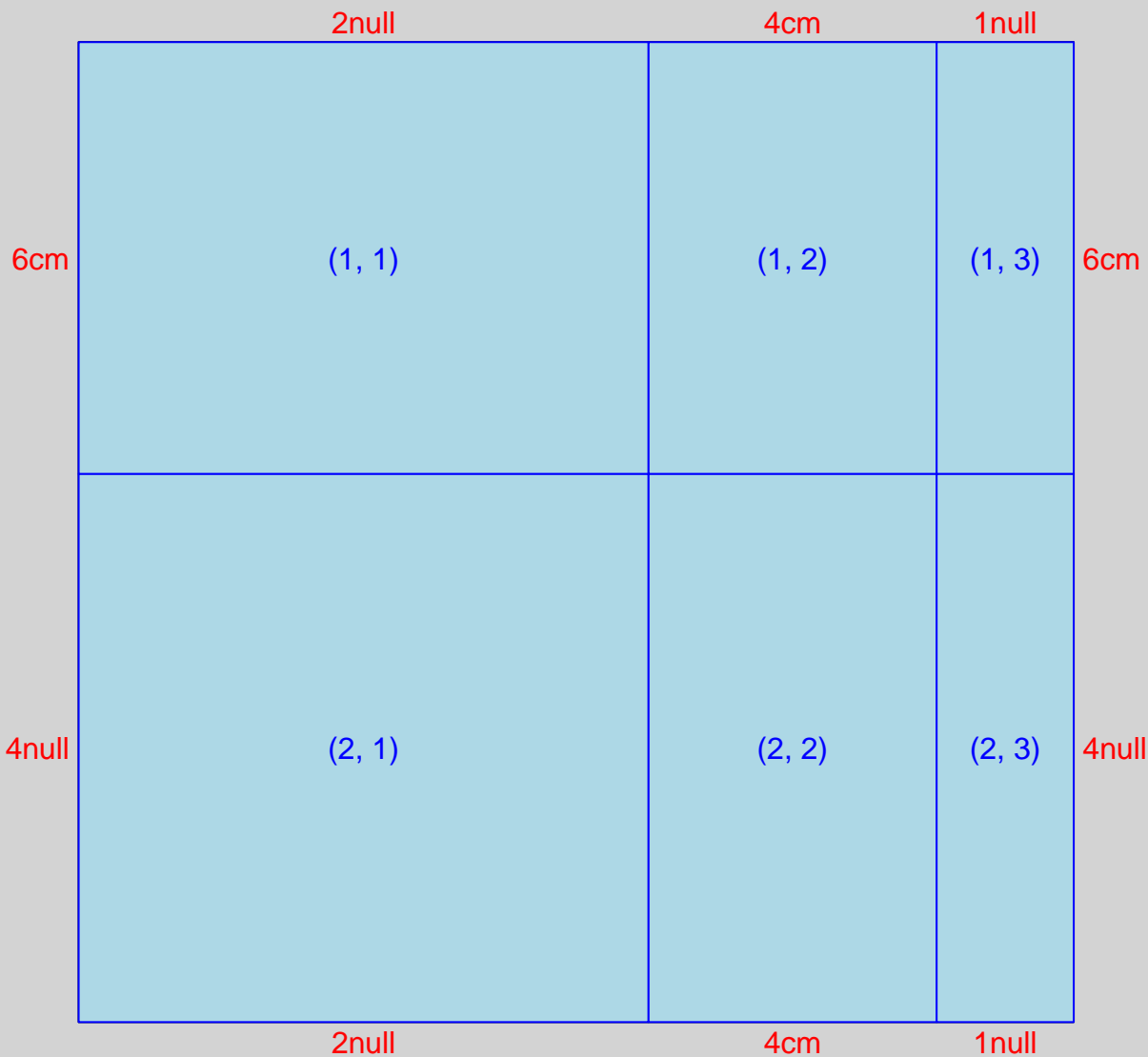
help("grid.layout")

Absolute and relative -- full respect

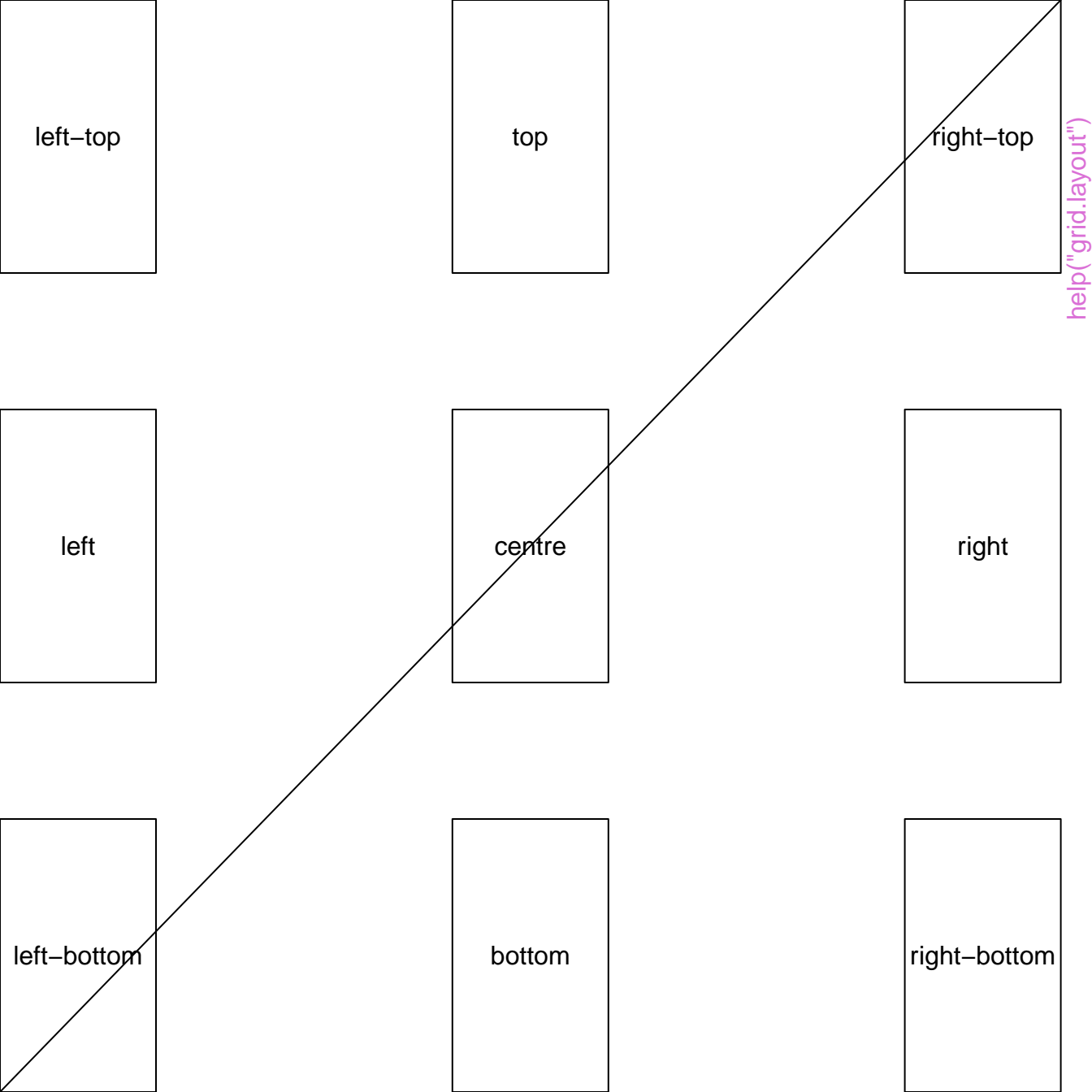


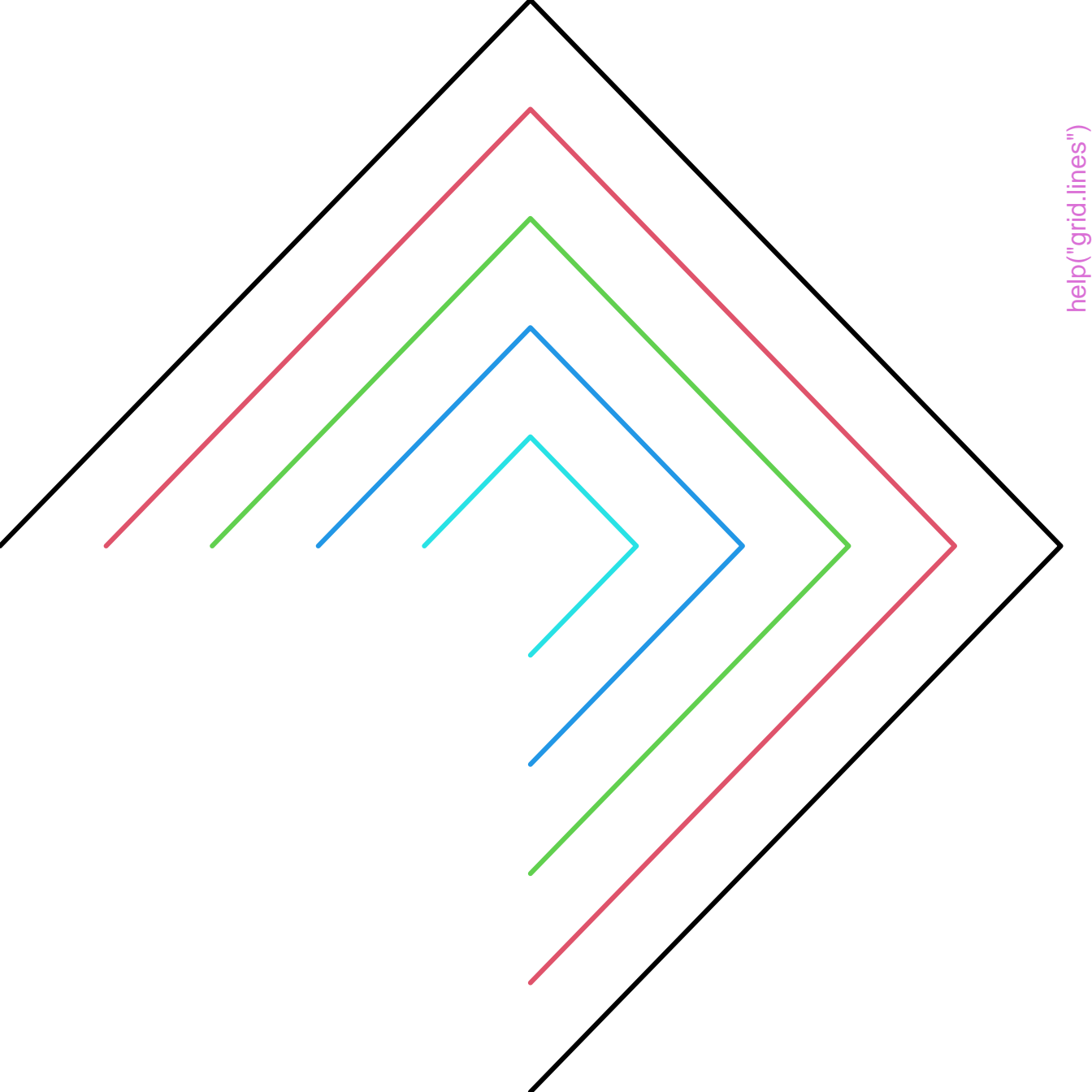
help("grid.layout")

Absolute and relative -- bottom-right respected

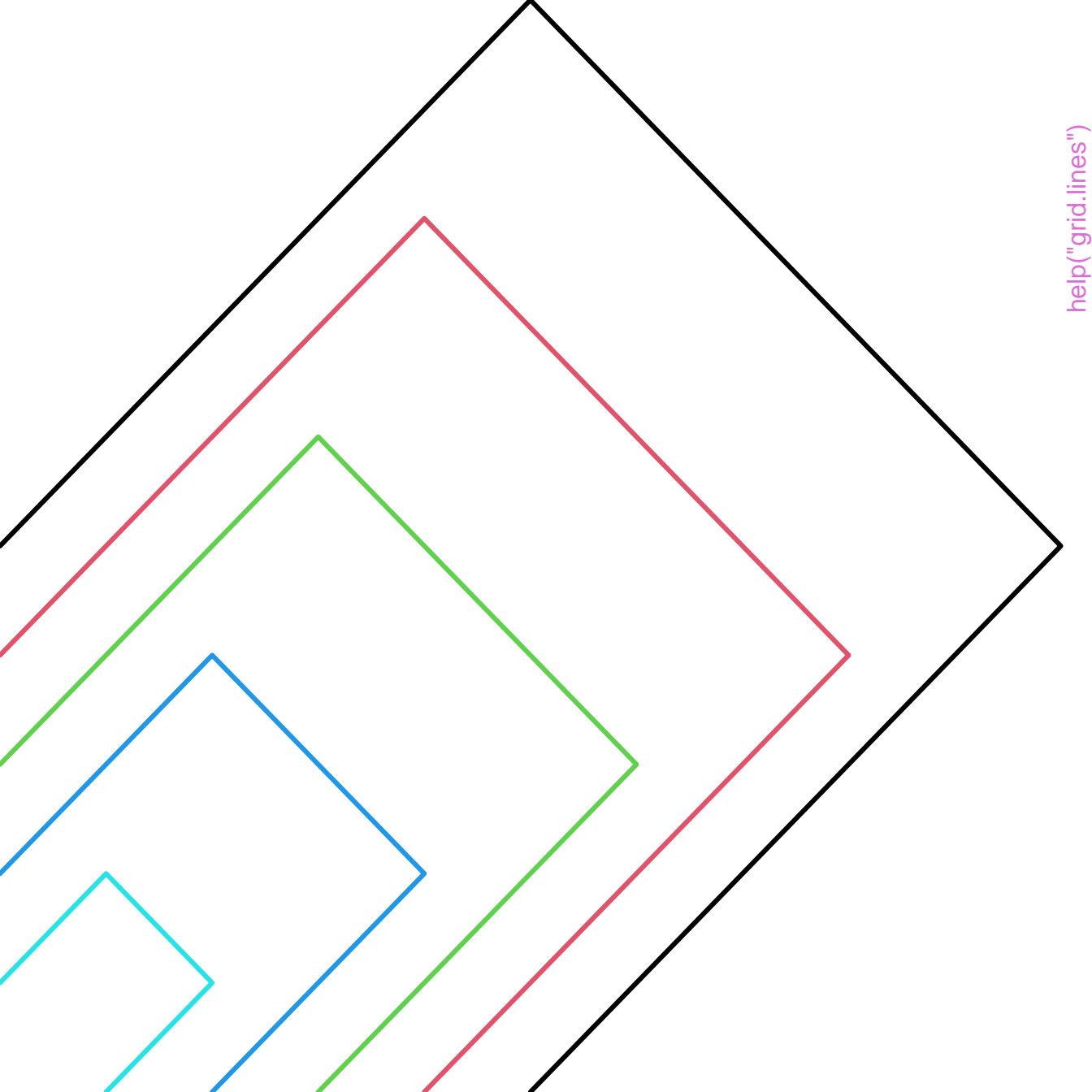


help("grid.layout")

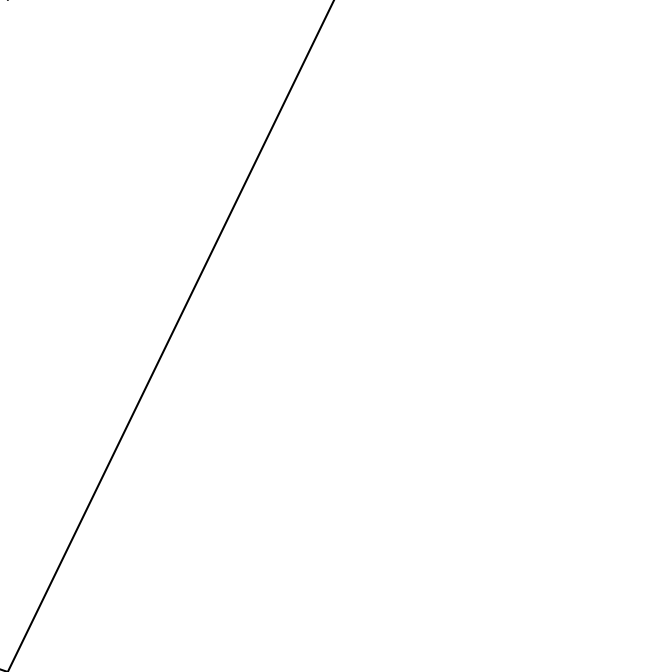
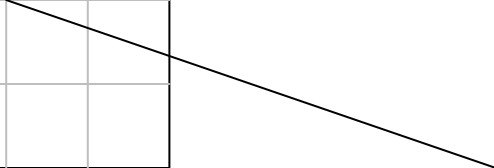
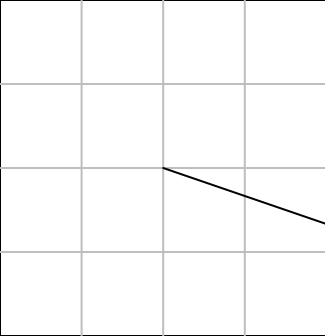




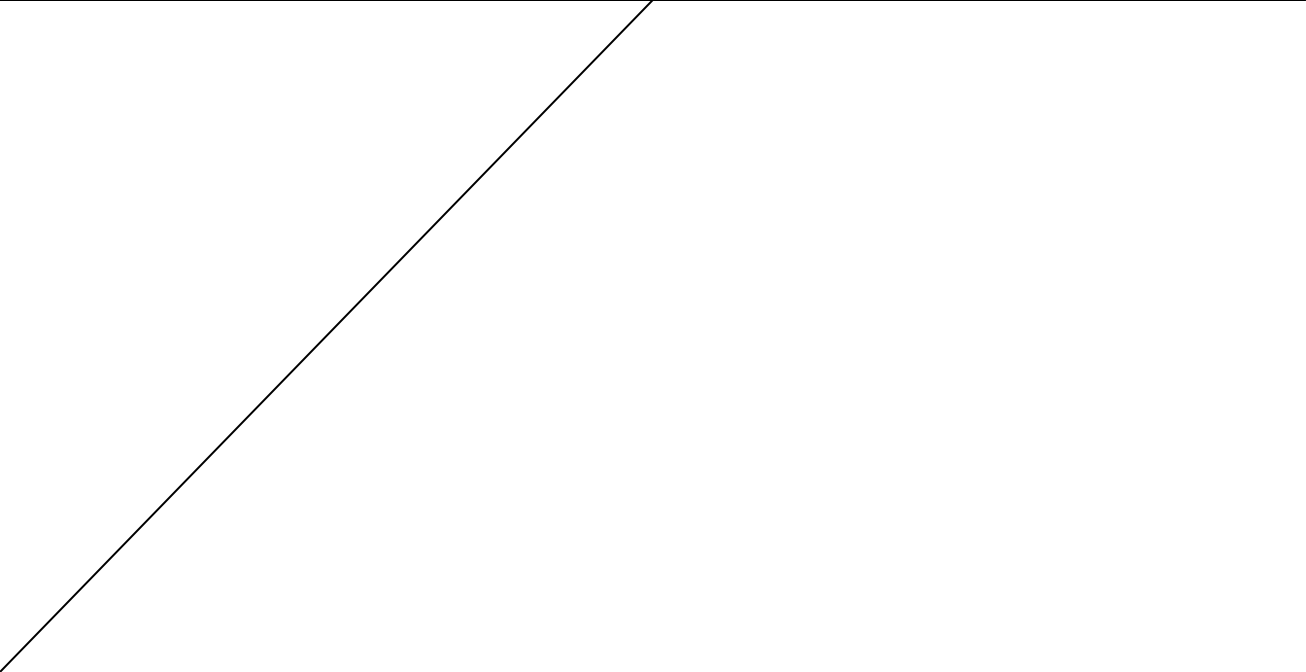
help("grid.lines")



help("grid.lines")

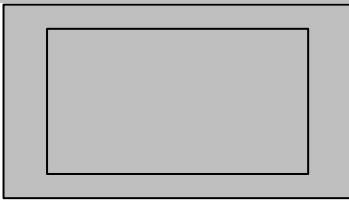


help("grid.move.to")

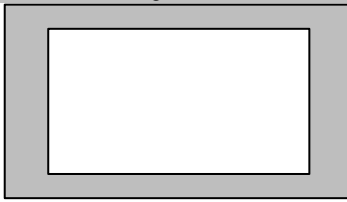


help("grid.null")

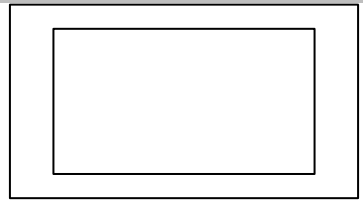
Nested rectangles, both clockwise



Rule: winding



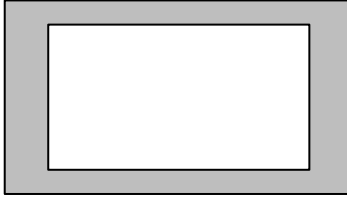
Rule: evenodd



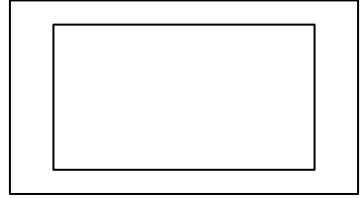
Nested rectangles, outer clockwise, inner anti-clockwise



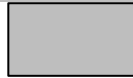
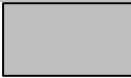
Rule: winding



Rule: evenodd



Disjoint rectangles



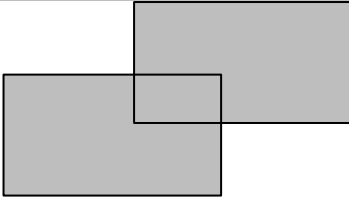
Rule: winding



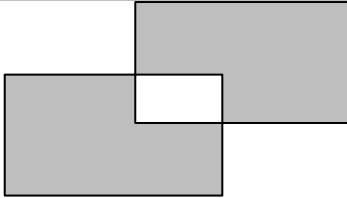
Rule: evenodd



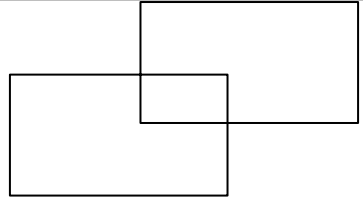
Overlapping rectangles, both clockwise



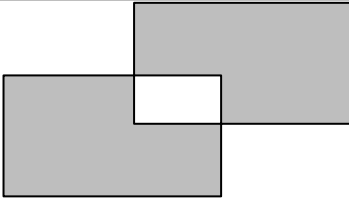
Rule: winding



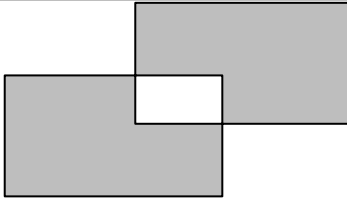
Rule: evenodd



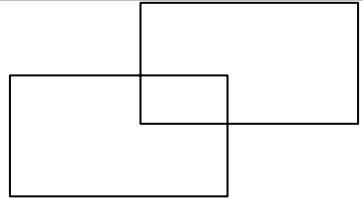
Overlapping rectangles, one clockwise, other anti-clockwise

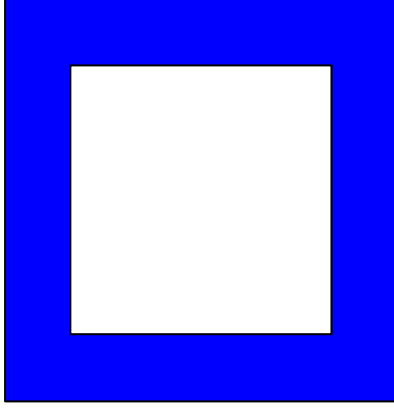
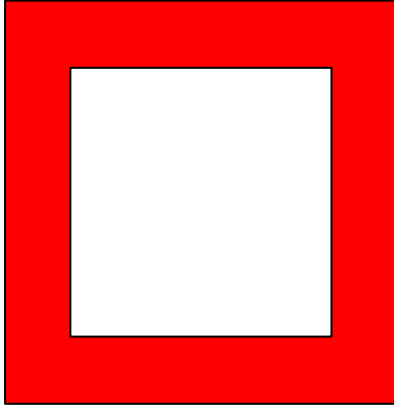
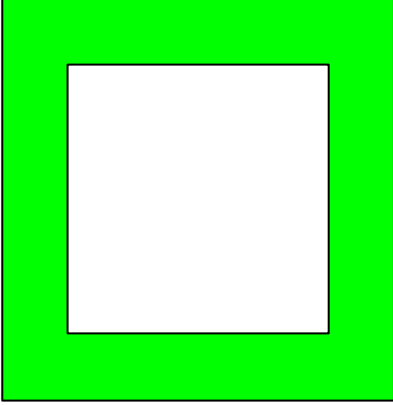


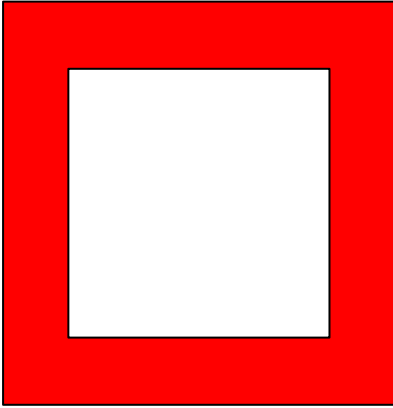
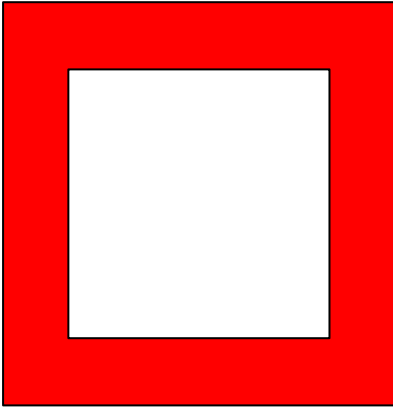
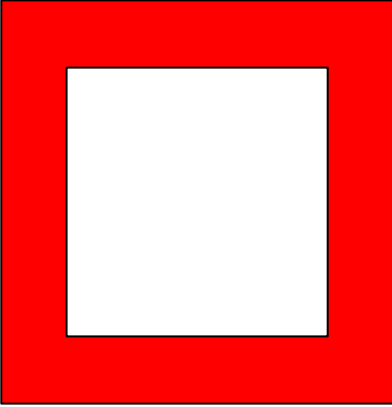
Rule: winding

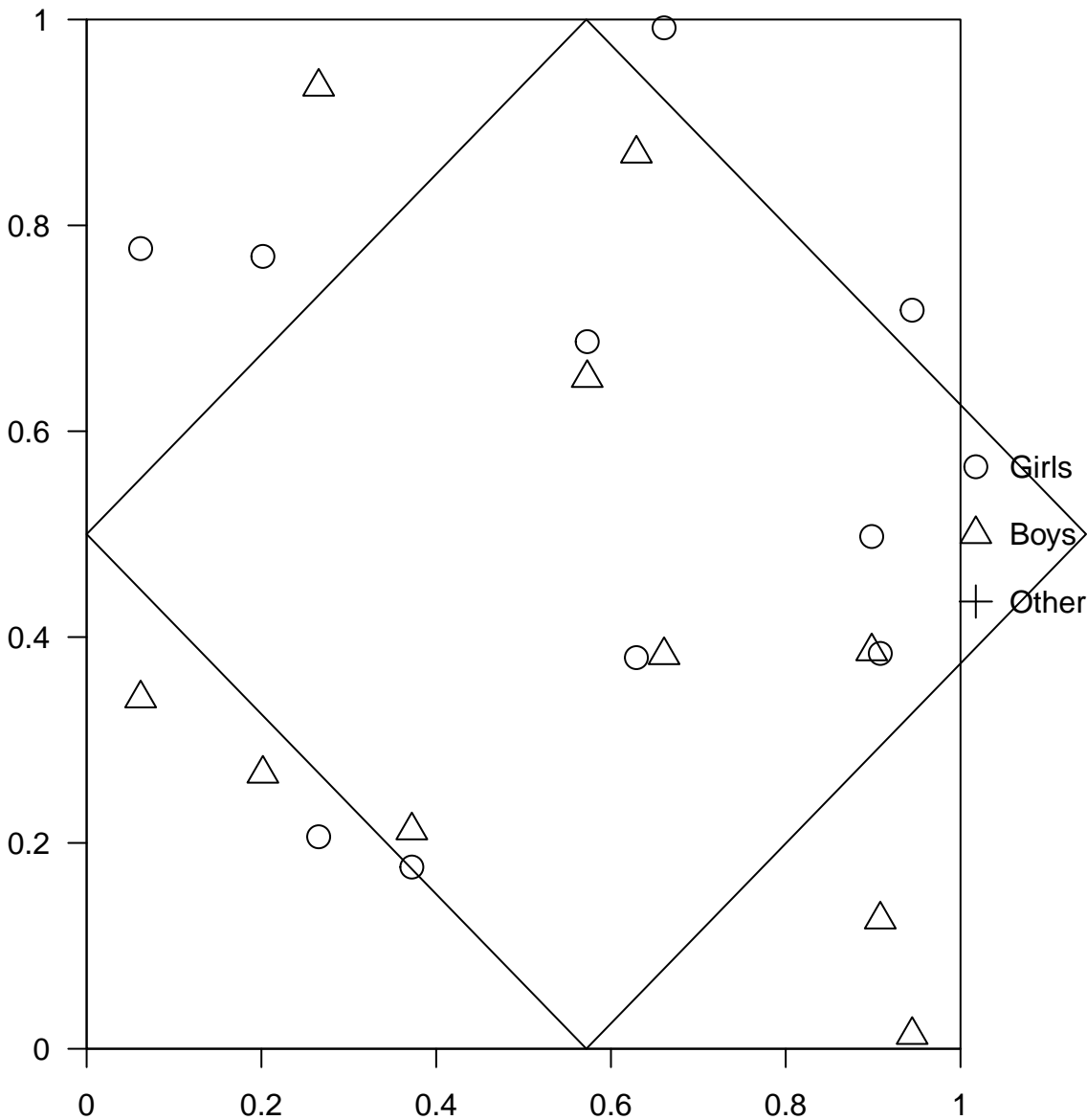


Rule: evenodd

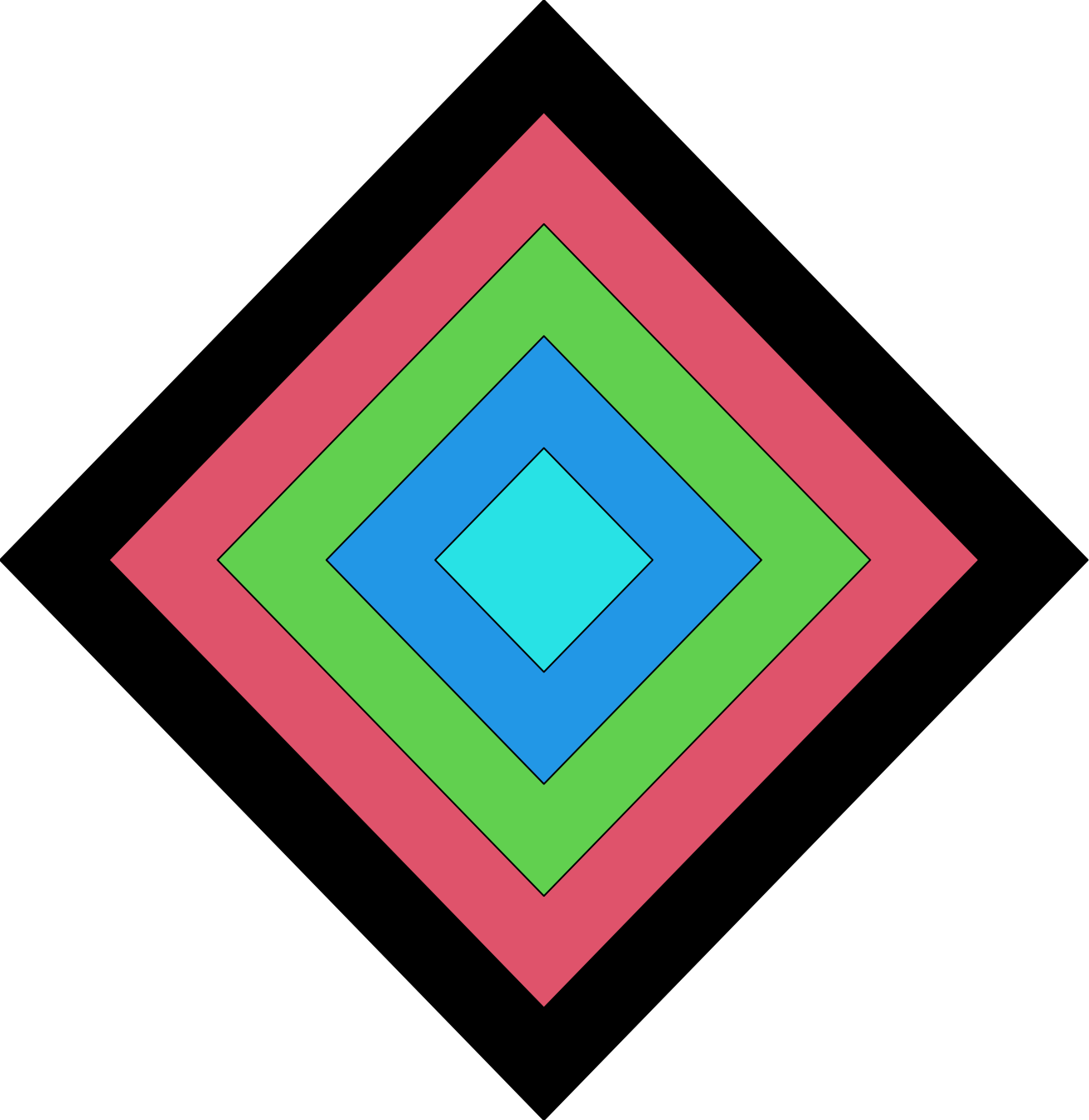




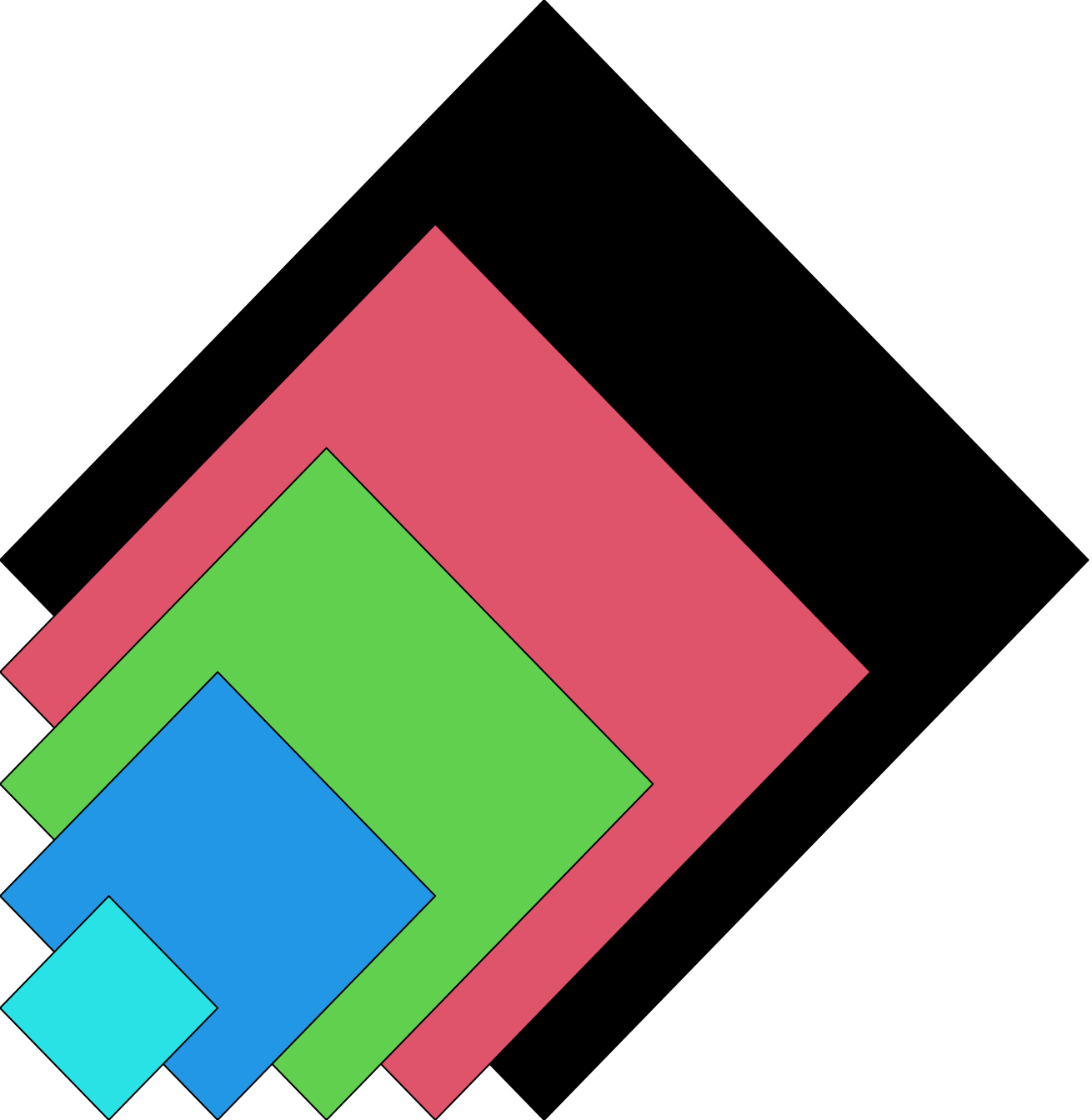




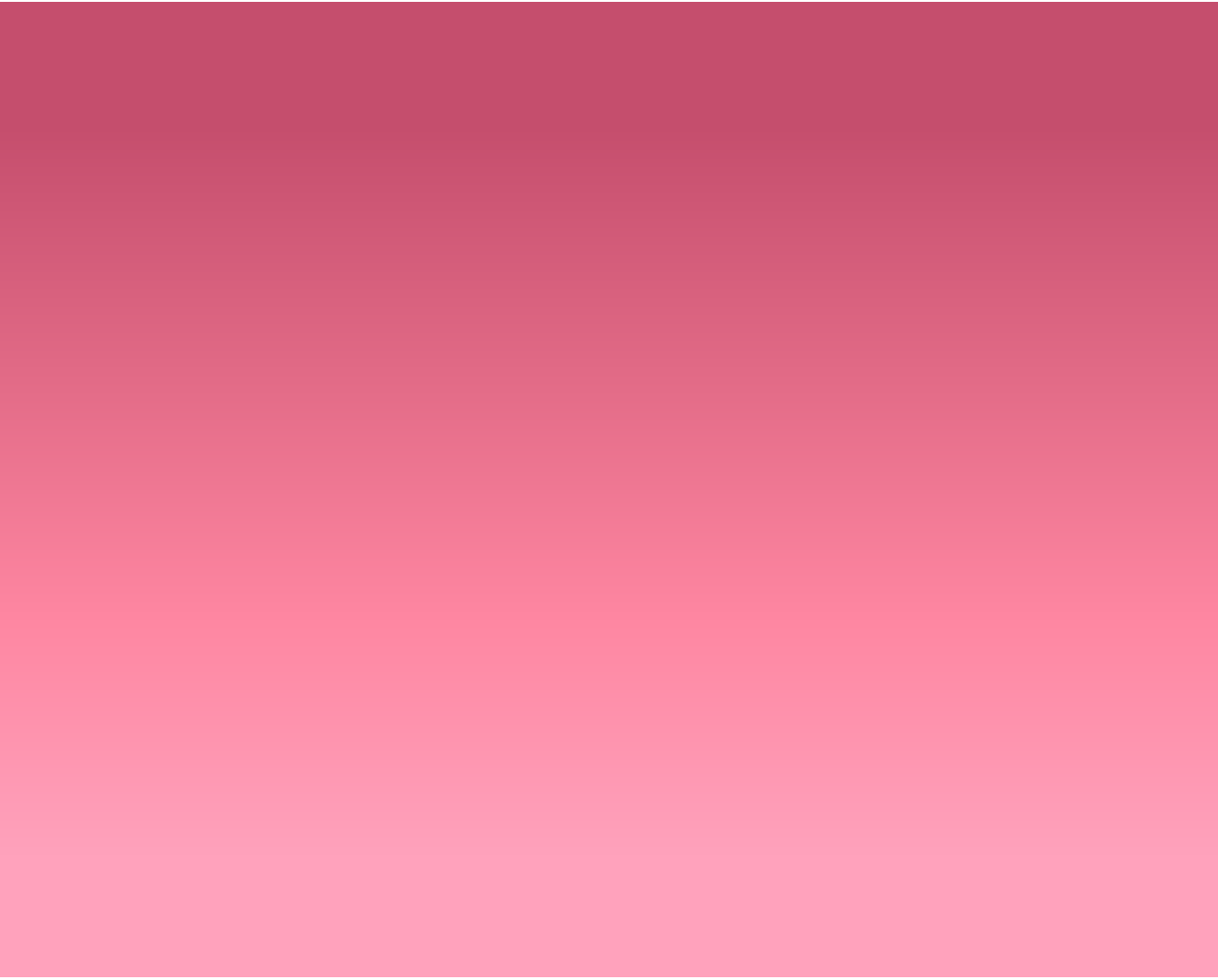
help("grid.plot.and.legend")



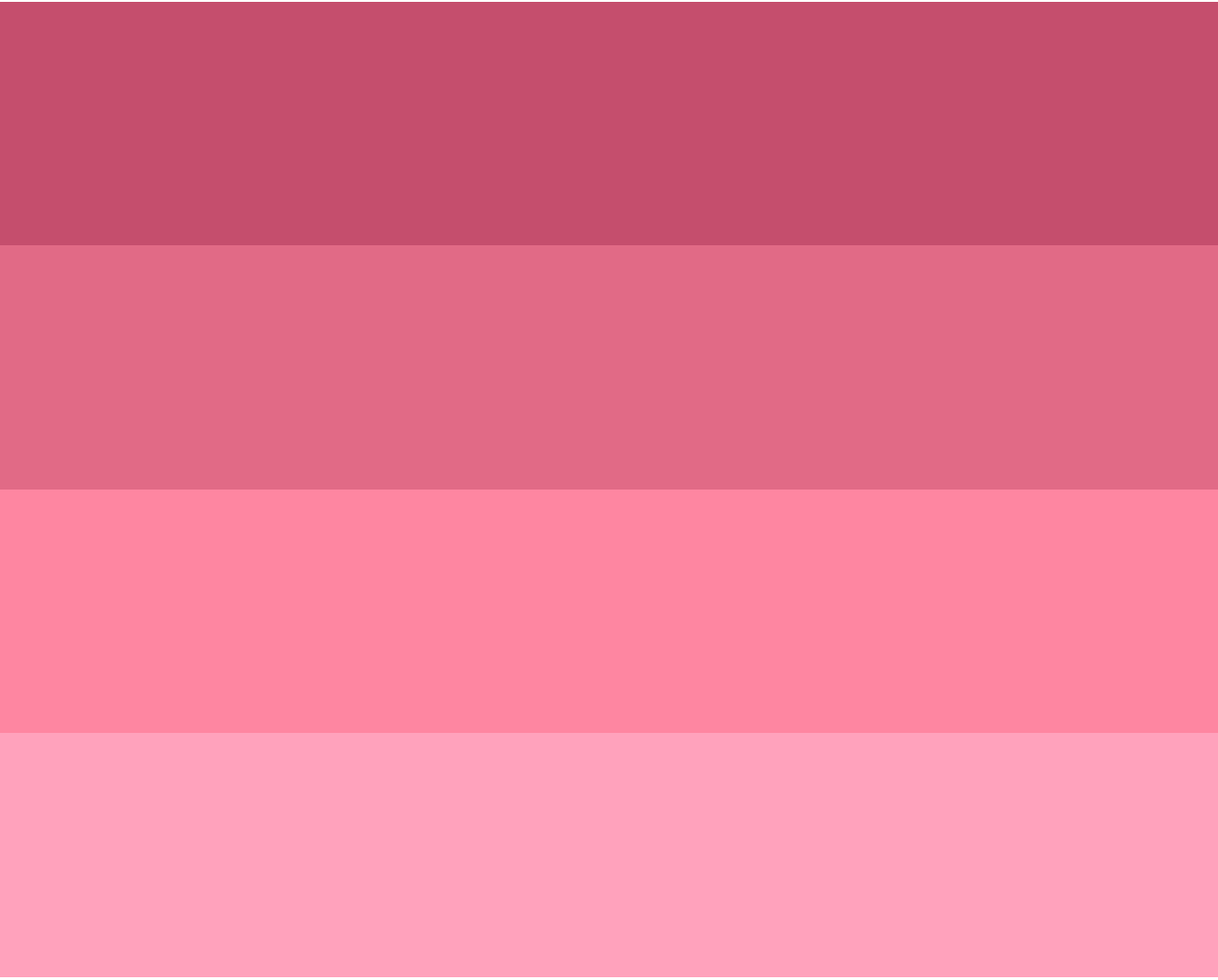
help("grid.polygon")



help("grid.polygon")



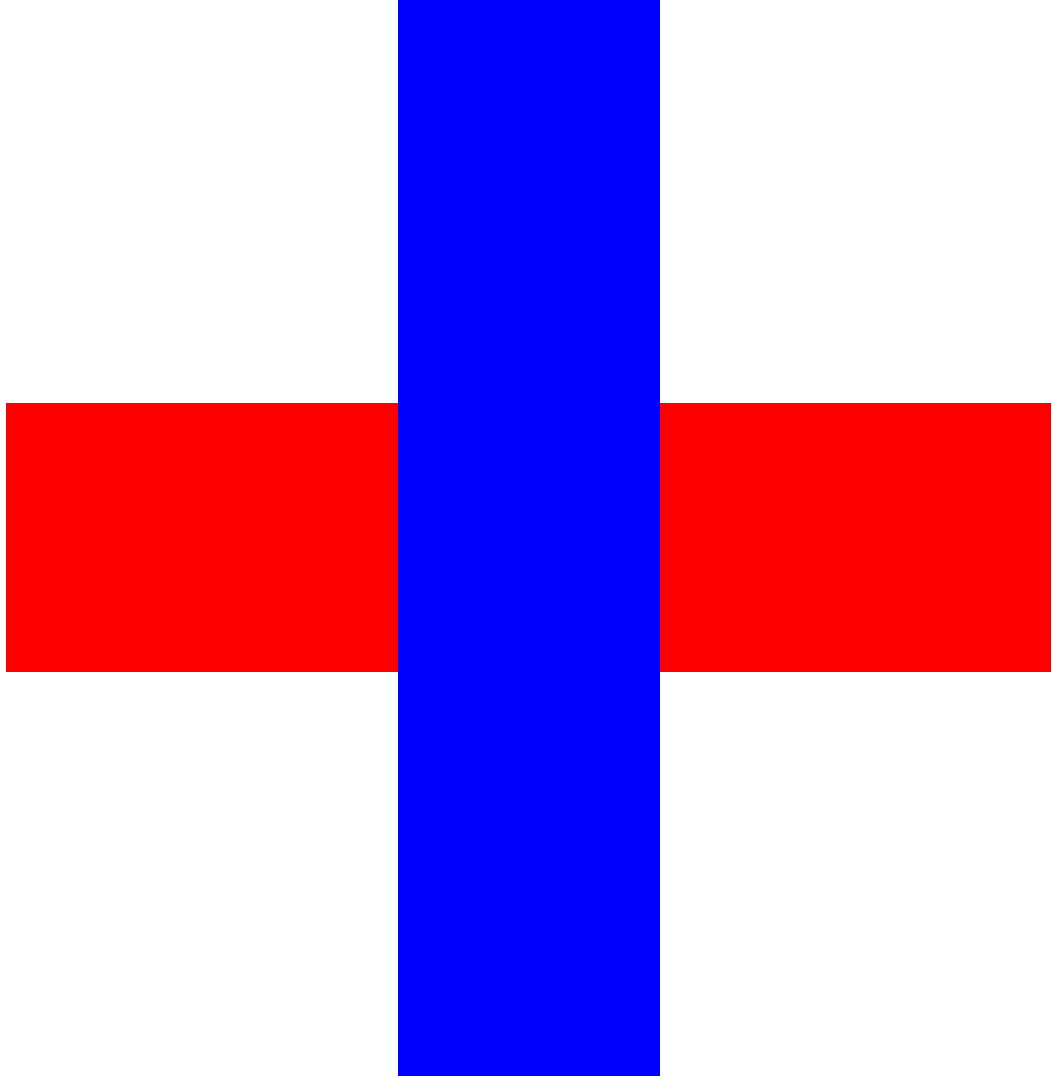
help("grid.raster")

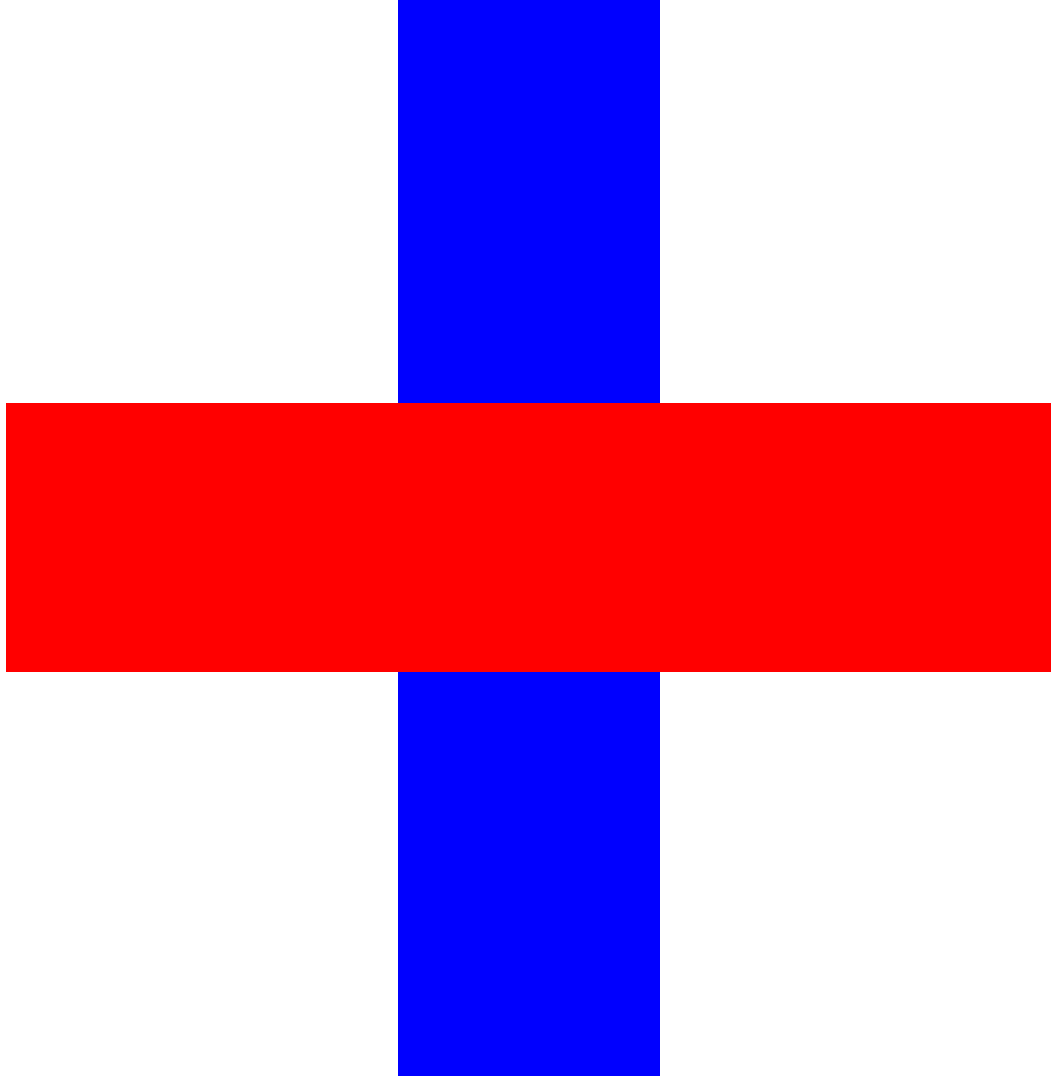


help("grid.raster")

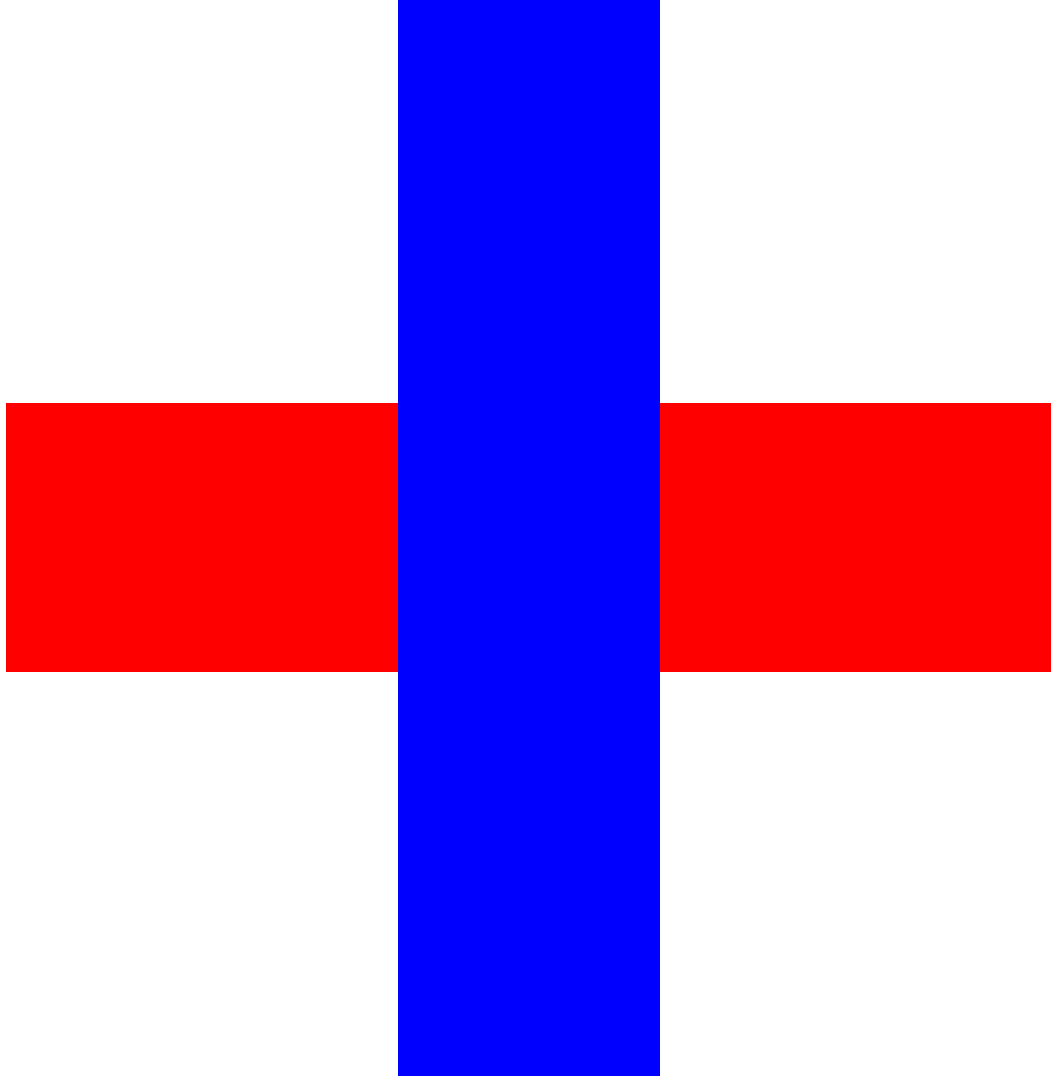


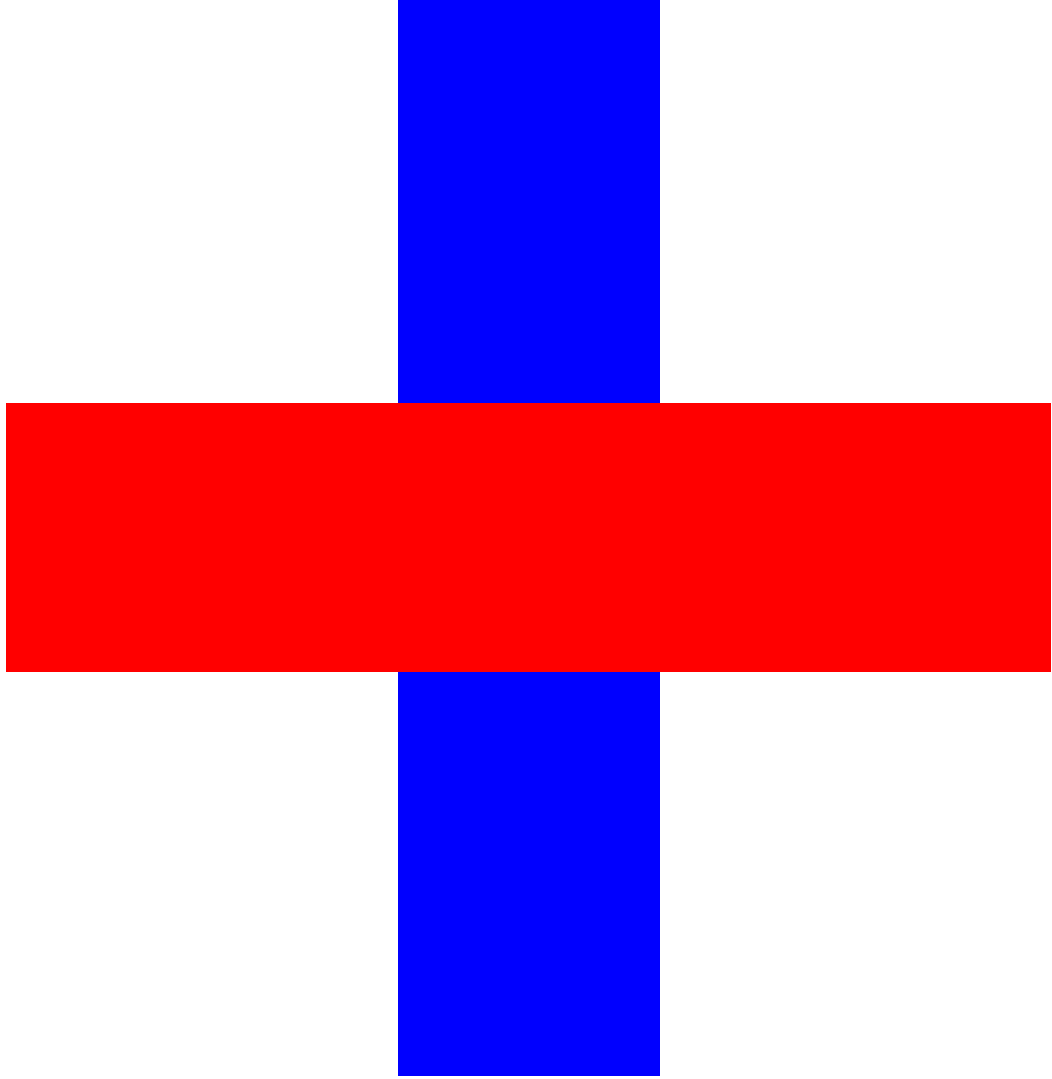
`help("grid.raster")`



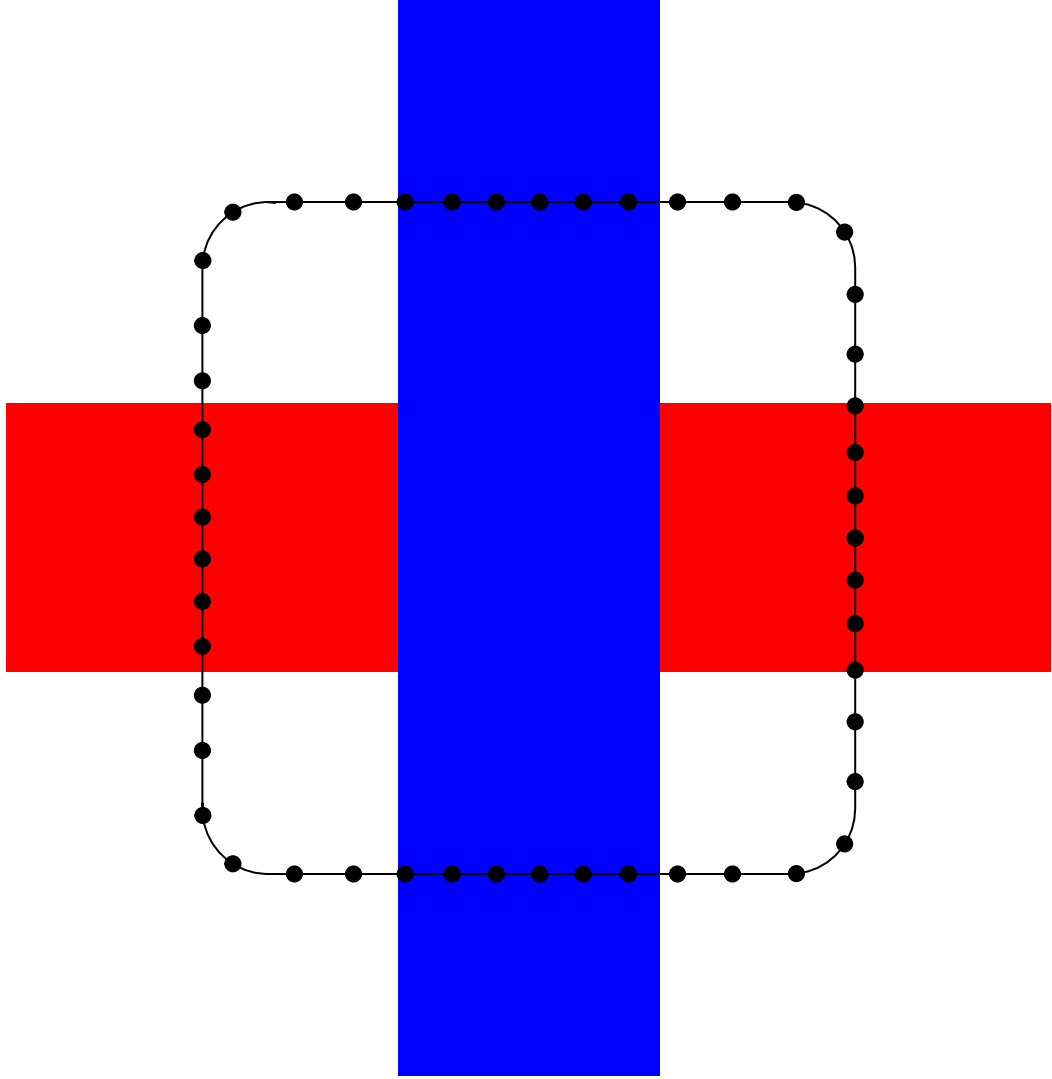


help("grid.reorder")

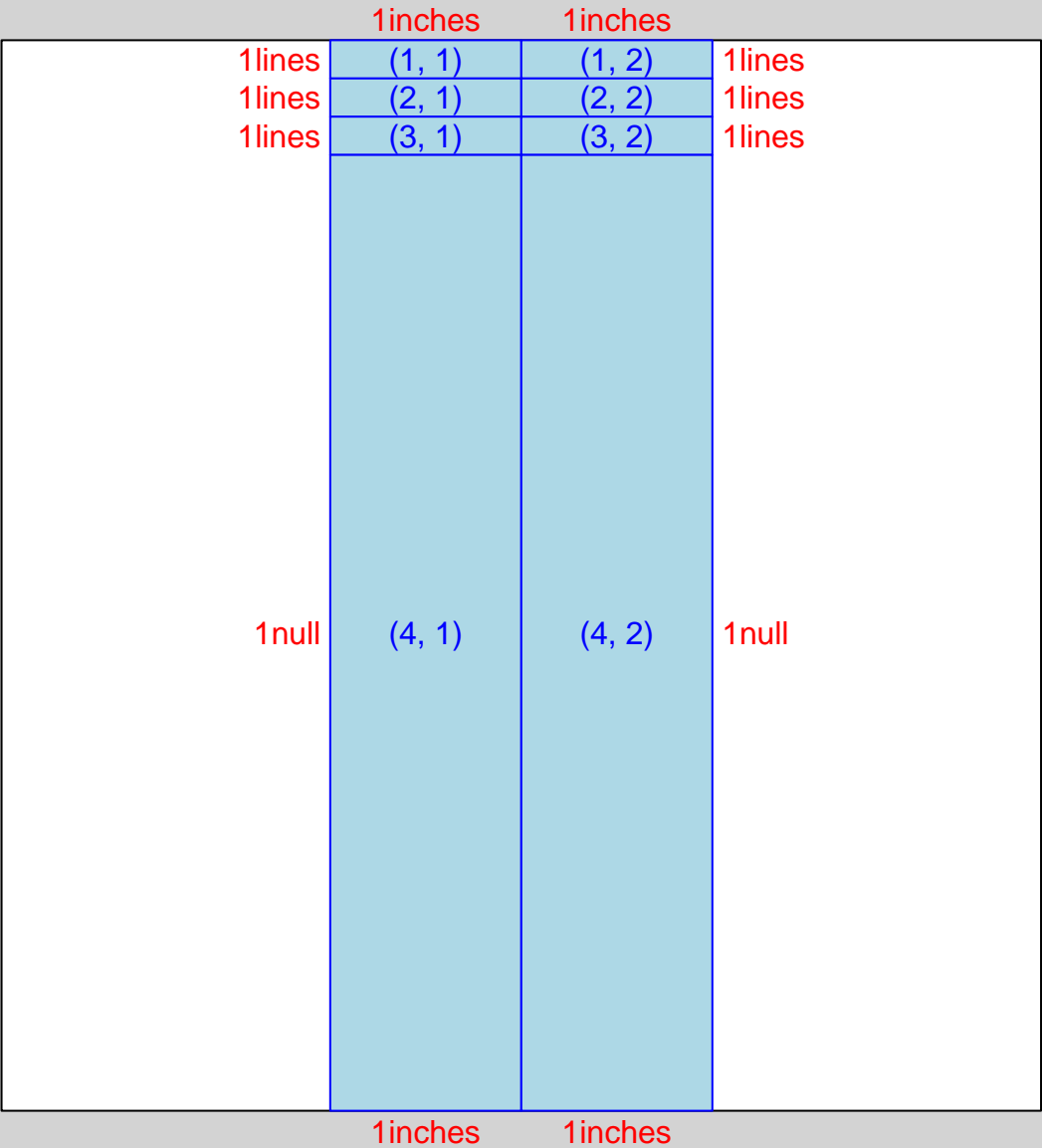




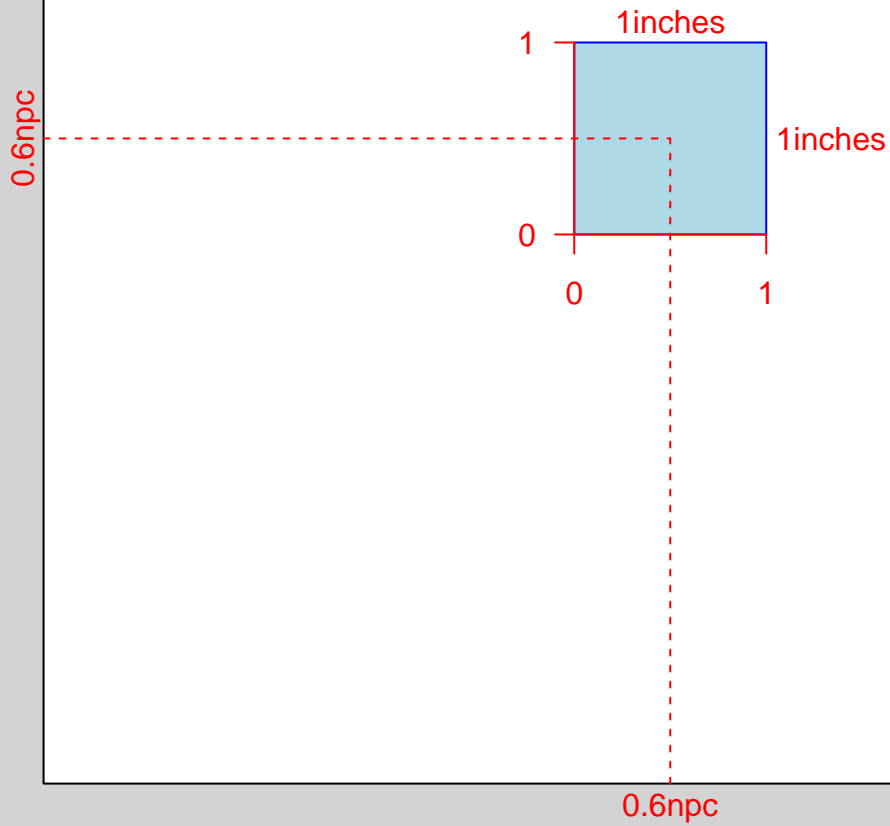
help("grid.reorder")

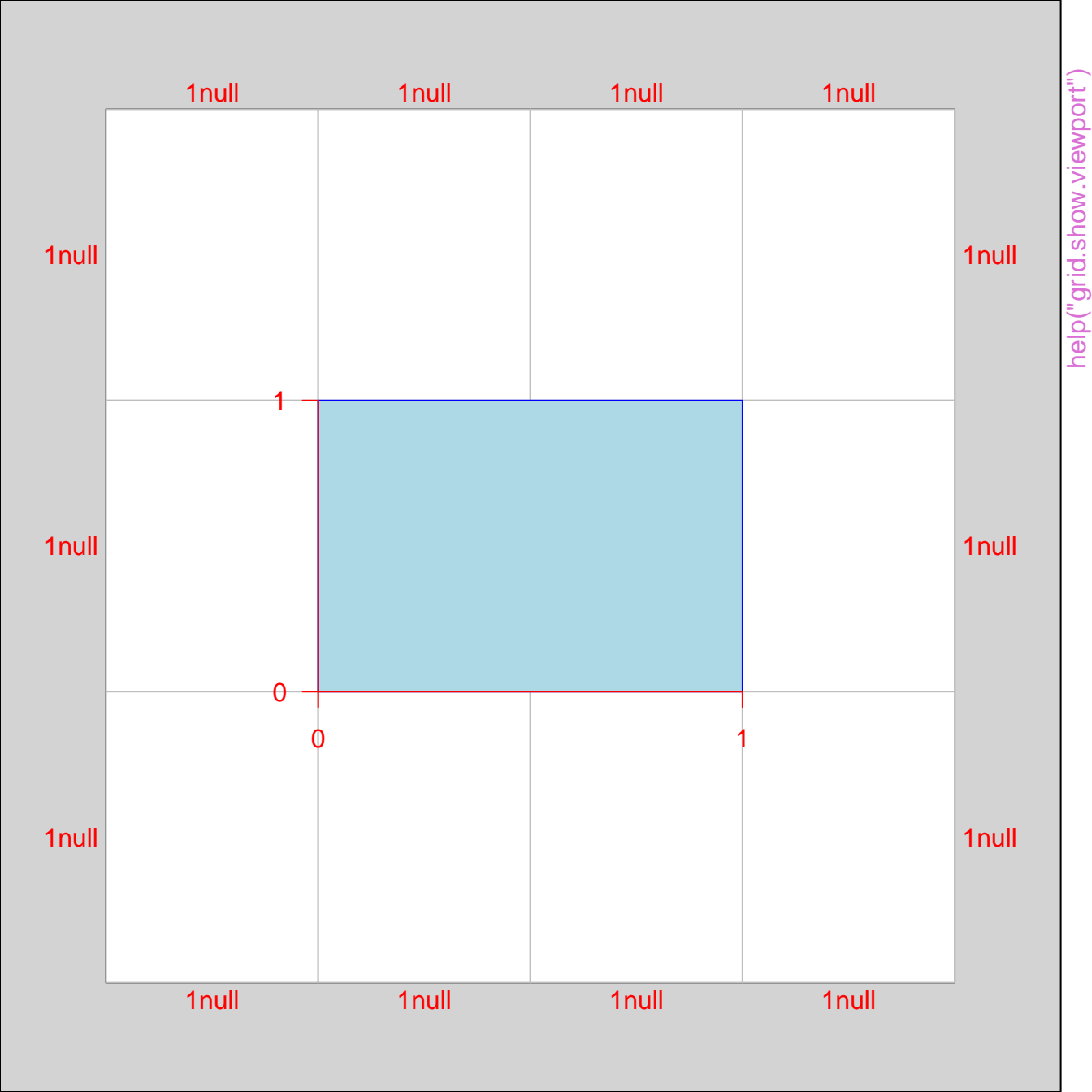


help("grid.reorder")



help("grid.show.layout")







hello



help("grid text")

$$\frac{e^{-x^2/2}}{\sqrt{2\pi}}$$

$$\frac{e^{-x^2/2}}{\sqrt{2\pi}}$$

$$\frac{e^{-x^2/2}}{\sqrt{2\pi}}$$

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$$\frac{e^{-x^2/2}}{\sqrt{2\pi}}$$

$$\frac{e^{-x^2/2}}{\sqrt{2\pi}}$$

$$\frac{e^{-x^2/2}}{\sqrt{2\pi}}$$

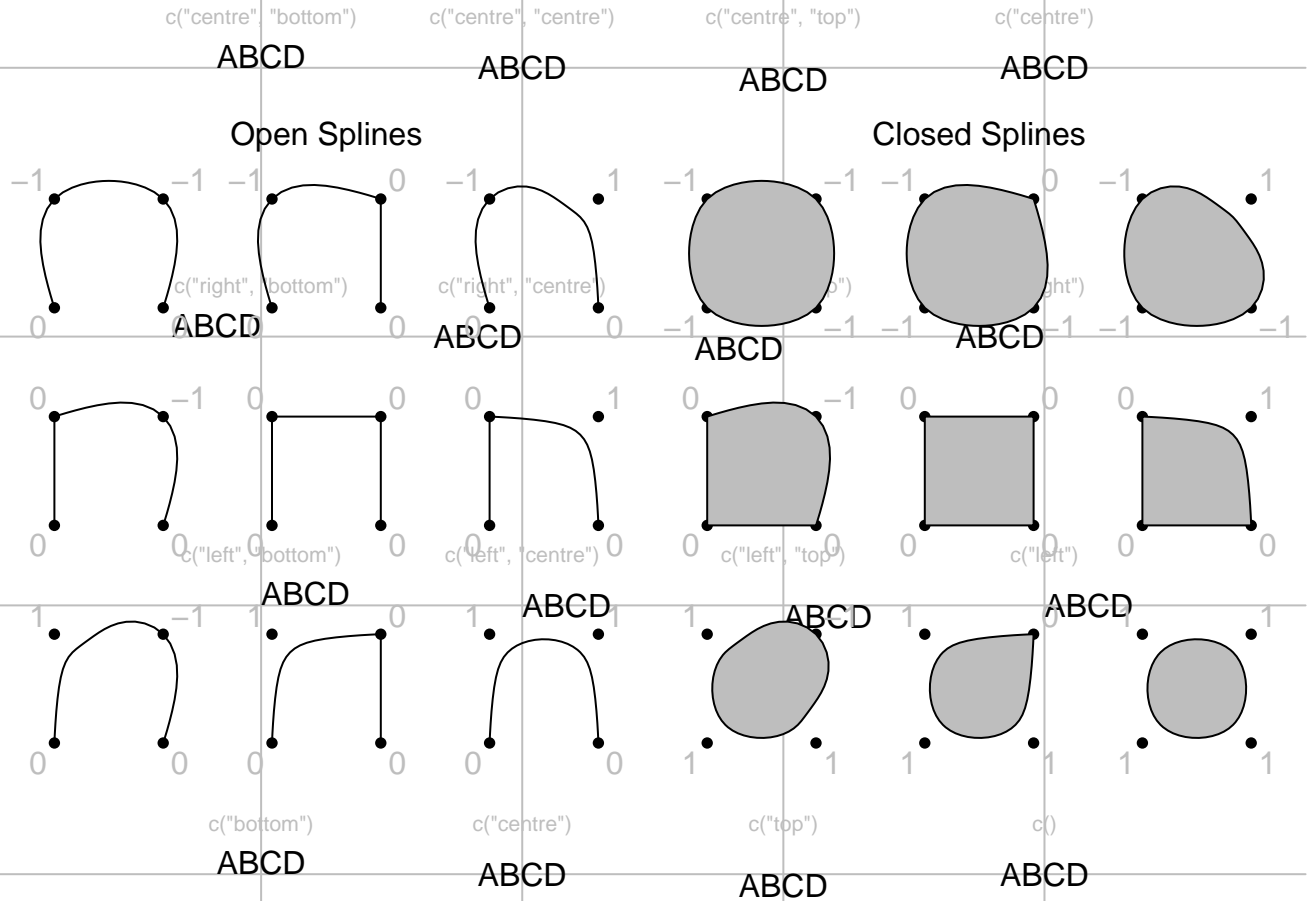
$$\frac{e^{-x^2/2}}{\sqrt{2\pi}}$$

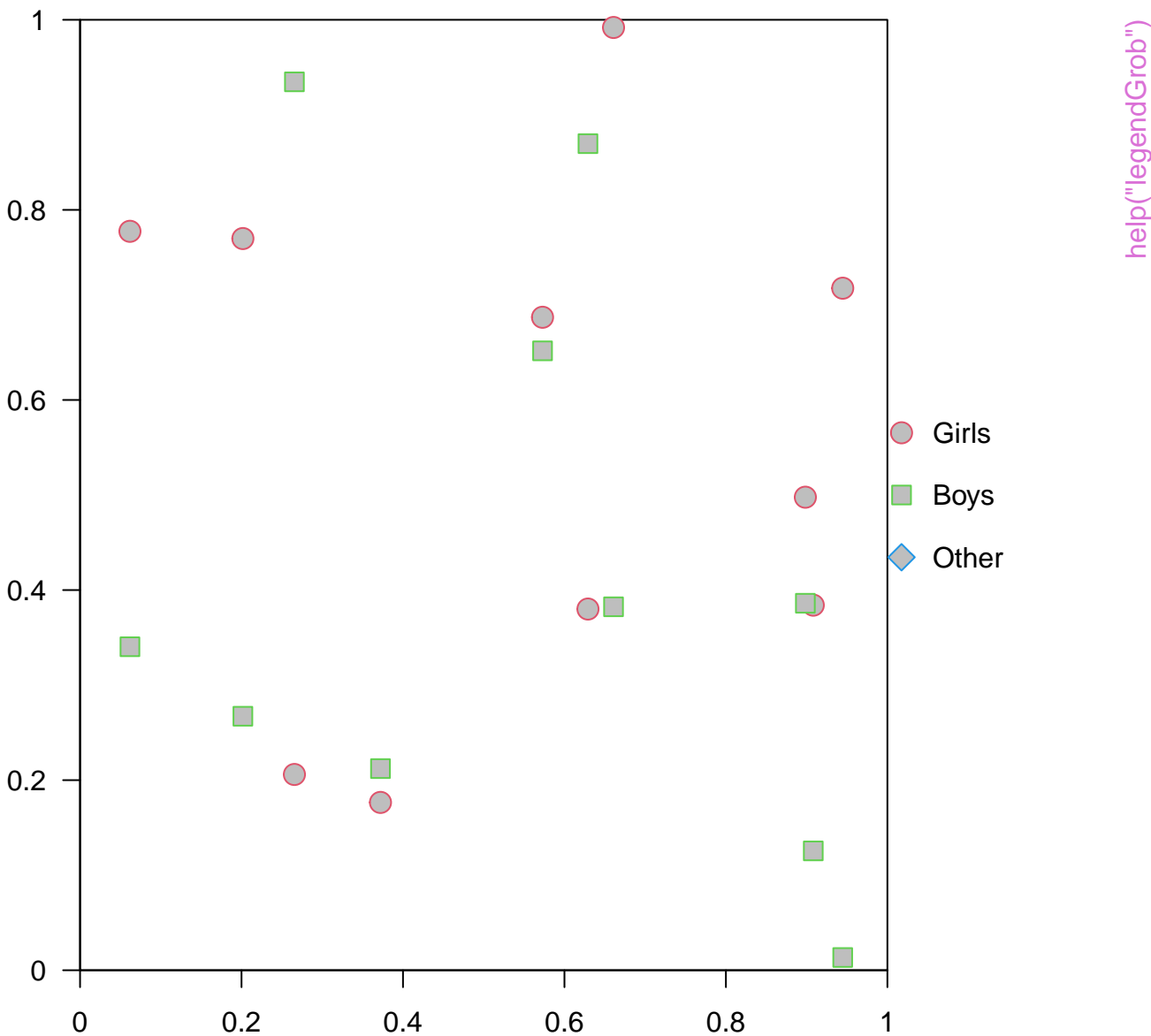
$$\frac{e^{-x^2/2}}{\sqrt{2\pi}}$$

$$\frac{e^{-x^2/2}}{\sqrt{2\pi}}$$

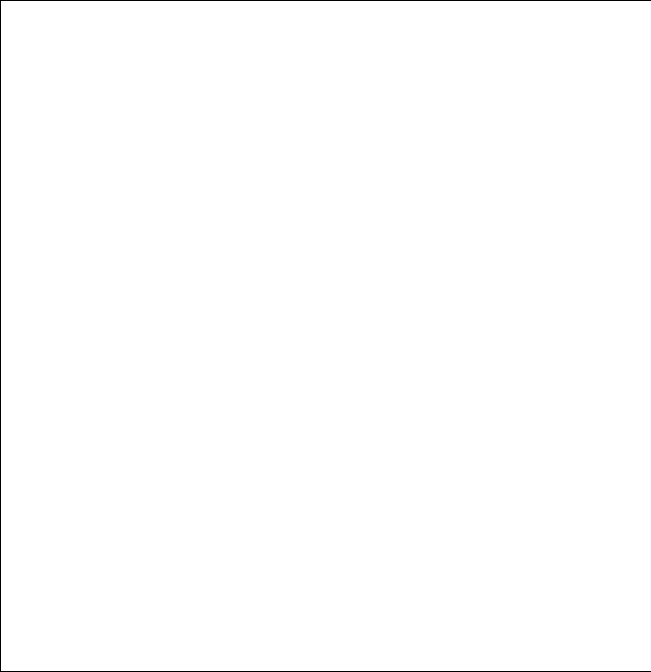
$$\frac{e^{-x^2/2}}{\sqrt{2\pi}}$$

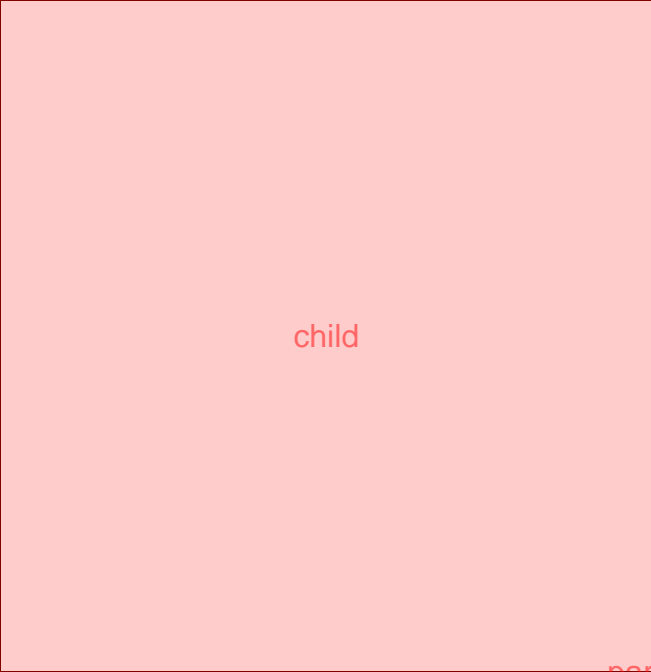
$$\frac{e^{-x^2/2}}{\sqrt{2\pi}}$$









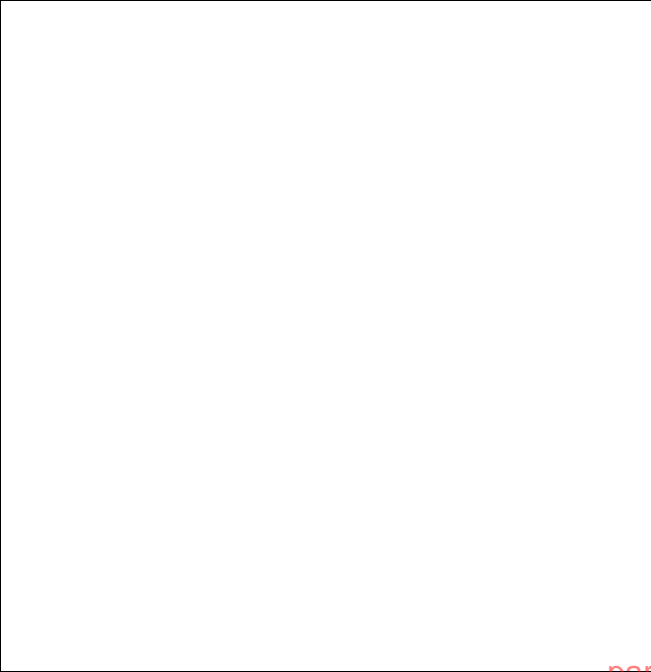


child

parent

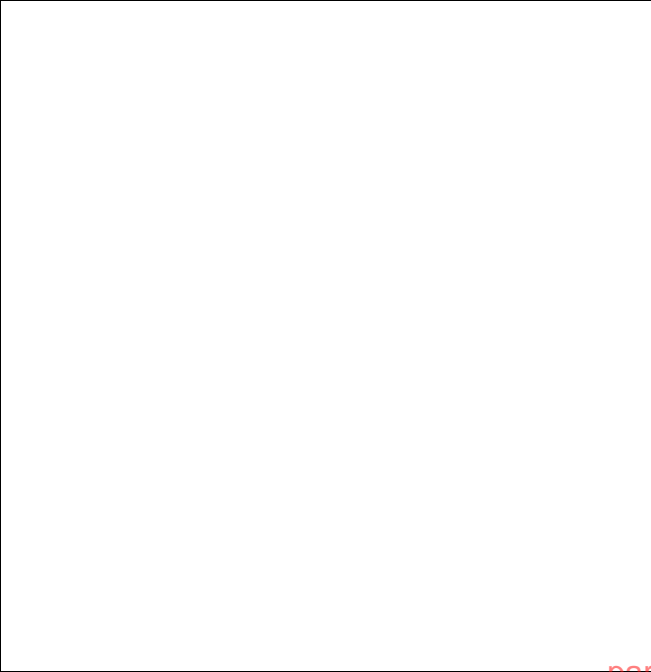
child

help("showGrob")



parent

nextSibling

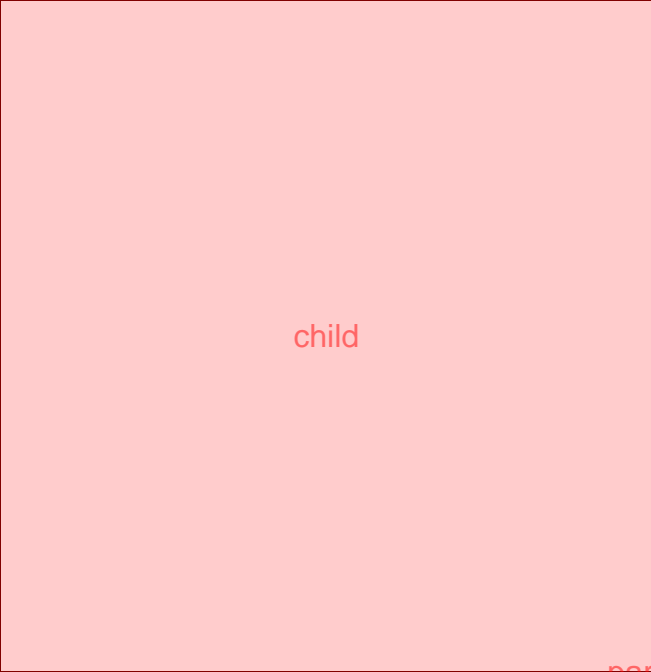


parent

nextSibling

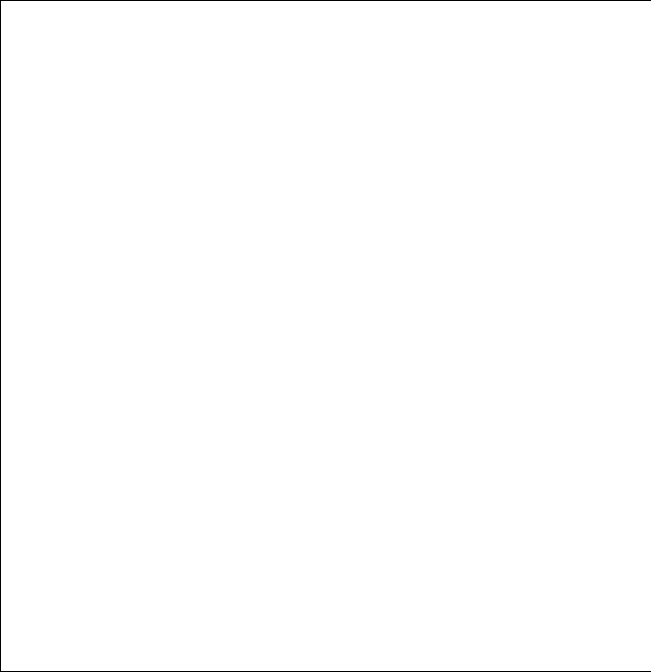
child

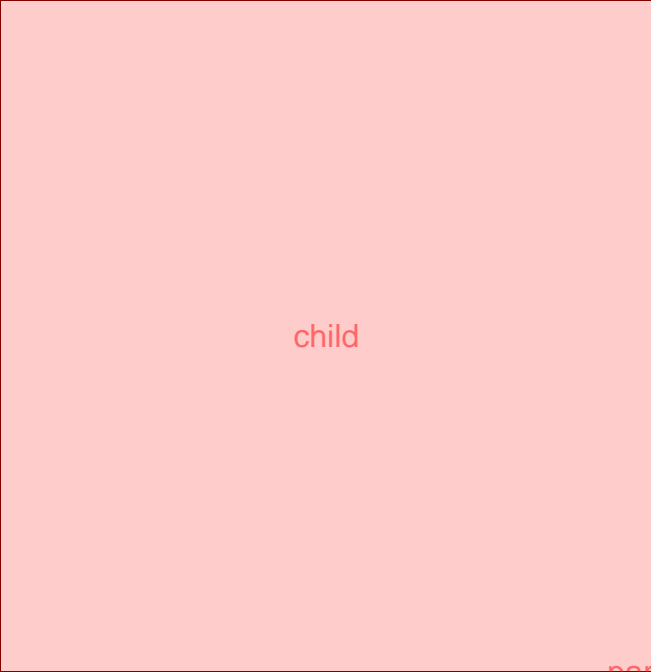
help("showGrob")



child

parent

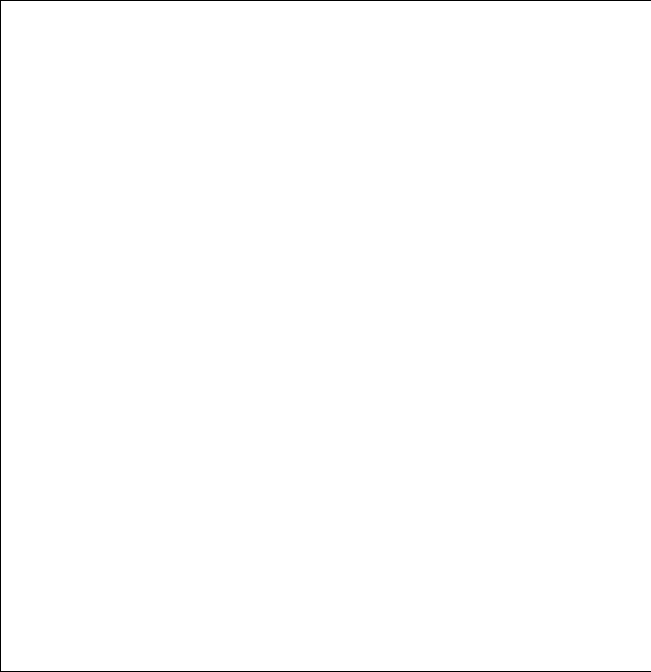




child

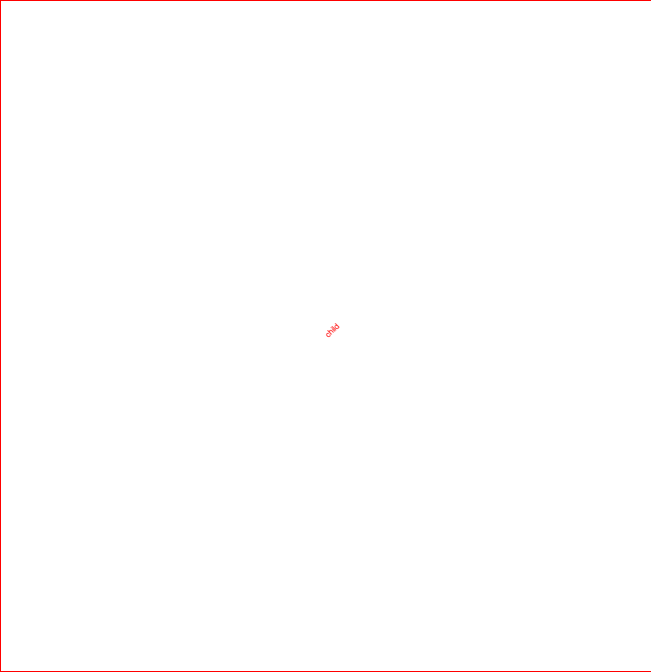
parent

nextSibling()



child

help("showGrob")



0.000000

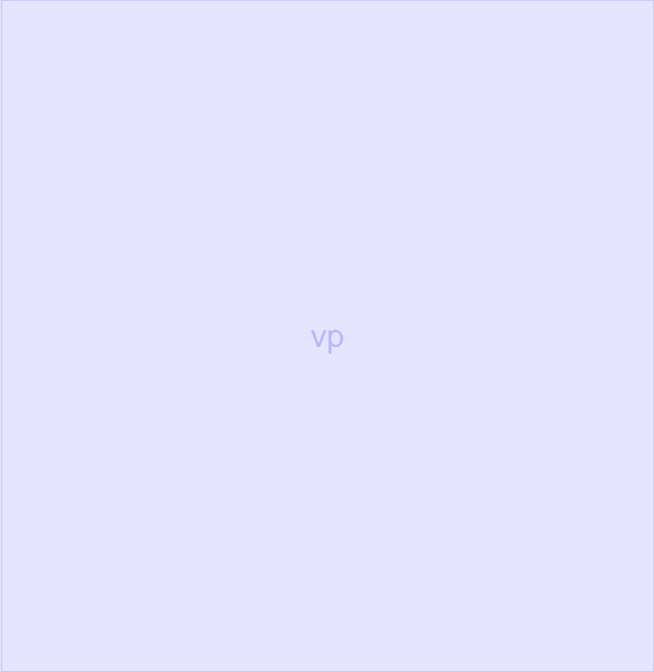
help("snowGrob")

0.000000

child

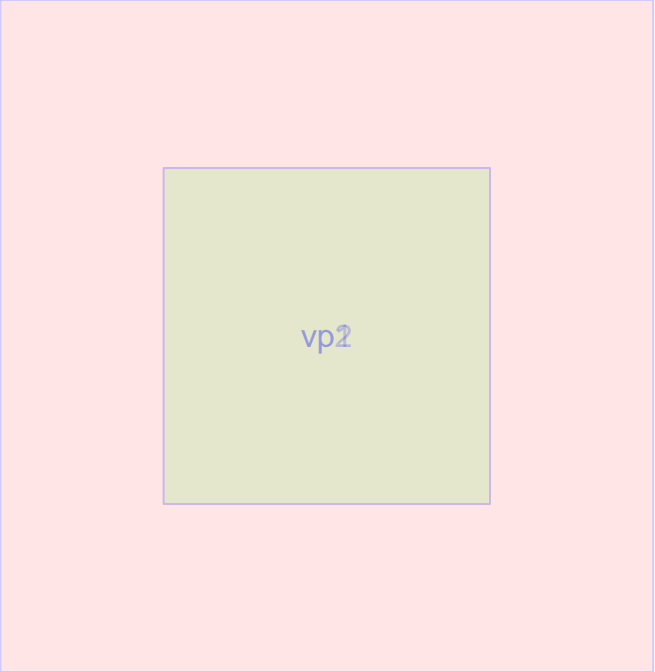
parent

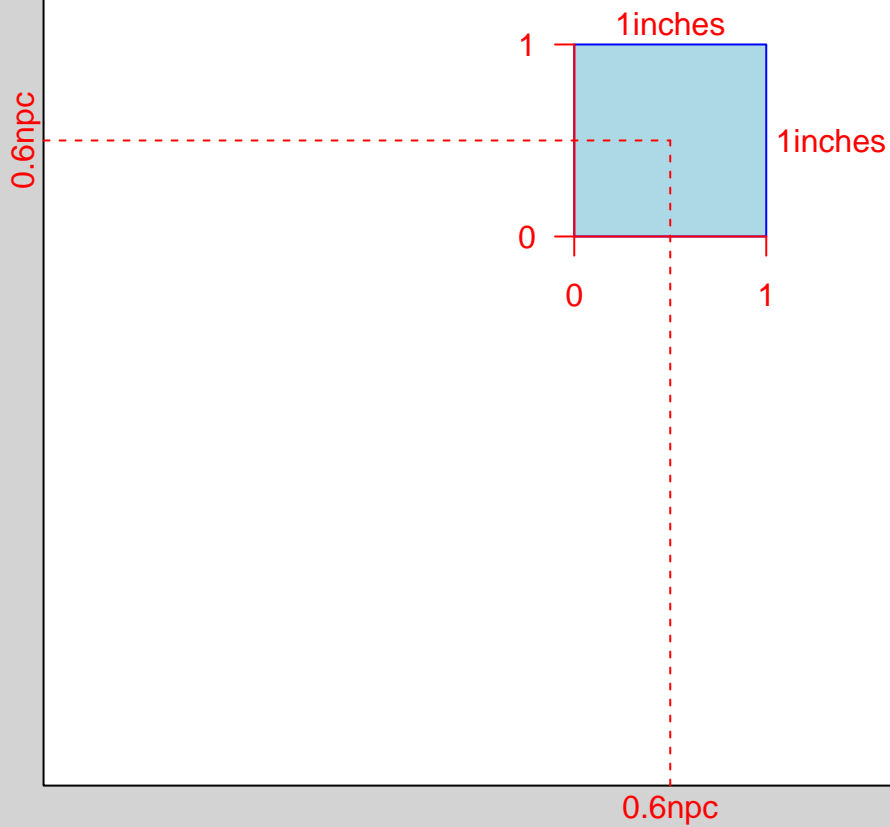
help("showGroG

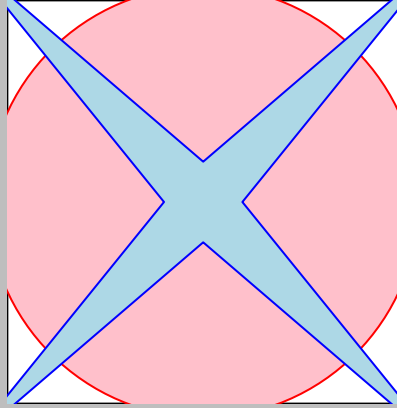
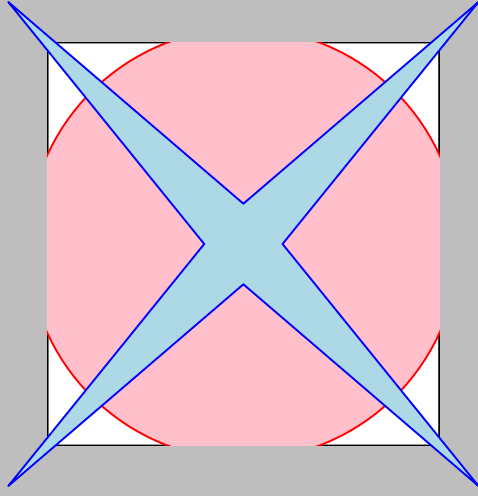
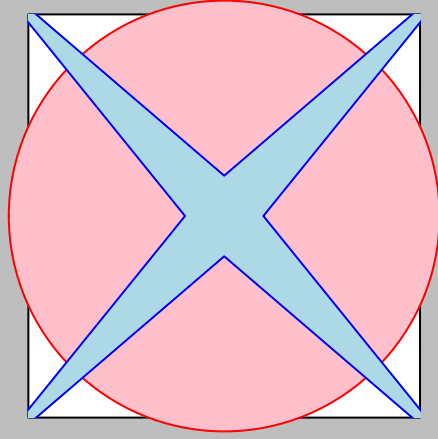
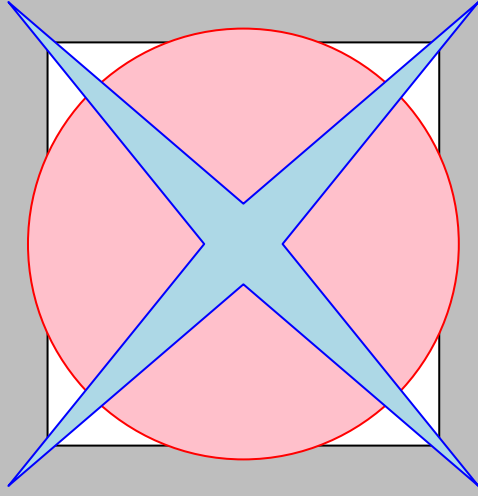


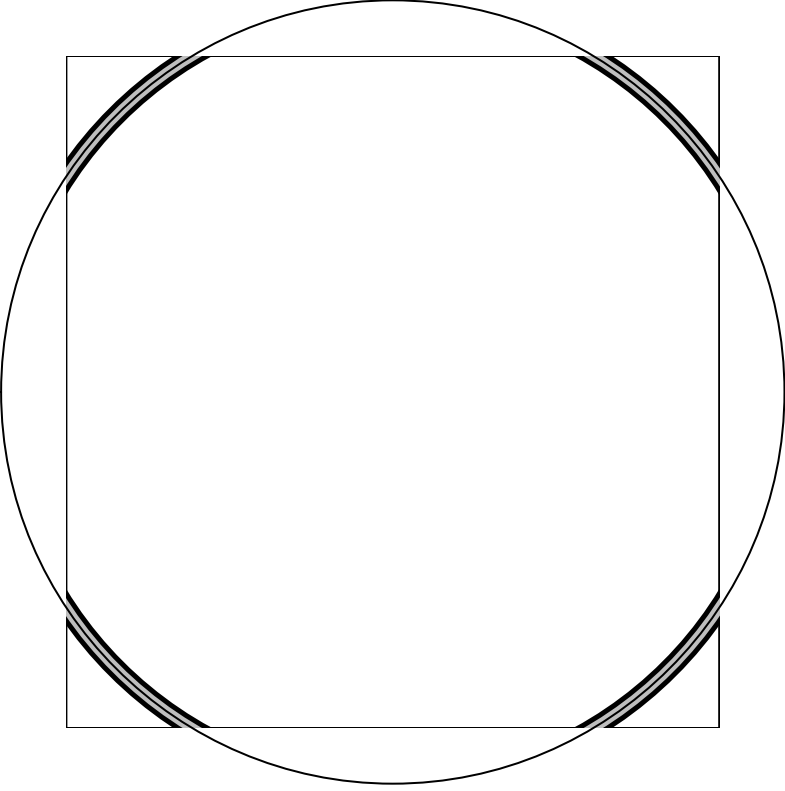
`help("showViewport")`

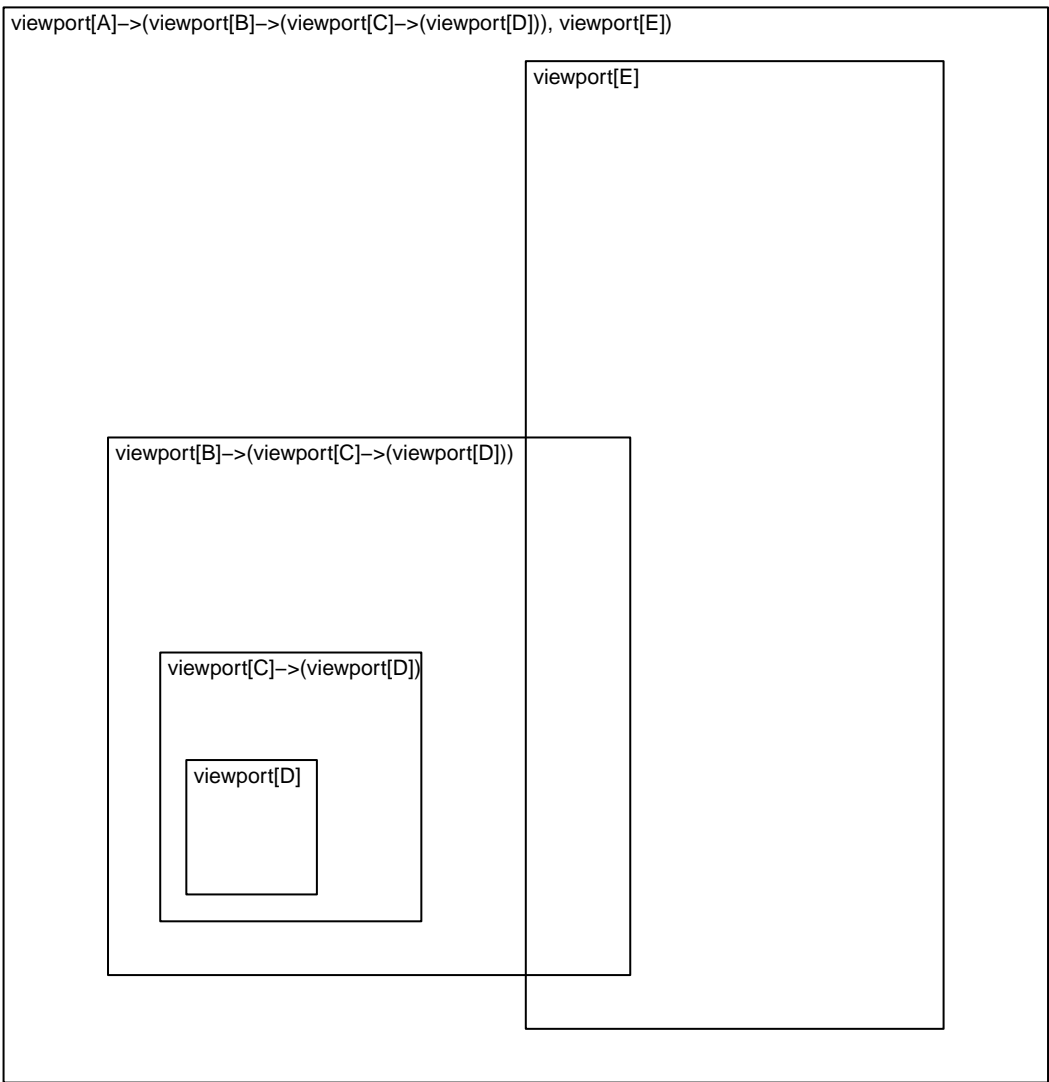




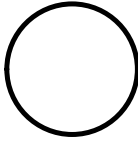
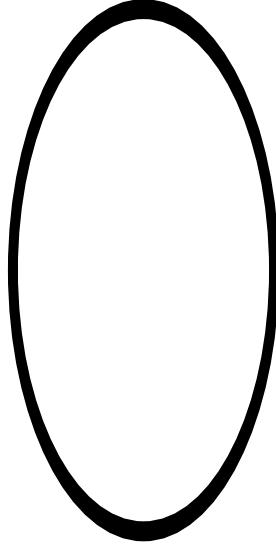
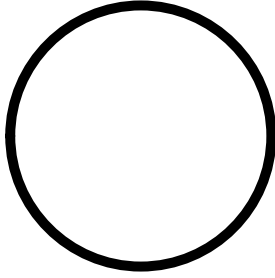
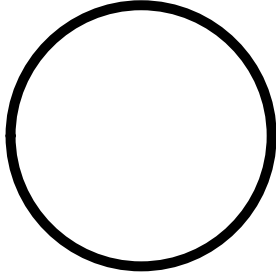


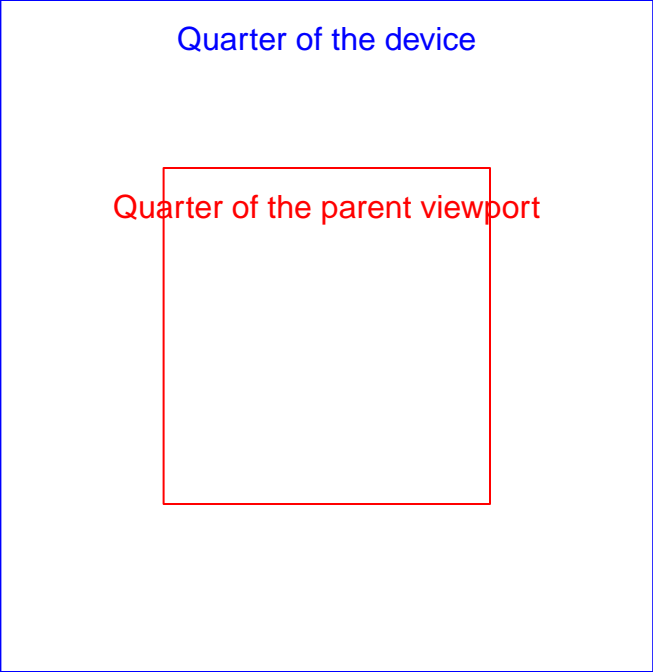






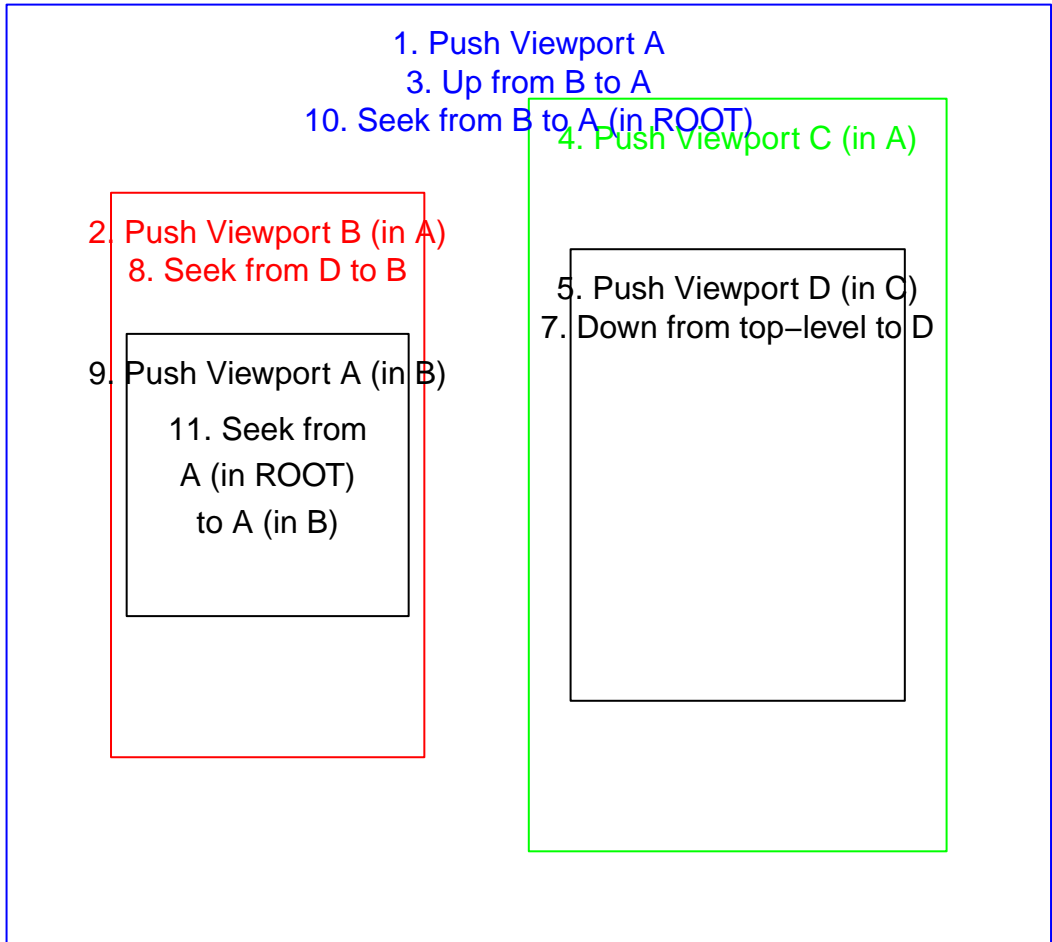
help("viewport")

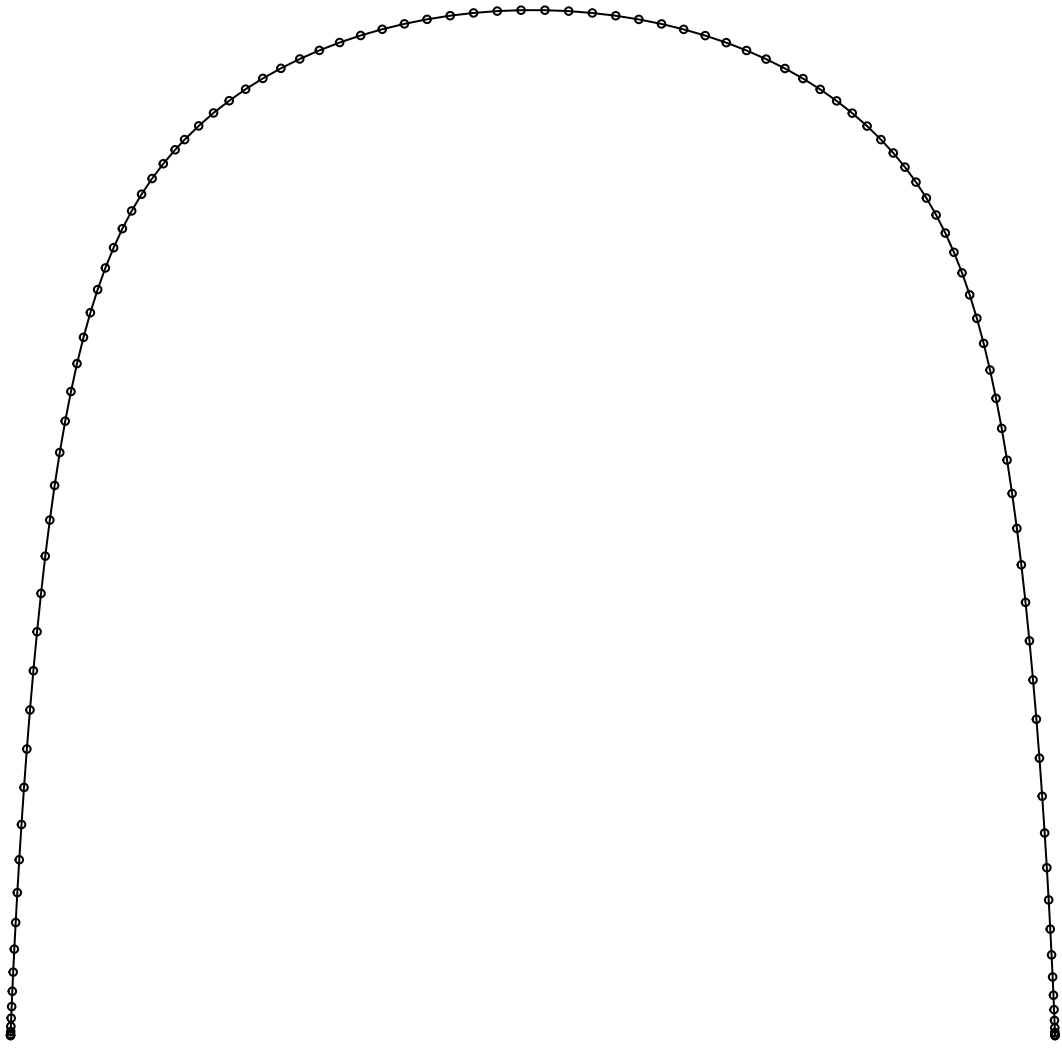




Top-level viewport
6. Up from D to top-level

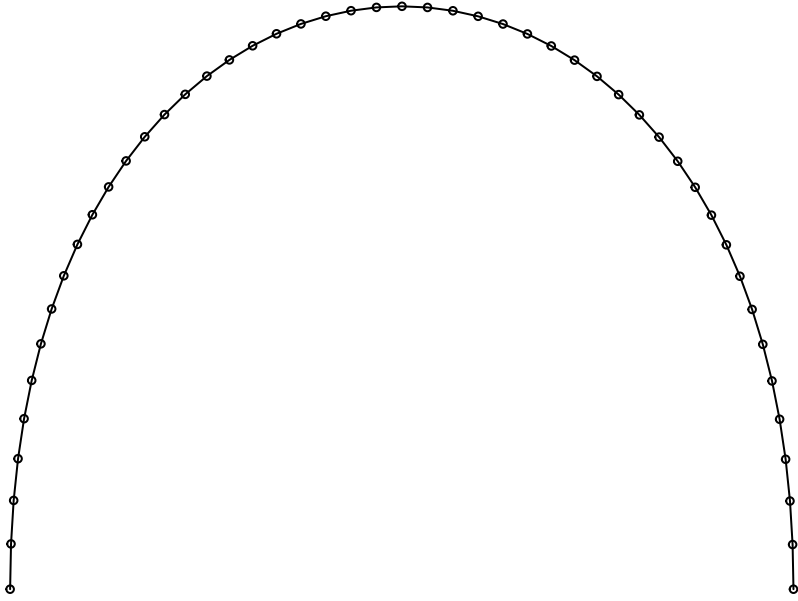
help("viewports")





help("xsplinePoints")





`help("xsplinePoints")`