

# Visual PSTRicks

Version 2.30

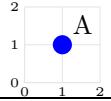
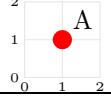
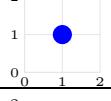
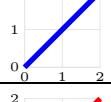
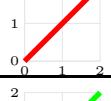
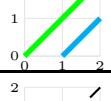
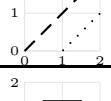
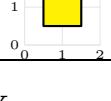


Jean Pierre Casteleyn  
IUT GTE  
Dunkerque, France  
mis à jour le 17 février 2016

### Objectives :

- an image per command or parameter.
- the minimum text possible.
- the most compleate possible.

### Légend

	Basic node
	Calculated node
	a point
	[Base element]
	Additional element
	Other additional element
	to highlight the command, the option oe a parameter
	Filling color (By default : white)

You can contact me at my personal email to

- let me know the mistakes found
- give me your commentaries, your suggestions ...

### Thanks to :

Alain Bécue , Denis Bitouzé, Jean Côme charpentier, Martin Giese, Denis Girou, Alexander Grahn, Christophe Jorssen, Dr. Uwe Kern, Manuel Luque, Dominique Rodriguez, Michael Sharpe, Tobias Nähring, Herbert Voß, Timothy Van Zandt.

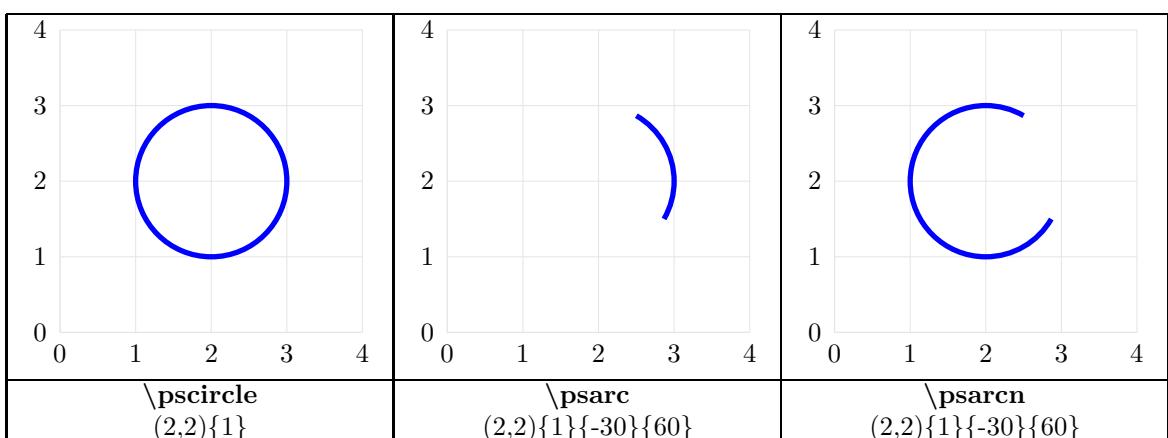
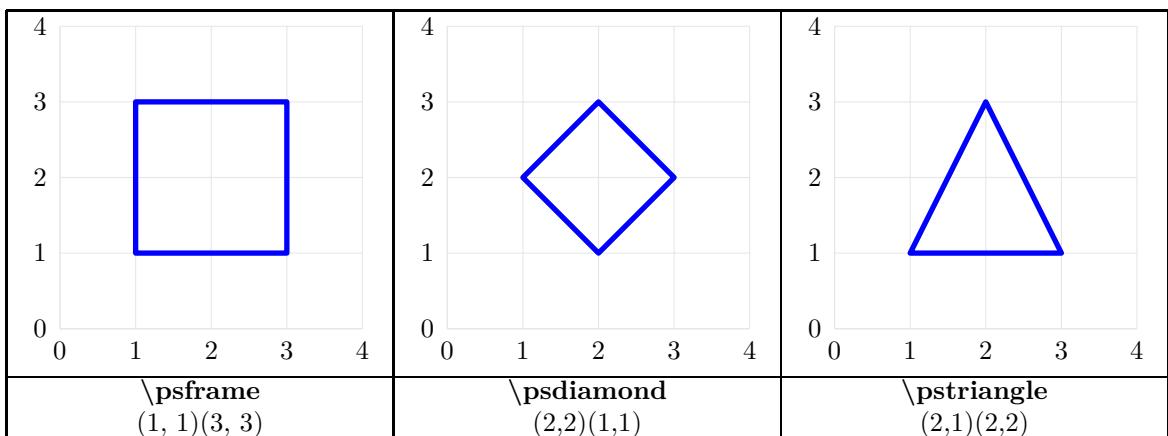
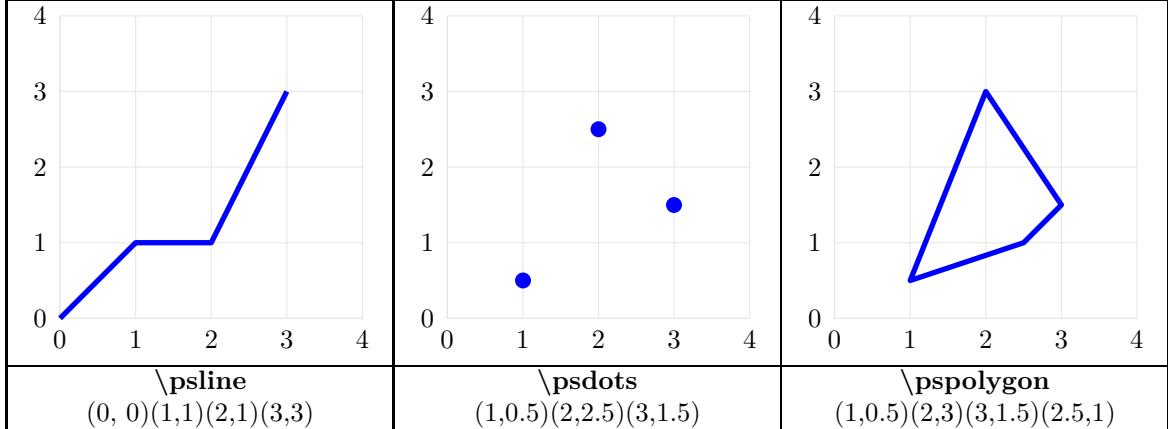
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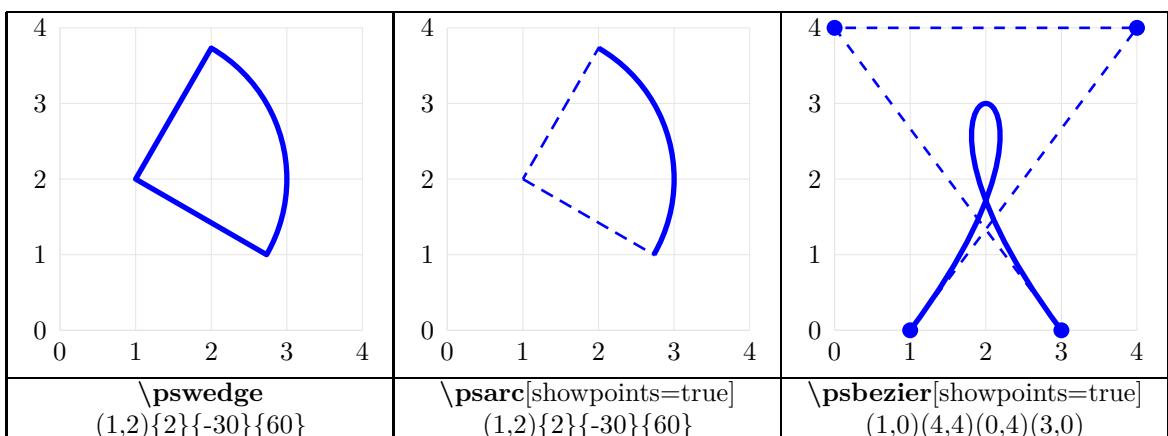
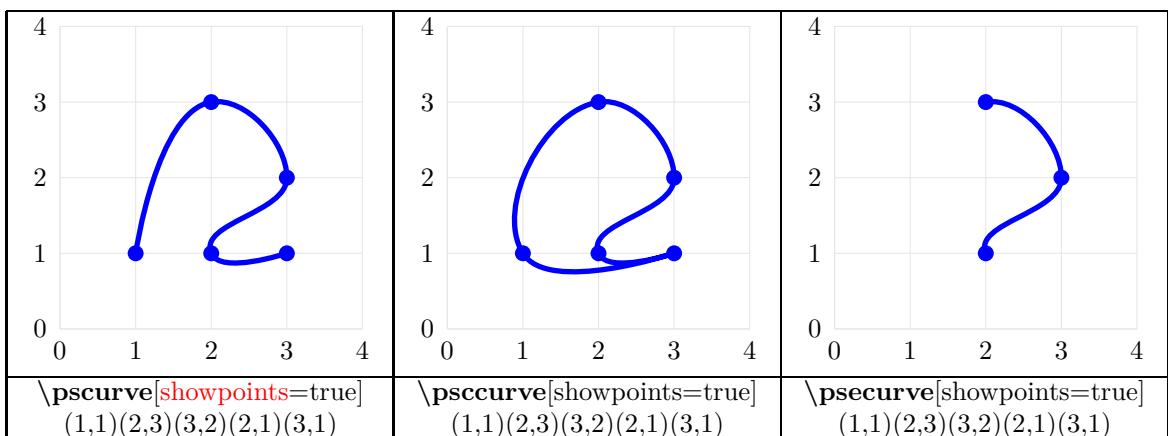
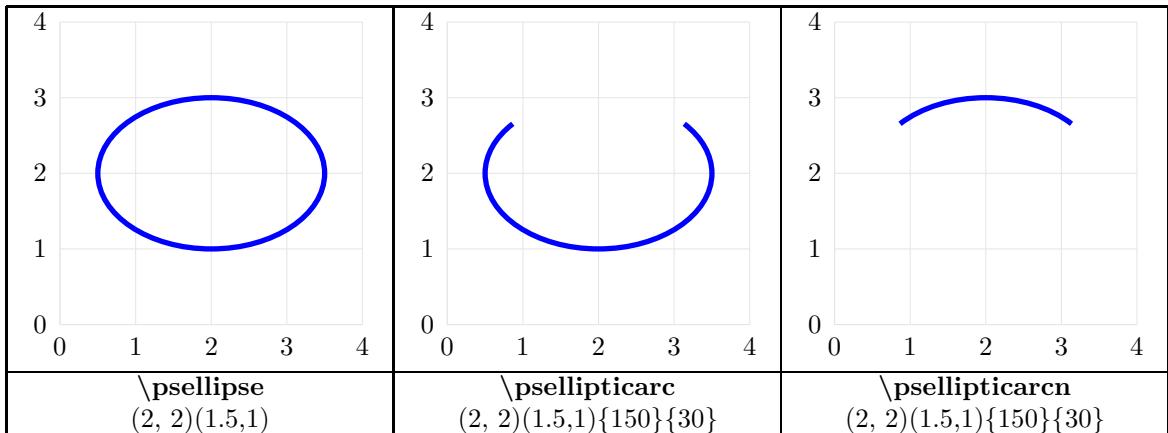
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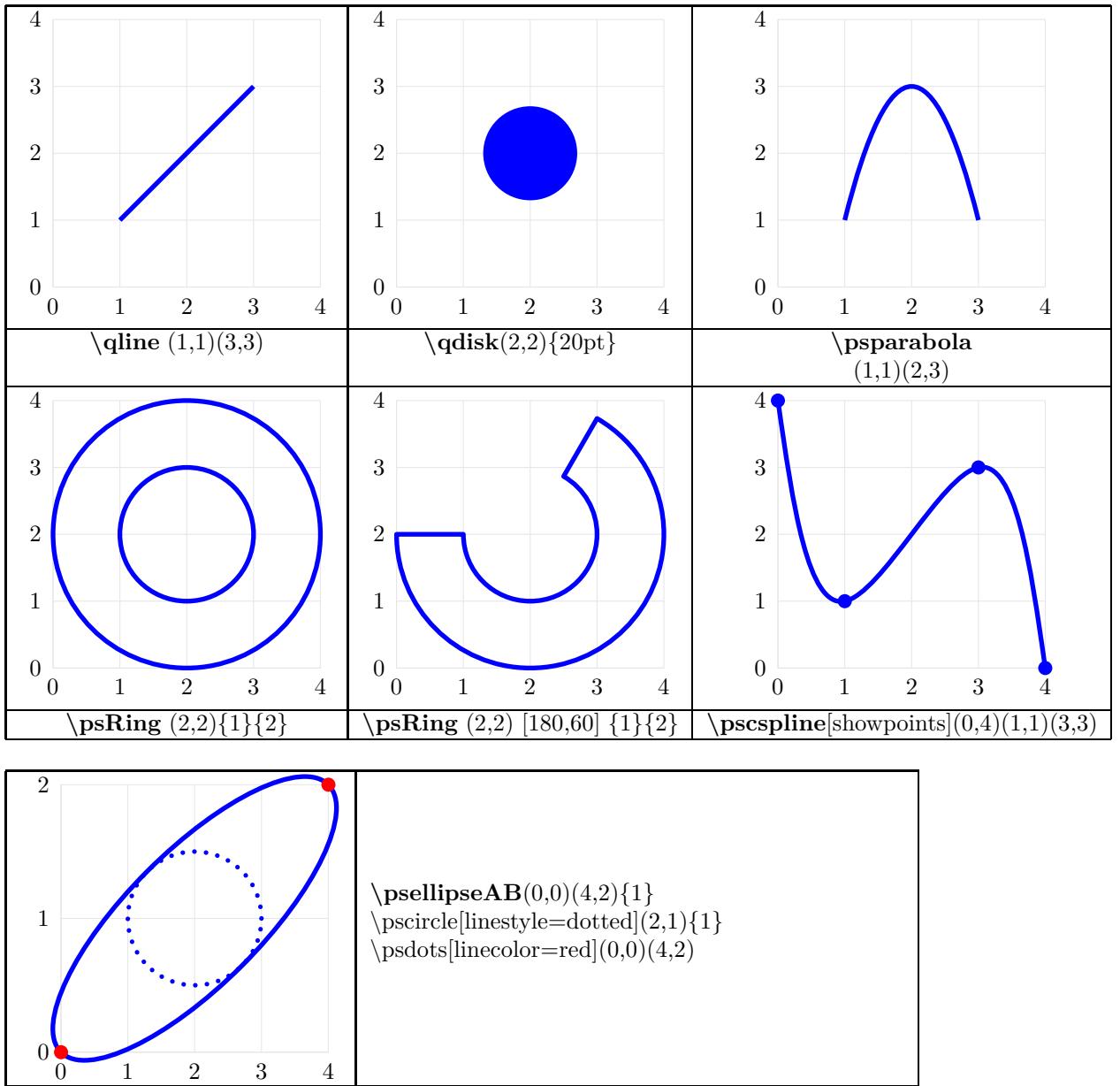
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# 1 basic figures

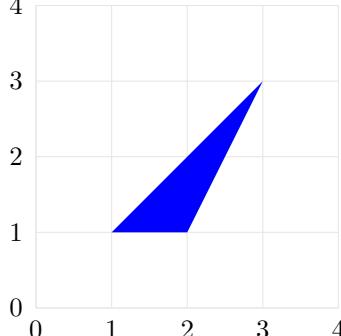
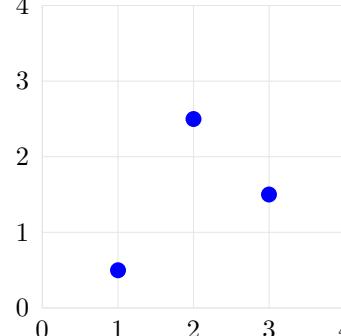
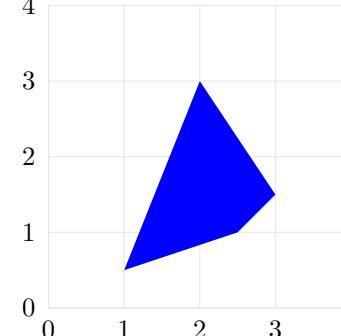
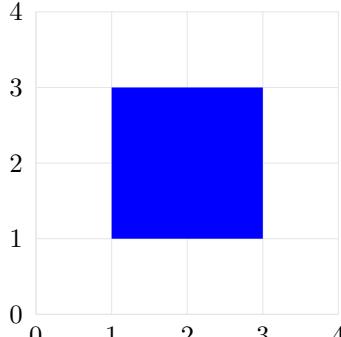
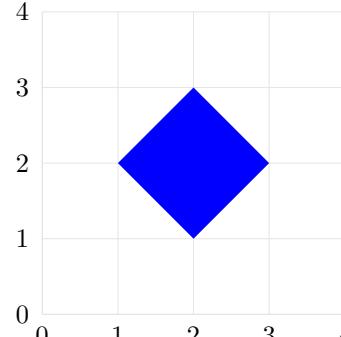
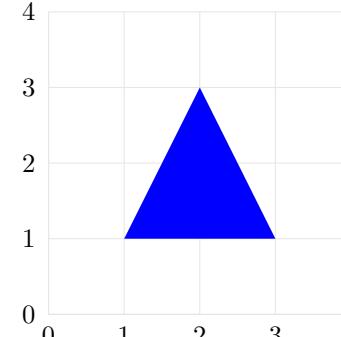
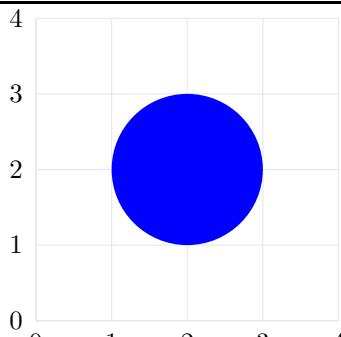
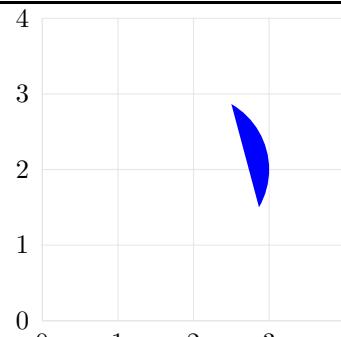
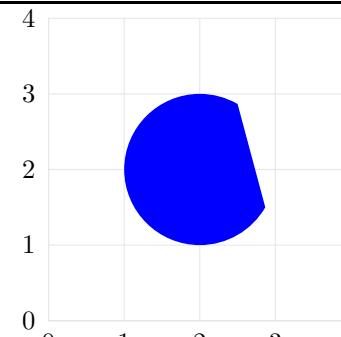
## 1.1 Commands without asterik

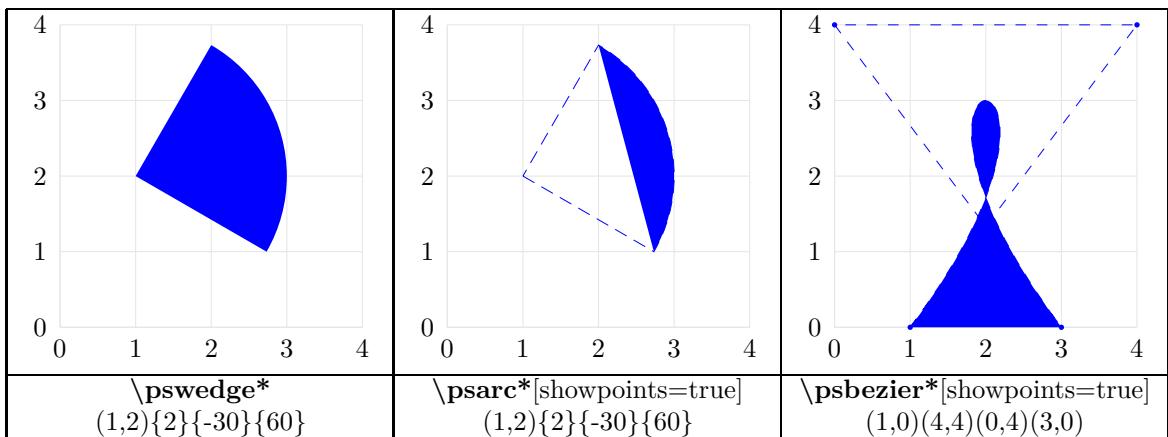
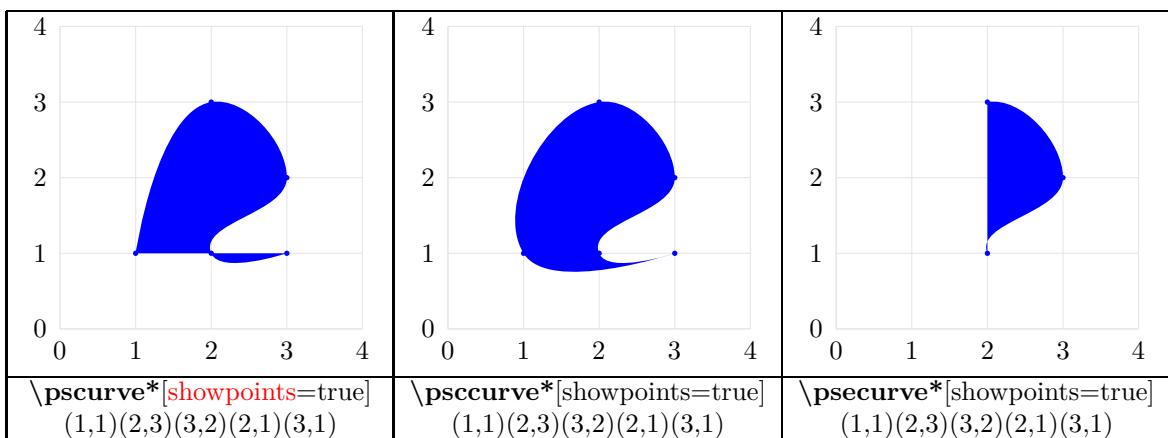
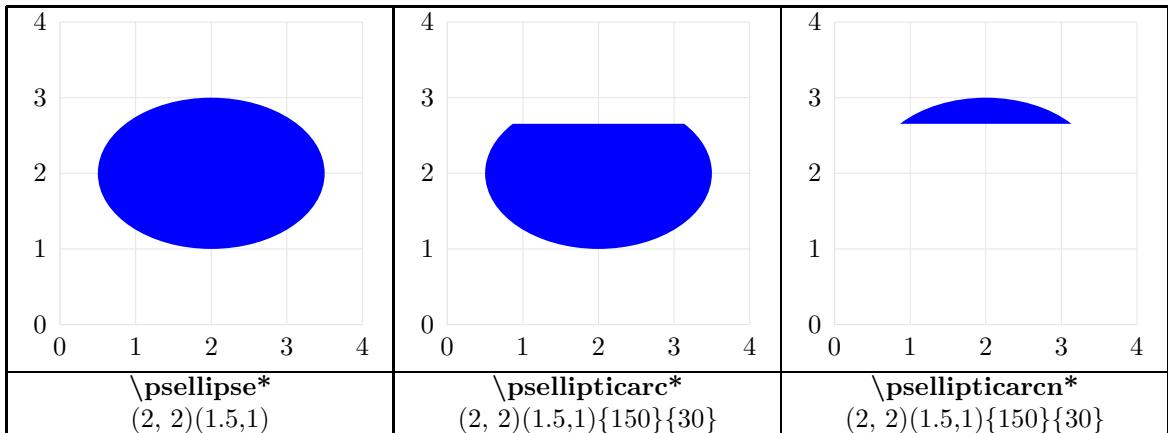


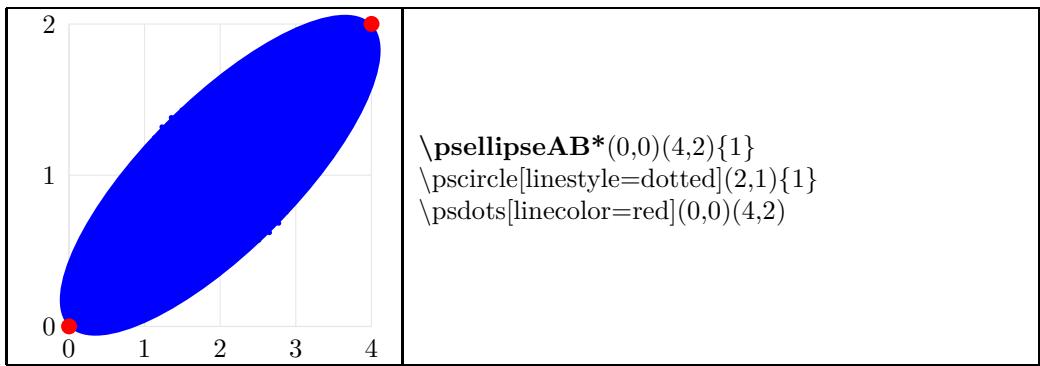
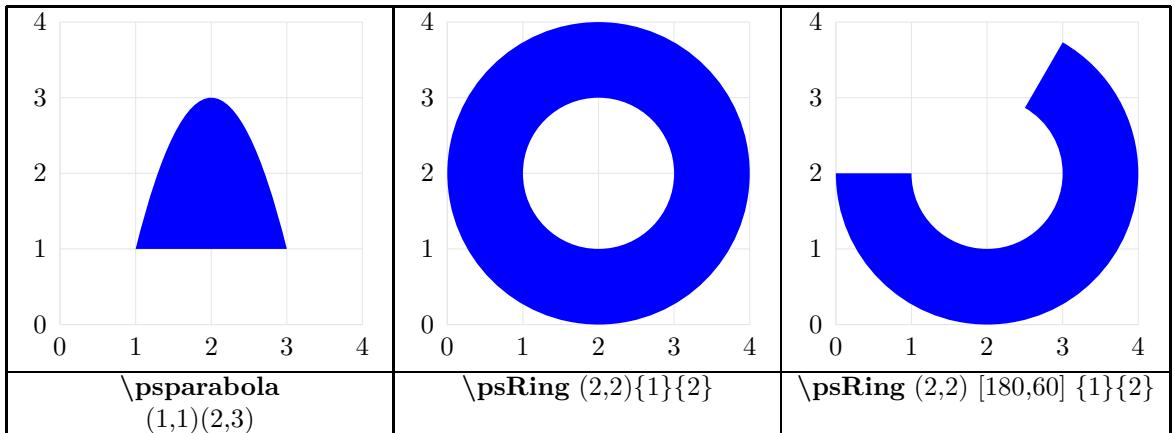




## 1.2 Commands with asterik

		
$\backslash\text{psline}^*$ $(0, 0)(1,1)(2,1)(3,3)$	$\backslash\text{psdots}^*$ $(1,0.5)(2,2.5)(3,1.5)$	$\backslash\text{pspolygon}^*$ $(1,0.5)(2,3)(3,1.5)(2.5,1)$
		
$\backslash\text{psframe}^*$ $(1, 1)(3, 3)$	$\backslash\text{psdiamond}^*$ $(2,2)(1,1)$	$\backslash\text{pstriangle}^*$ $(2,1)(2,2)$
		
$\backslash\text{pscircle}^*$ $(2,2)\{1\}$	$\backslash\text{psarc}^*$ $(2,2)\{1\}\{-30\}\{60\}$	$\backslash\text{psarcn}^*$ $(2,2)\{1\}\{-30\}\{60\}$





## 2 Parameters available

### 2.1 Linewidth

	\psline[ <b>linewidth</b> =10mm](2,0)(2,1)
	\psline[ <b>linewidth</b> =1cm](2,0)(2,1)
	\psline[ <b>linewidth</b> =1in](2,0)(2,1)
	\psline[ <b>linewidth</b> =10pt](2,0)(2,1)
By default : <b>linewidth</b> = 0.8pt	

Dimensions en fonction de la taille de la police	
	\psline[ <b>linewidth</b> =1em](2,0)(2,1)
	{\Huge \psline[ <b>linewidth</b> =1em](2,0)(2,1) }
	\psline[ <b>linewidth</b> =1ex](0,0.5)(4,0.5)
	{\Huge \psline[ <b>linewidth</b> =1ex](0,0.5)(4,0.5) }

### 2.2 Line color

	\psline [ <b>linewidth</b> =0.5cm, <b>linecolor</b> =green ] (4,0)
--	--

Colors available									
black	darkgray	gray	lightgray	white	red	green	blue	cyan	magenta
brown	lime	olive	orange	pink	purple	teal	violet	yellow	
By default : linecolor = black									

### 2.3 Line style

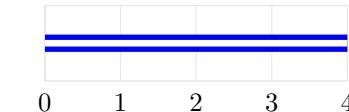
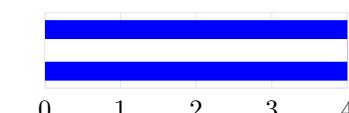
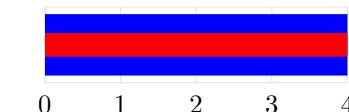
	<code>\psline[linewidth=0.5cm,linestyle= dotted ](4,0)</code>
	<code>\psline[linewidth=0.5cm,linestyle= dashed ](4,0)</code>
	<code>\psline[linewidth=0.5cm,linestyle= none](4,0)</code>
By default : linestyle = solid	

	<code>\psline[linewidth=0.5cm,linestyle= dotted ,dotsep =1cm](4,0)</code>
	<code>\psline[linewidth=0.5cm,linestyle= dashed ,dash=1cm ](4,0)</code>
	<code>\psline[linewidth=0.5cm,linestyle= dashed ,dash=1cm 0.5cm](4,0)</code>
By default : dotsep = 3pt dashsep= 5pt 3pt	

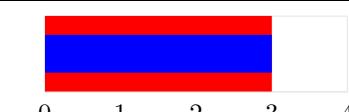
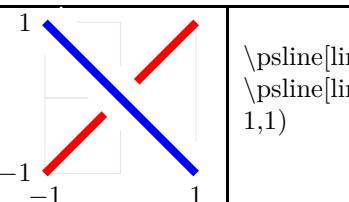
New option : dashcolor [15]

	<code>\psline[linewidth=.5cm,linestyle=dashed,dashcolor=red](0,0)(4,0)</code>
	<code>\psline[linewidth=0.5cm,linestyle=dashed, linecolor=black,dashcolor=black!40,dash=5mm 5mm](0,0)(4,0)</code>

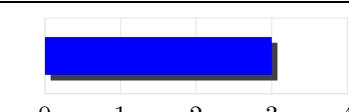
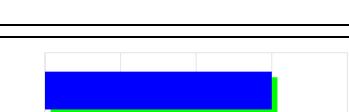
## 2.4 Double line

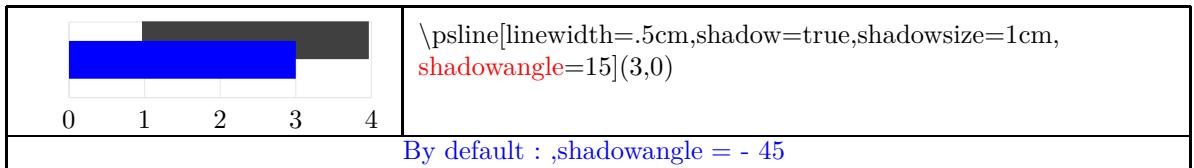
	\psline[doubleline=true](4,0)
	\psline[linewidth=0.25cm,doubleline=true,doublesep=.3cm](4,0)
	By default : doublesep = 1.25\pslinewidth
	\psline[linewidth=0.25cm,doubleline=true,doublecolor=red](4,0)
	By default : doublecolor = white

## 2.5 Border

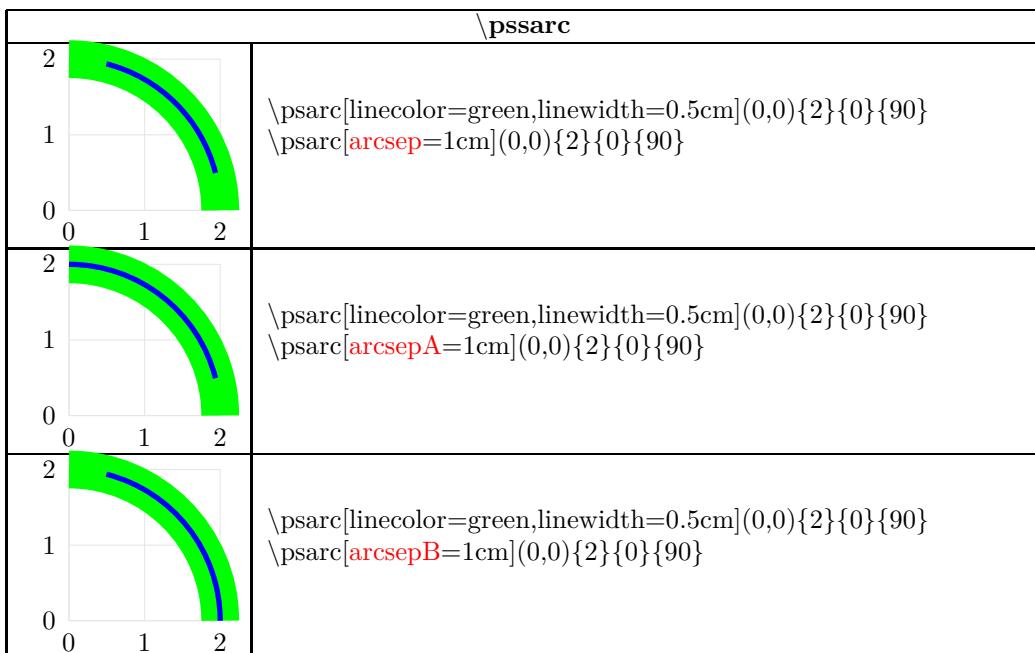
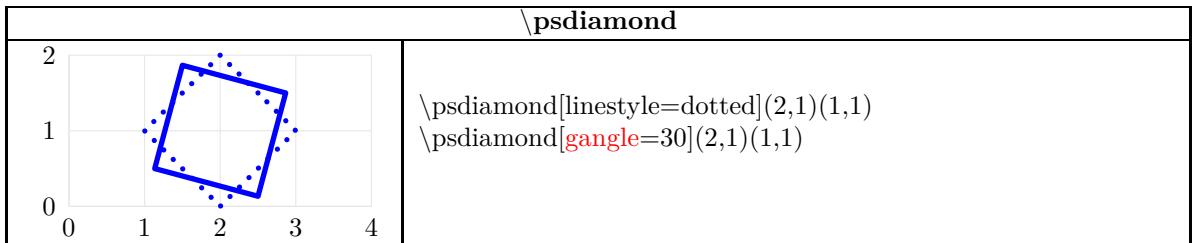
	\psline[linewidth=0.5cm,border=0.25cm,bordercolor=red](3,0)
	\psline[linewidth=3pt, linecolor=red](-1,-1)(1,1) \psline[linewidth=3pt, linecolor=blue, border==0.25cm](1,-1)(-1,1)

## 2.6 Shadow

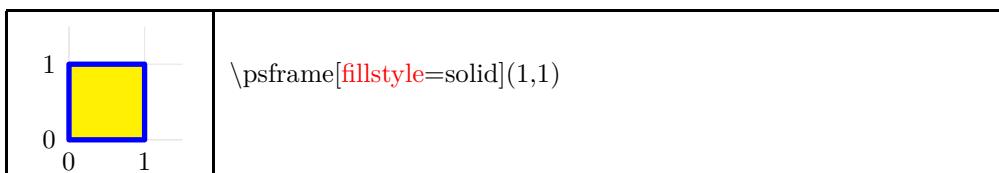
	\psline[linecolor=red,shadow=true](3,0)
	By default : shadow = false
	\psline[linewidth=.5cm,shadow=true,shadowsize=.5cm](3,0)
	By default : shadowsize = 3pt
	\psline[linewidth=.5cm,shadow=true,shadowcolor=green](3,0)
	By default : shadowcolor = darkgray



## 2.7 Specific parameters



## 2.8 Filling



Types de remplissages disponibles						
none	solid	vlines	hlines	crosshatch	penrose	dots
		vlines*	hlines*	crosshatch*	penrose*	

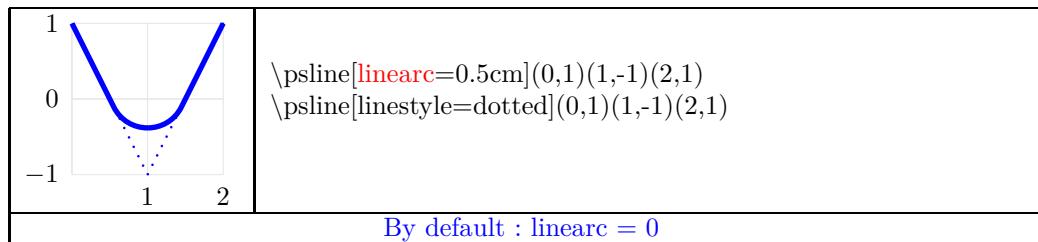
Options available :

 1 0 0      1	\psframe[fillstyle=hlines*,fillcolor=green](1,1)
fillcolor = white	
 1 0 0      1	\psframe[fillstyle=hlines*,hatchwidth=3pt](1,1)
hatchwidth = 0.8pt	
 1 0 0      1	\psframe[fillstyle=hlines*,hatchsep=10pt](1,1)
hatchsep = 4pt	
 1 0 0      1	\psframe[fillstyle=hlines*,hatchcolor=red](1,1)
hatchcolor = black	
 1 0 0      1	\psframe[fillstyle=hlines*,hatchangle=25](1,1)
hatchangle = 45	

New option : **hatchwidthinc** **hatchsepinc** [13]

\psframe[fillstyle=vlines,hatchwidthinc=2pt](14,1)
\psframe[fillstyle=vlines,hatchsepinc=2pt](14,1)

## 2.9 Line arc

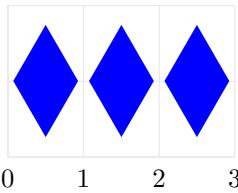
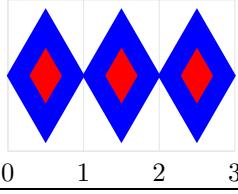
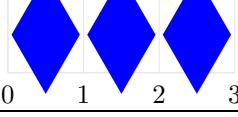
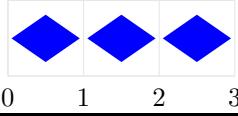
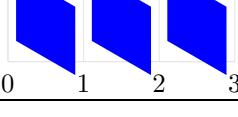


## 2.10 Dot style

<code>\psdots [dotstyle=pentagon*] (.5,0)(1.5,0)(2.5,0)</code>		
*	● ● ●	○ ○ ○
x	× × ×	+
Bo	○ ○ ○	+ + +
asterisk	* * *	B+
Asterisk	* * *	Basterisk
SolidAsterisk	✳✳✳	-BoldAsterisk
BoldOplus	⊕⊕⊕	oplus
otimes	⊗⊗⊗	SolidOplus
square	□□□	
square*	■■■	Bsquare
diamond*	◆◆◆	diamond
Btriangle	▲▲▲	triangle
pentagon	◇◇◇	triangle*
pentagon*	◆◆◆	Bpentagon
BoldHexagon	○○○	Hexagon
Octogon	○○○	SolidHexagon
SolidOctogon	●●●	BoldOctogon
By default : dotstyle = *		

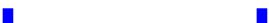
1. linecolor=blue,fillcolor=yellow

## 2.11 Parameters of the points

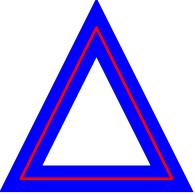
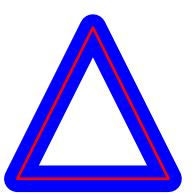
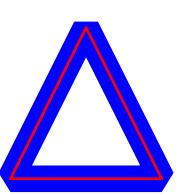
	<pre>\psdots[dotstyle=diamond*, dotsize= 1cm] (0.5,0)(1.5,0)(2.5,0)</pre>
	<pre>\psdots[dotstyle=diamond*, dotsize= 0.5cm 10] (0.5,0)(1.5,0)(2.5,0) \psdots[linecolor=red,dotstyle=diamond*, dotsize= 0.5cm] (0.5,0)(1.5,0)(2.5,0)</pre>
dotsize= 0.5pt 2.5	
	<pre>\psdots[dotstyle=diamond*, dotscale= 5] (0.5,0)(1.5,0)(2.5,0)</pre>
	<pre>\psdots[dotstyle=diamond*, dotscale= 5 2] (0.5,0)(1.5,0)(2.5,0)</pre>
dotscale= 1	
	<pre>\psdots[dotstyle=diamond*,dotscale= 5, dotangle= 30] (0.5,0)(1.5,0)(2.5,0)</pre>
dotangle= 0	

### 3 Arrowheads and such

#### 3.1 Types of extremities available

Ends on scale 2			
{-}			
{<->}		{>-<}	
{«->}		{»-<<}	
{ - }		{ *- *}	
{[-]}		{]-[]}	
{(-)}		{)-()}	
{o-o}		{*-*}	
{oo-oo}		{**-*}	
{ <-> }		{ >-< }	
{ <-> }		{ >-< }	
{h-h}		{H-H}	
{v-v}		{V-V}	
{f-f}		{F-F}	
{t-t}		{T-T}	
{<D-D>}		{D>-<D}	
linewidth : 0,3cm			
{-}		{c-c}	
{C-C}		{cc-cc}	

### 3.2 Linejoin linecap [14]

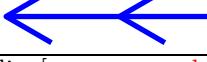
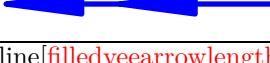
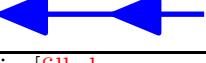
\psline[linecap=0,linewidth=10pt](2,0.5)(2,2.5)		
		
linecap=0	linecap=1	linecap=2
\pstriangle[linejoin=0,linewidth=10pt] (2,0.5)(2,2)		
		
linejoin=0	linejoin=1	linejoin=2

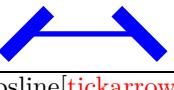
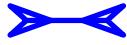
### 3.3 Multiple arrows

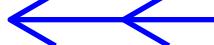
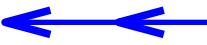
nArrows
 
\psline[nArrows=5]{>->}(0.5,0)(5,0) \psline[nArrows=5]{<-<}(0.5,0)(5,0)
nArrowsA ArrowsB
 
\psline[nArrowsA=5]{>->}(0.5,0)(5,0) \psline[nArrowsB=5]{>->}(0.5,0)(5,0)
 
\psline[nArrowsA=5]{<-<}(0.5,0)(5,0) \psline[nArrowsB=5]{<-<}(0.5,0)(5,0)

### 3.4 Parameters available

	
\psline[Arrowsize=3pt 3]{->}	\psline[arrowlength= 5]{->}
By default : arrowsize= 1.5pt 2	By default : arrowlength= 1.4

	
<code>\psline[arrowinset=0]{-&gt;}</code>	<code>\psline[arrowinset=.8]{-&gt;}</code>
By default : arrowinset=.4 (40% )	
	
<code>linewidth=2pt</code>	<code>linewidth=4pt</code>
<code>\psline[tbarsize=4pt 2]{ &lt;- }</code>	By default : tbarsize=2pt 5
	
<code>\psline;bracketlength=.5}{-}]</code>	<code>\psline[rbracketlength=.5}{-)}</code>
By default : bracketlength = 0.15	By default : rbracketlength=0.15
	
<code>\psline[arrowscale=5]{-&gt;}</code>	<code>\psline[arrowscale= 5 10]{-&gt;}</code>
By default : arrowscale=1	
	
<code>\psline[hooklength=10mm ]{-H}</code>	<code>\psline[hookwidth=3mm]{-H}</code>
By default : hooklength=3mm	By default : hookwidth=1mm
	
<code>\psline[arrowLW=1pt]{o-*}</code>	<code>\psline[arrowLW=1mm]{*-o}</code>
	
<code>\psline[veearrowlength=.5cm ]{v-V}</code>	<code>\psline[veearrowangle=60]{v-V}</code>
By default : veearrowlength = 3mm	By default : veearrowangle = 30
	
<code>\psline[veearrow linewidth=.5mm ]{v-V}</code>	<code>\psline[filledveearrowlength = 5mm]{f-F}</code>
By default : veearrow linewidth = 0.35mm	By default : filledveearrowlength = 3mm
	
<code>\psline[filledveearrowangle = 45 ]{f-F}</code>	<code>\psline[filledveearrow linewidth = 1mm]{f-F}</code>
By default : filledveearrowangle = 15	By default : filledveearrow linewidth = 0.35mm

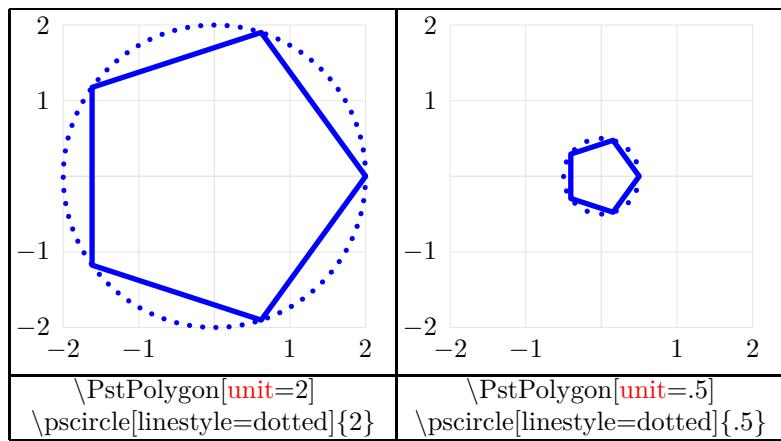
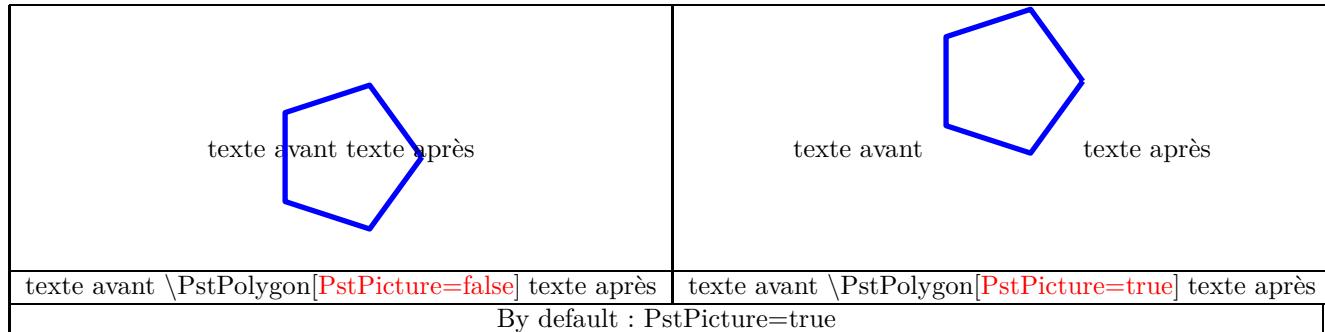
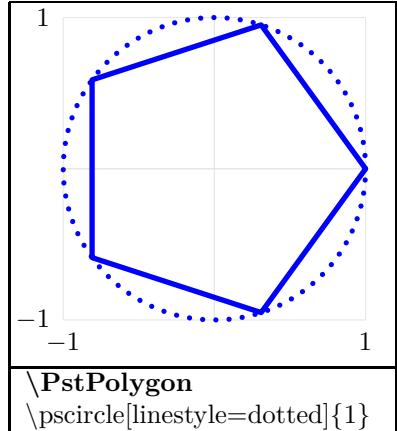
	
\psline[tickarrowlength=2.5mm]{t-T}	\psline[tickarrowlinewidth=1mm]{t-T}
By default : tickarrowlength= 1.5mm	By default : tickarrowlinewidth=0.35mm
	
\psline[arrowlinestyle=dotted]{t-T}	\psline[arrowlinestyle=dashed]{v-V}
arrowlinestyle= solid	
	
\psline[ArrowFill=false,arrowinset=0]{>-<}	\psline[ArrowFill=false]{>-<}
	
\psline[Arrowsize=3]{->}	\psline[arrowlength= 5]{->}
By default : arrowsize= 1.5pt 2	By default : arrowlength= 1.4
	
\psline[arrowinset=0]{->}	\psline[arrowinset=.8]{->}
By default : arrowscale=.4 (40% )	
	
linewidth=2pt	linewidth=4pt
\psline[tbarsize=4pt 2]{ <- }	By default : tbarsize=2pt 5
	
\psline[bracketlength=.5]{-}}	\psline[rbracketlength=.5]{-})
By default 0.15	By default 0.15
	
\psline[arrowscale=5]{-})	\psline[arrowscale= 5 10]{-})
By default : arrowscale=1	
	
\psline[hooklength=10mm]{-H}	\psline[hookwidth=3mm]{-H}
By default : hooklength=3mm	By default : hookwidth=1mm

	
\psline[arrowLW=1pt]{o-*}	\psline[arrowLW=1mm]{*-o}
	
\psline[veearrowlength=.5cm]{v-V}	\psline[veearrowangle=60]{v-V}
By default : veearrowlength = 3mm	By default : veearrowangle = 30
	
\psline[veearrowwidth=.5mm]{v-V}	\psline[filledveearrowlength=5mm]{f-F}
By default : veearrowwidth = 0.35mm	By default : filledveearrowlength = 3mm
	
\psline[filledveearrowangle=45]{f-F}	\psline[filledveearrowwidth=1mm]{f-F}
By default : filledveearrowangle = 15	By default : filledveearrowwidth = 0.35mm
	
\psline[tickarrowlength=2.5mm]{t-T}	\psline[tickarrowlength=1mm]{t-T}
By default : tickarrowlength= 1.5mm	By default : tickarrowlength=0.35mm
	
\psline[arrowlinestyle=dotted]{t-T}	\psline[arrowlinestyle=dashed]{v-V}
arrowlinestyle= solid	
	
\psline[ArrowFill=false,arrowinset=0]{>-<}	\psline[ArrowFill=false]{>-<}

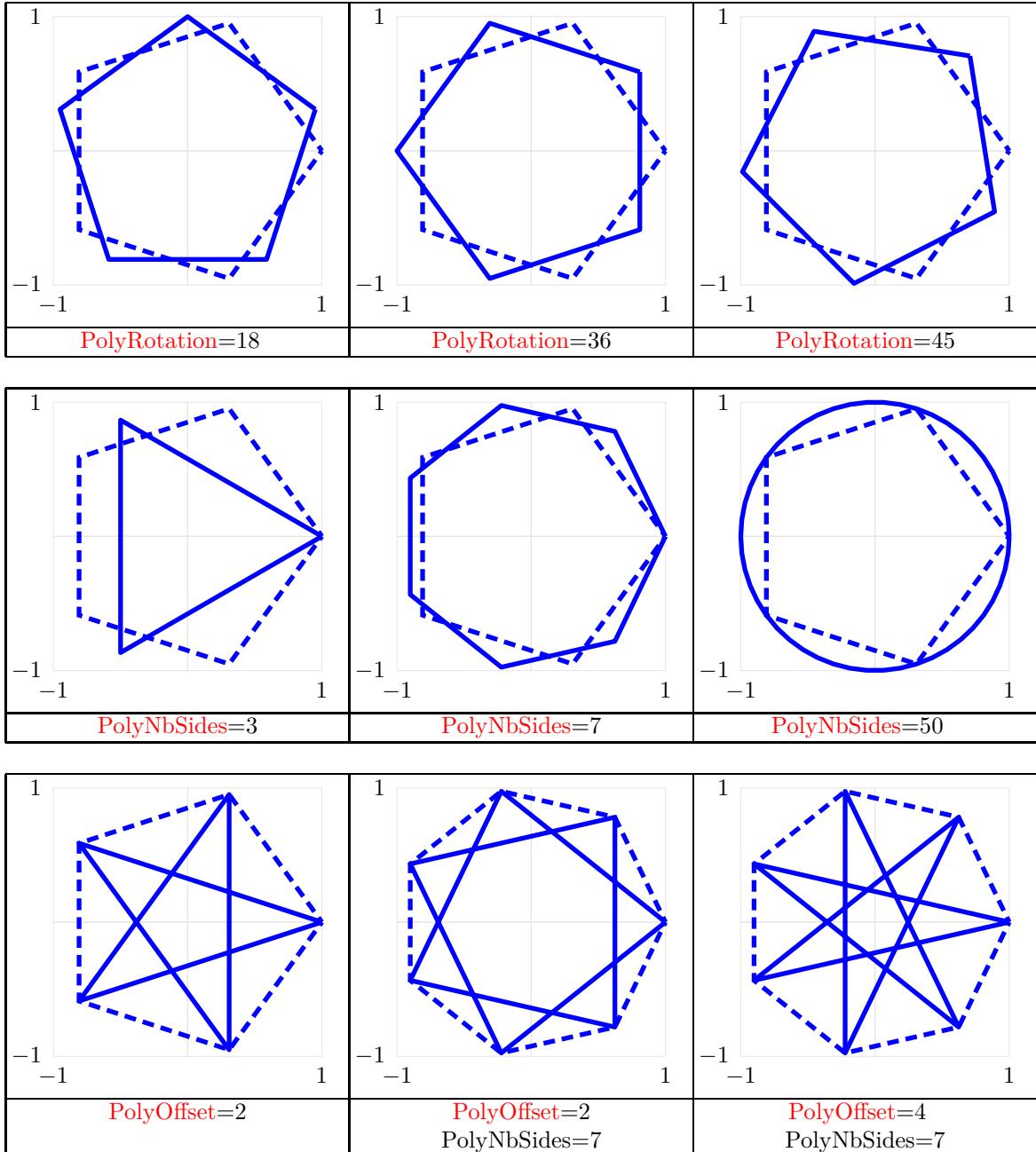
## 4 Des polygones avec pst poly [19]

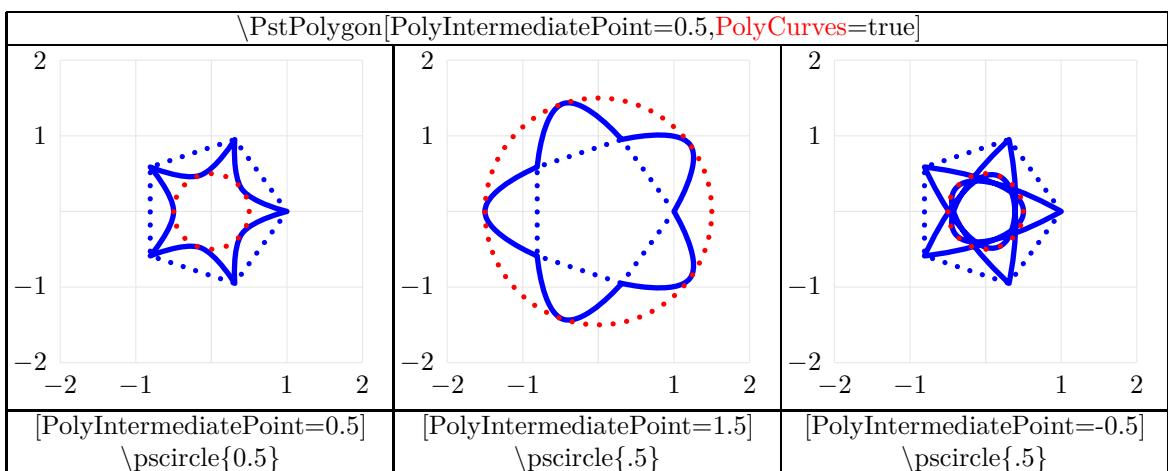
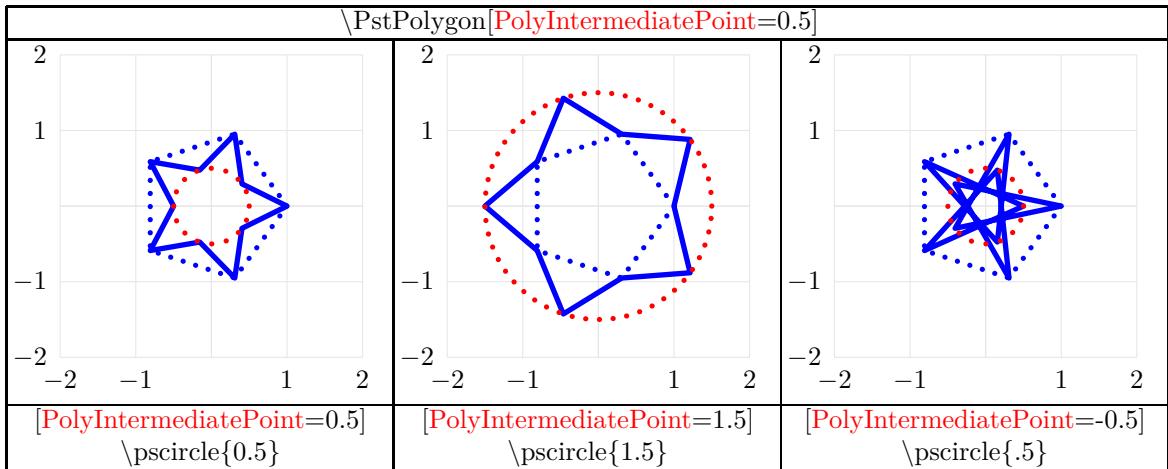
### 5 Polygons with pstpoly

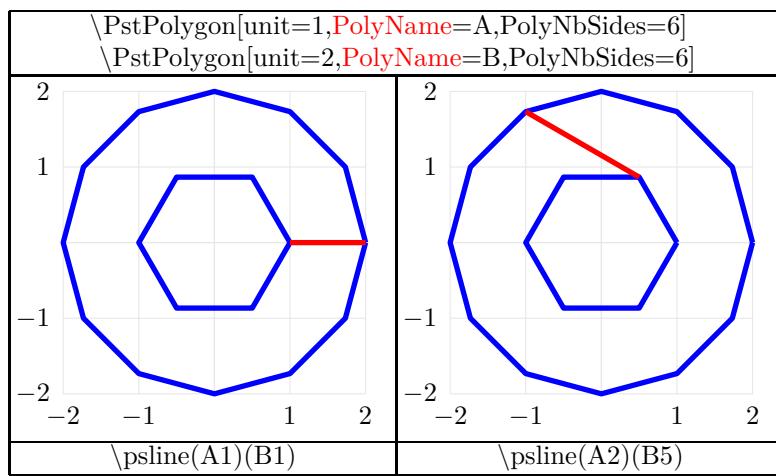
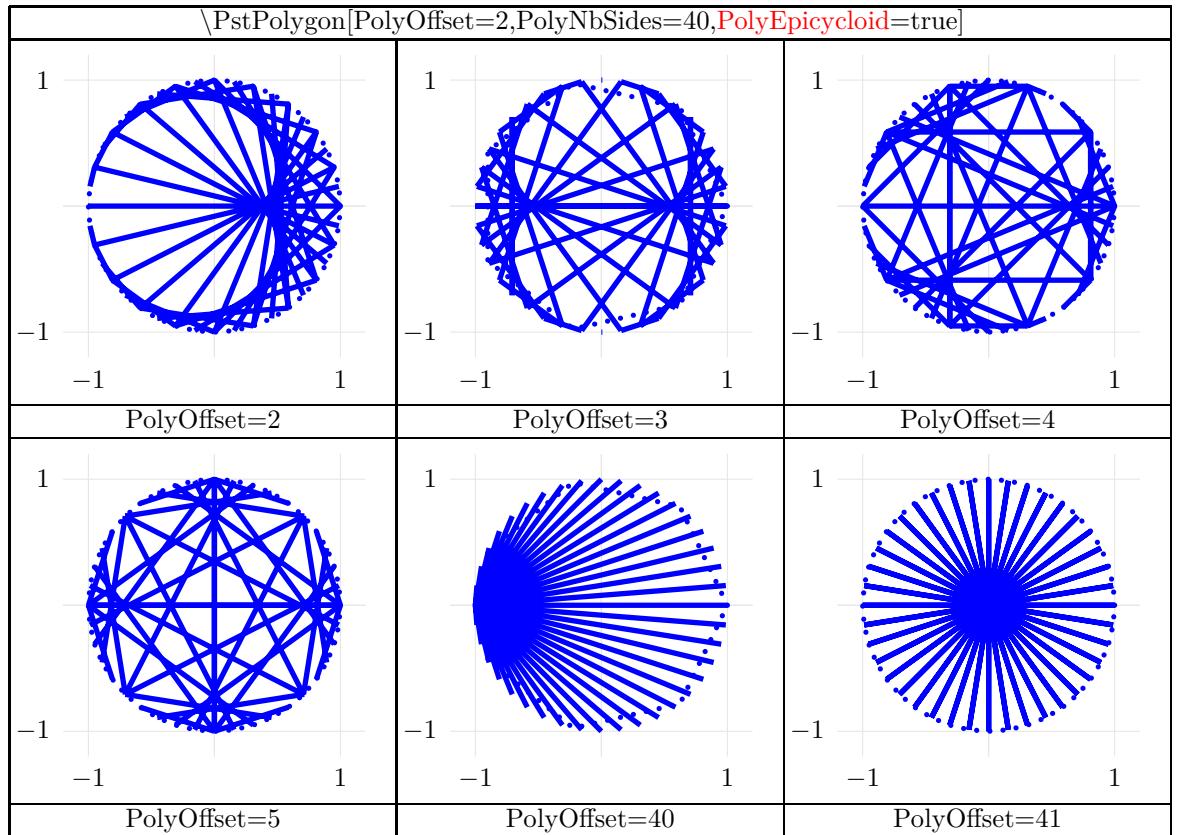
Utilisation du module pst-poly (consultez le fichier pst-poly-doc.pdf )



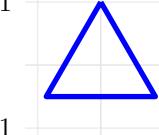
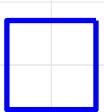
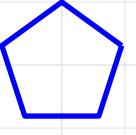
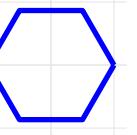
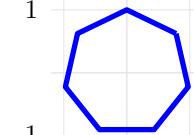
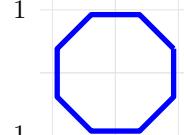
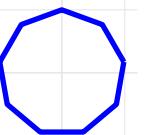
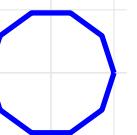
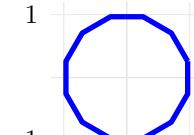
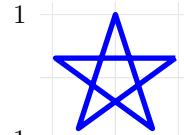
## 5.1 Options

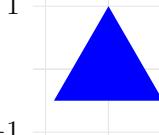
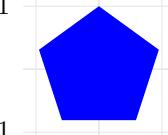
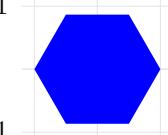
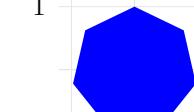
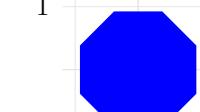
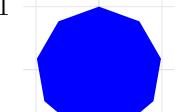
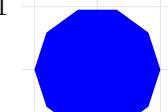
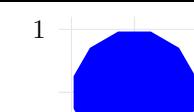
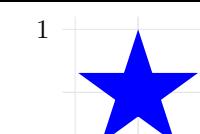




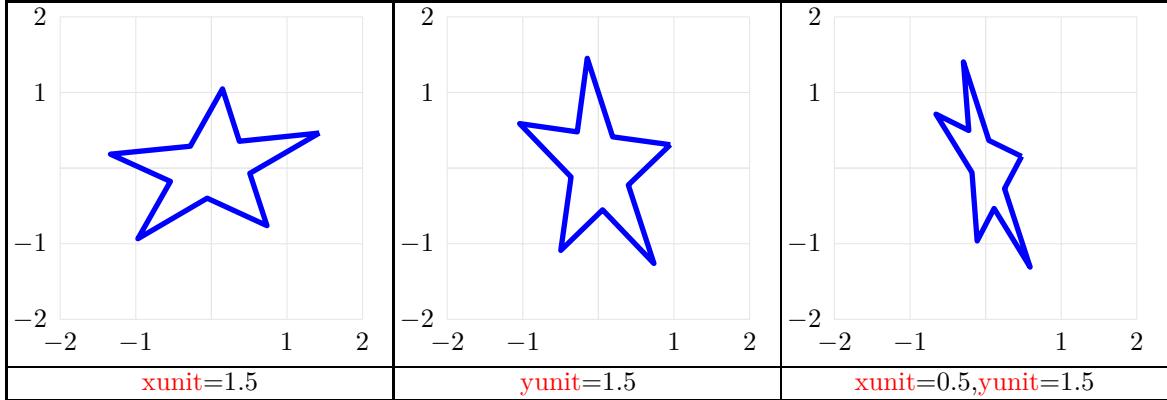


## 5.2 Predefined polygon

			
\PstTriangle	\PstSquare	\PstPentagon	\PstHexagon
			
\PstHeptagon	\PstOctagon	\PstNonagon	\PstDecagon
			
\PstDodecagon	\PstStarFiveLines	\PstStarFive	

			
\PstTriangle*	\PstSquare*	\PstPentagon*	\PstHexagon*
			
\PstHeptagon*	\PstOctagon*	\PstNonagon*	\PstDecagon*
			
\PstDodecagon*	\PstStarFiveLines*	\PstStarFive*	

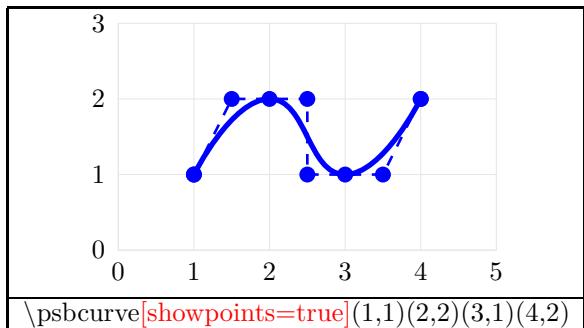
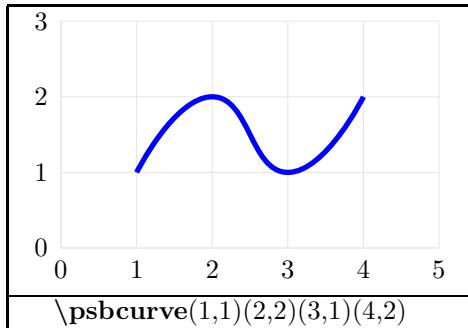
\PstStarFive[xunit=1.5]



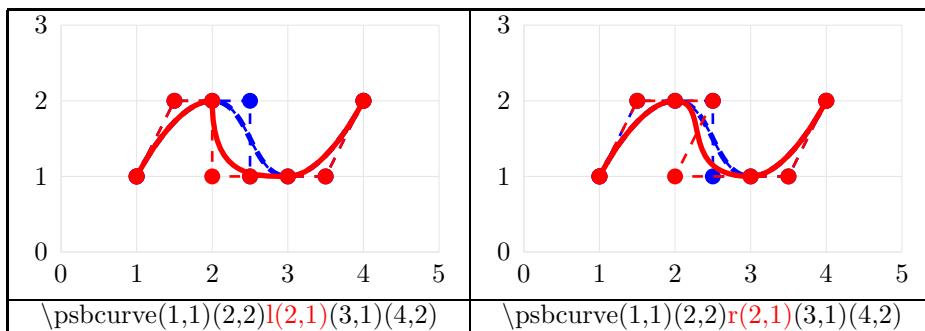
## 6 Bezier Curves

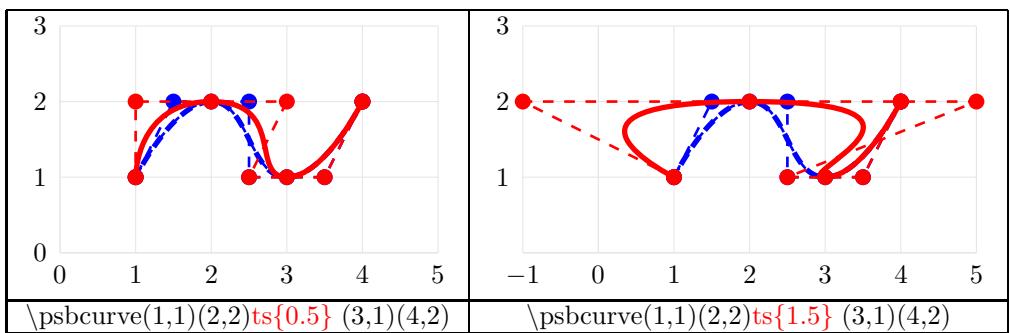
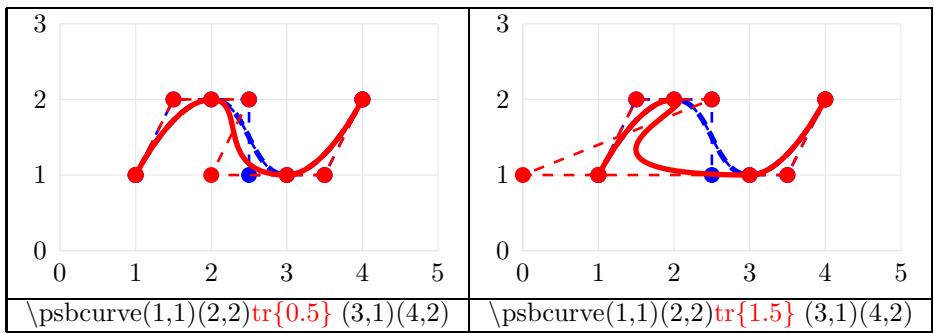
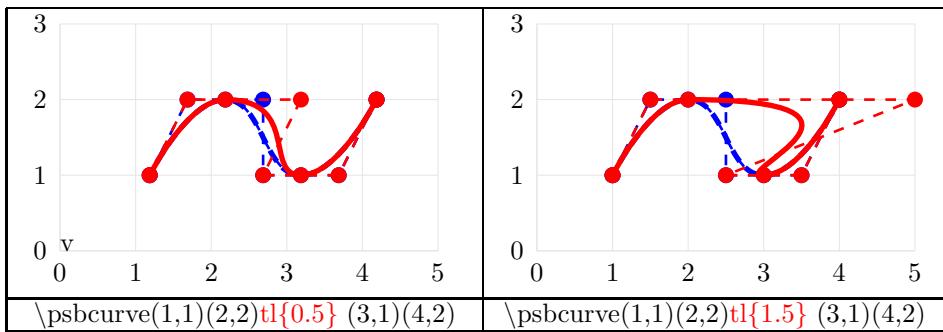
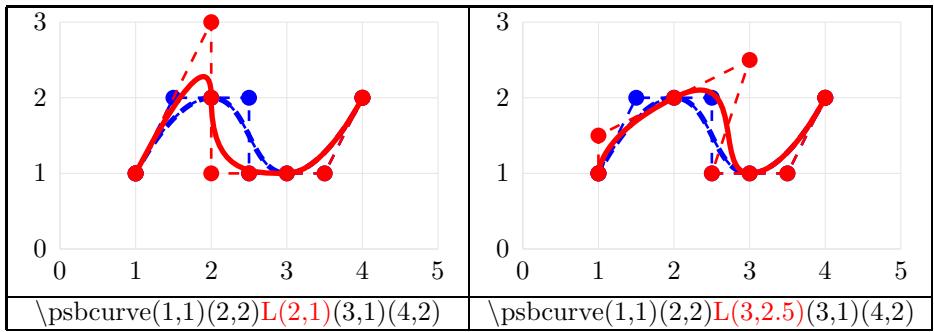
Package « **ps-bezier** »

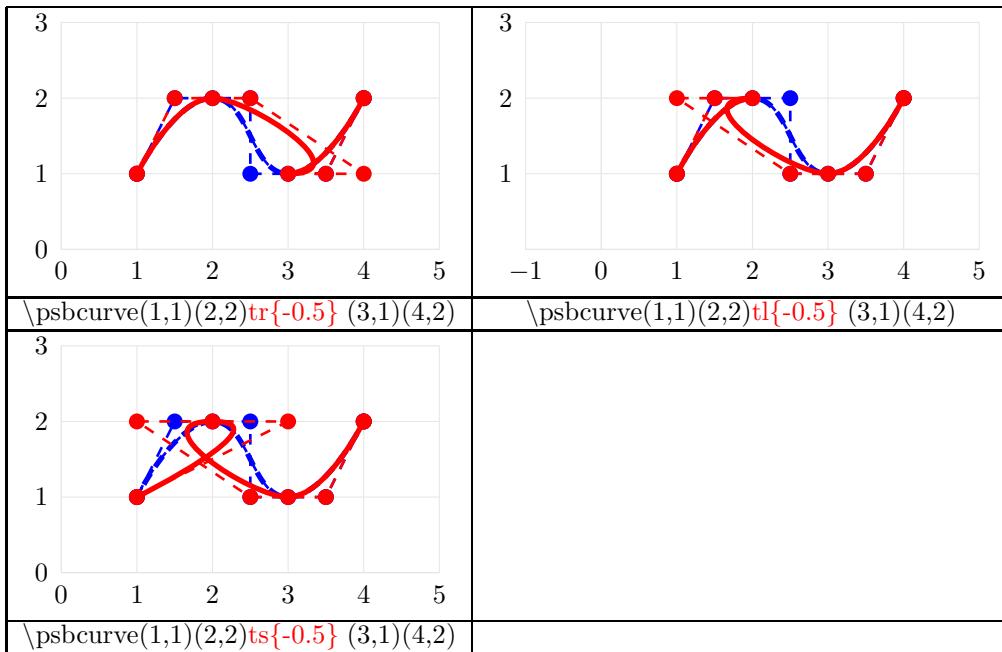
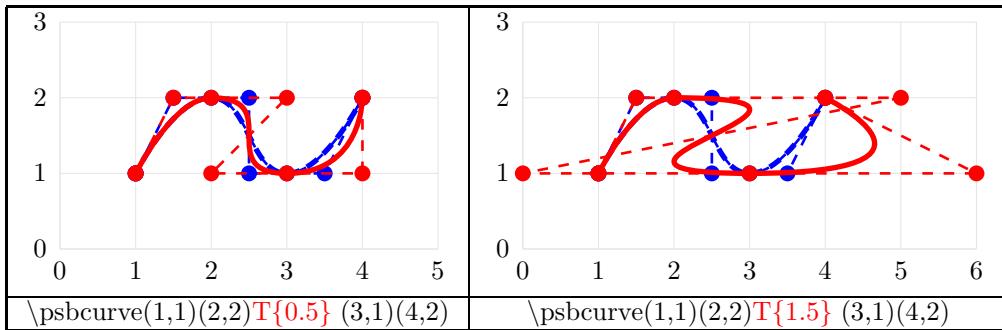
### 6.1 psbcurve command



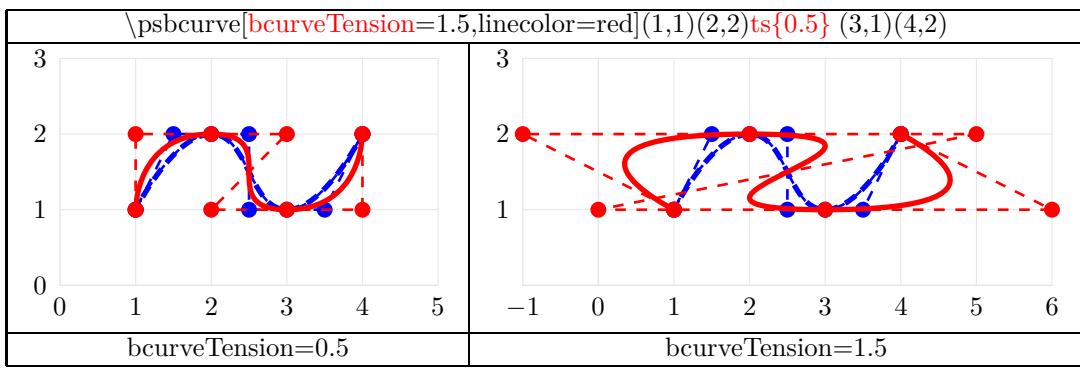
### 6.2 Modifiers



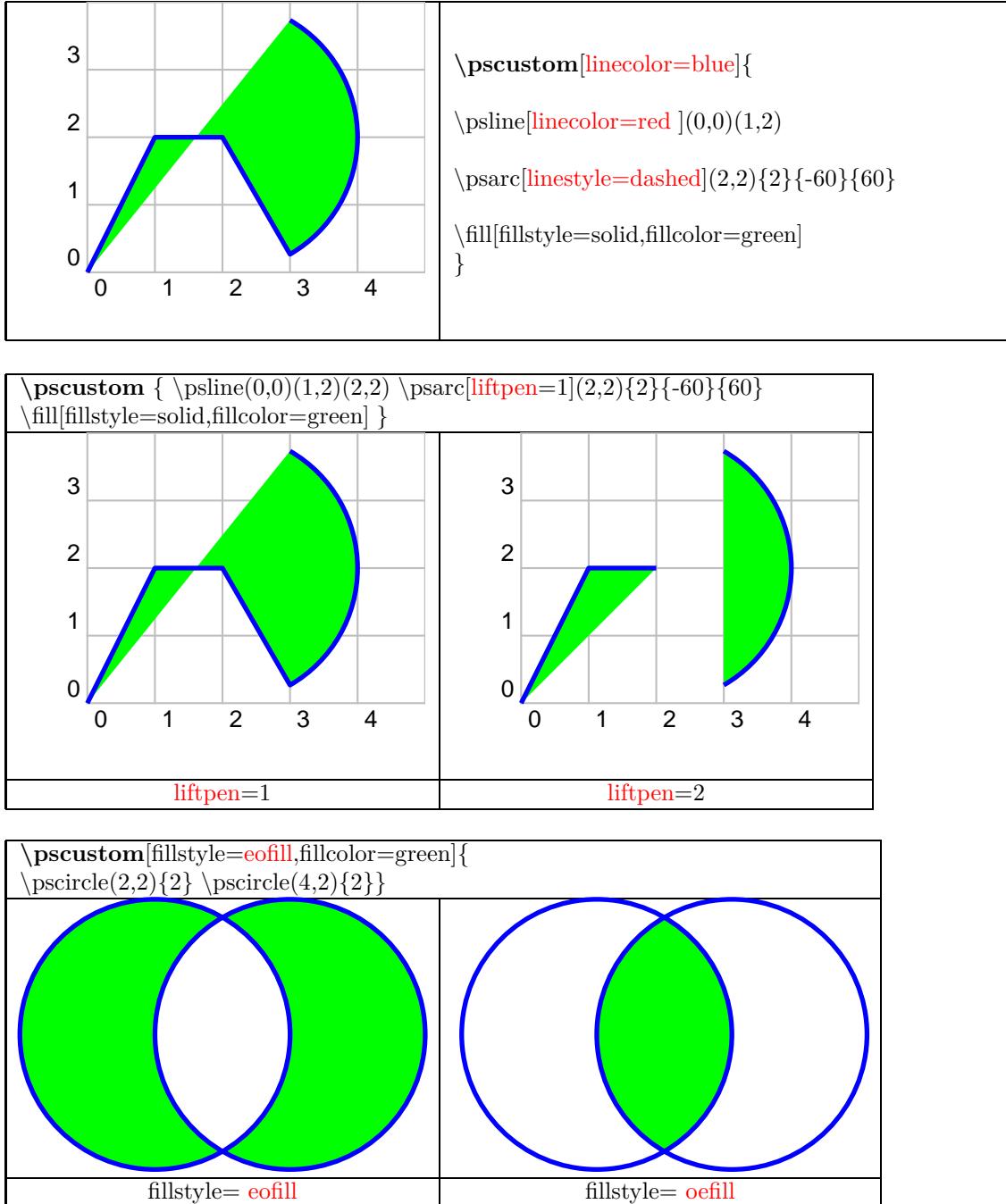




### 6.3 bcurveTension parameter

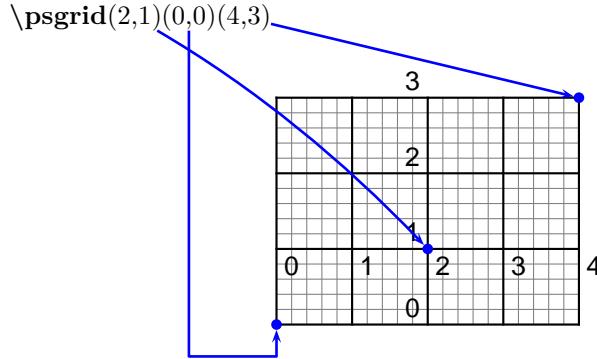


## 7 Path PSTricks



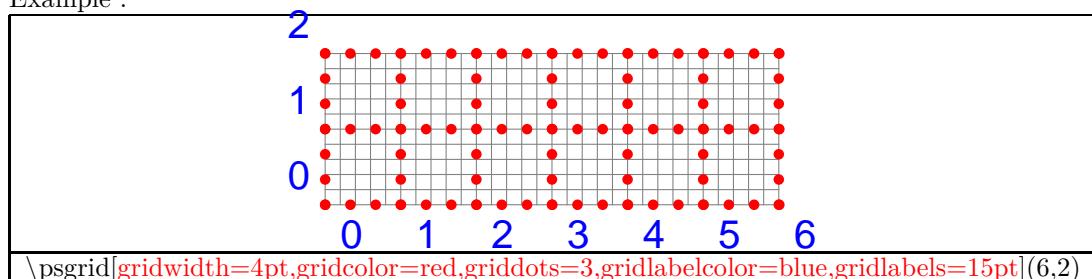
## 8 coordinates

### 8.1 Grids

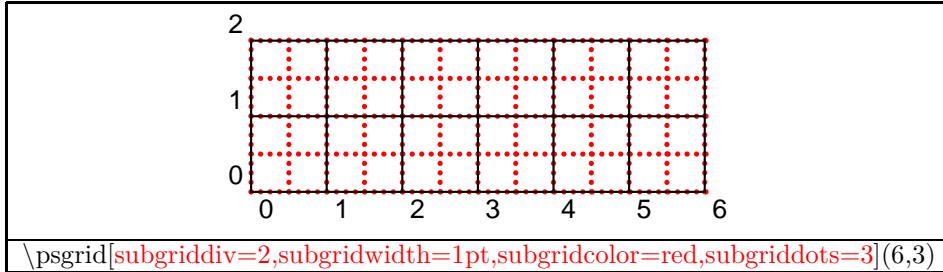


Main grid				
gridwidth = 2pt By default : .8pt	griddots = 3 By default : 0	gridcolor = red By default : black	gridlabels = 5pt By default : 10pt	gridlabelcolor = red By default : black

Example :



secondary grid			
subgriddiv = 3 By default : 5	subgridwidth = 1pt By default : .4pt	subgridcolor = red By default : gray	subgriddots = 3 By default : 0



## 8.2 Coordinate systems

### 8.2.1 Default

*Cartesian coordinates : (x,y) . ( the origin is the current position)*

### 8.2.2 Other coordinate systems

- Activated with the command \SpecialCoor
- Desactivated with the command \NormalCoor

\dotnode*[dotstyle=*](2;60){A}	\nput*[45]{A}{A}		
polar	calculated <sup>1</sup>	(coor1 coor2)	(coor1 coor2)
(2;60)	(!3 sqrt 2)	(2;30 2;60)	(B C)

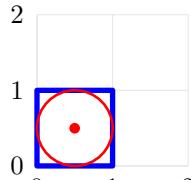
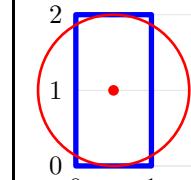
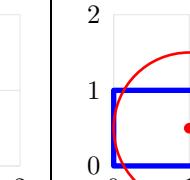
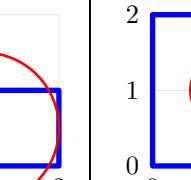
### 8.2.3 Relative position

\dotnode*[dotstyle=*,linecolor=red]([nodesep=1]B){A}	\nput*[45]{A}{A}
([nodesep=1]B)	([offset=1]B)A
([nodesep=1,offset=1]B)	([angle=25,nodesep=1]B)

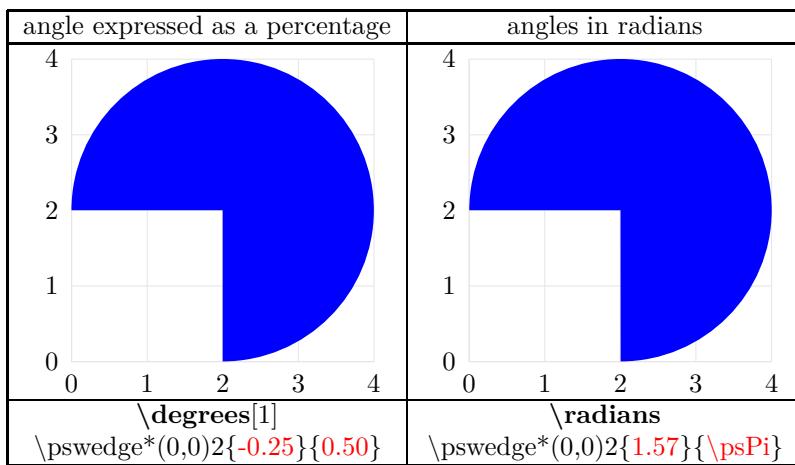
1. formula in the PostScript language

## 8.3 Changing default units

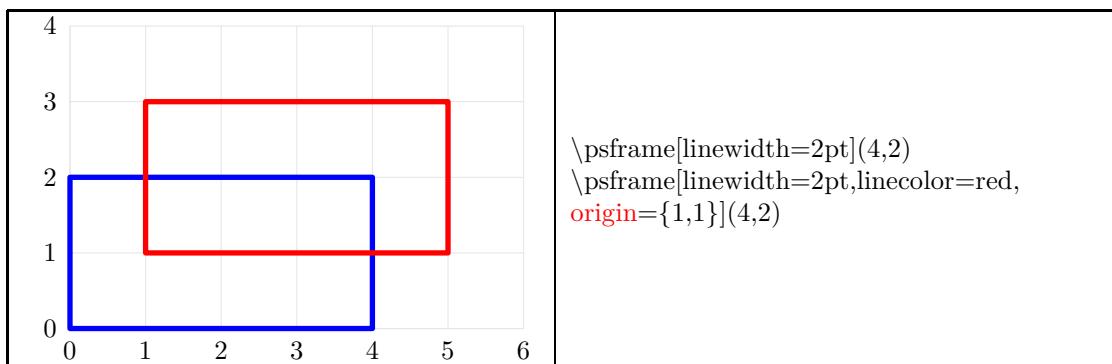
### 8.3.1 Changing the units of length

<code>\psset{unit=0.5cm}</code>	<code>\psframe(2,2)</code>	<code>\psdots(1,1)</code>	<code>\pscircle(1,1){1}</code>
			
<code>unit = 0.5cm</code>	<code>xunit = 0.5cm</code>	<code>yunit = 0.5cm</code>	<code>runit = 0.5cm</code>
By default : <code>unit = xunit = yunit = runit = 1cm</code>			

### 8.3.2 Changing the unit of angles



## 8.4 Change of origin



## 8.5 Permutation of the axes

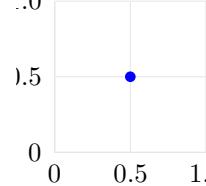
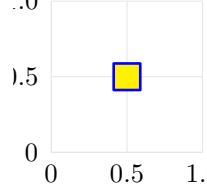
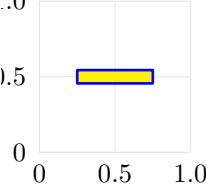
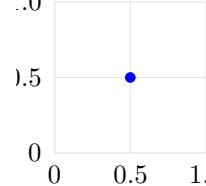
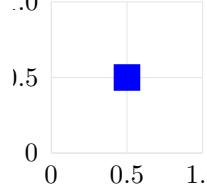
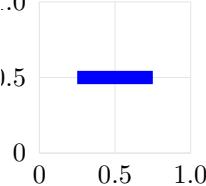
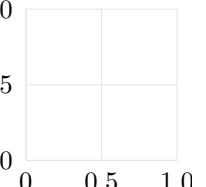
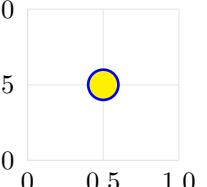
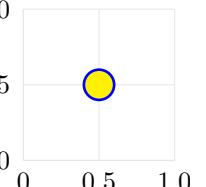
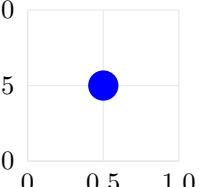
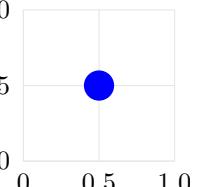
$\backslash$ psset{swapaxes=true} $\backslash$ psframe(2,1)	
	
$\backslash$ psset{swapaxes=true}	$\backslash$ psset{swapaxes=false} (By default )

## 9 Nodes

Utilisation du module **pst-node**

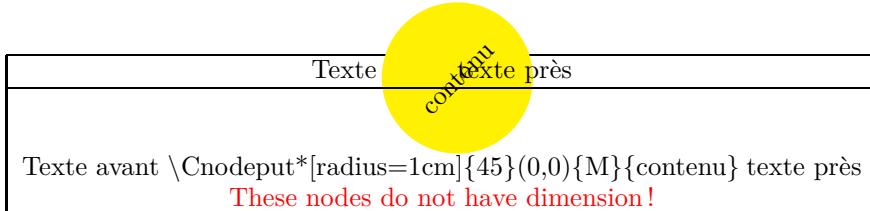
### 9.1 Types of nodes

#### 9.1.1 With coordinates<sup>1</sup>

		
\dotnode(.5,0.5){A}	\fnode(.5,0.5){B}	\fnode[framesize=.5 5pt](.5,0.5){B}
		
\dotnode*(.5,0.5){A}	\fnode*(.5,0.5){B}	\fnode*[framesize=.5 5pt](.5,0.5){B}
		
\pnode(.5,0.5){A}	\cnode(.5,0.5){.2cm}{A}	\Cnode[radius=.2cm](.5,0.5){A}
		
	\cnode*(.5,0.5){.2cm}{A}	\Cnode*[radius=.2cm](.5,0.5){A}

1. `fillcolor=yellow, linecolor=blue`

\psnode(.5,0.5){A}{contenu}	\cnodeput{45}(.5,0.5){M}{contenu}	\Cnodeput[radius=1cm]{45}(2,0){M}{contenu}
\psnode*(.5,0.5){A}{contenu}	\cnodeput*[45](.5,0.5){M}{contenu}	\Cnodeput*[radius=1cm]{45}(2,0){M}{contenu}



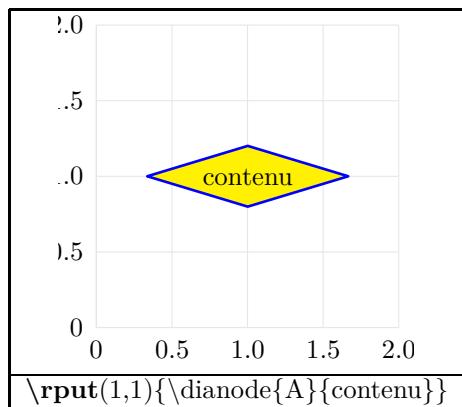
## 9.2 Without coordinates

contenu	contenu	contenu
\rnode{A}{contenu}	\Rnode{B}{contenu}	\rnode{C}{\psframebox{contenu}}
	contenu	contenu
	\Rnode*{B}{contenu}	\rnode{C}{\psframebox*{contenu}}

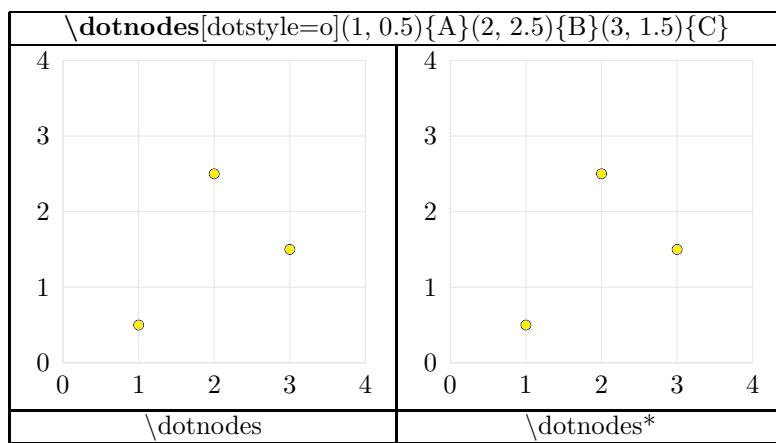
\trinode{A}{contenu}	\trinode*{B}{contenu}

Texte avant texte près

Texte avant \dianode{A}{contenu} texte près

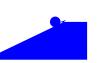
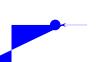
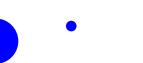
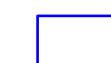


### 9.2.1 Création de nœuds multiples



### 9.3 Connections between nodes

#### 9.3.1 Types of connections available<sup>2</sup>

	without asterisk	with asterisk
\ncline{->}{A}{B}		
\nccurve{->}{A}{B}		
\ncarc{->}{A}{B}		
\ncbar{->}{A}{B}		
\ncdiag{->}{A}{B}		
\ncdiagg{->}{A}{B}		
\ncangle{->}{A}{B}		
\ncangles{->}{A}{B}		
\nccircle{->}{A}{.3cm}		
\ncbox{->}{A}{B}	boxsize	
\ncarcbox{->}{A}{B}		
\ncloop{->}{A}{B}		

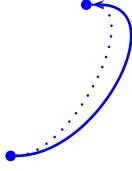
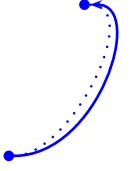
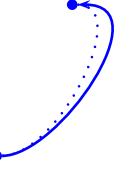
2. fillcolor=white, linecolor=blue

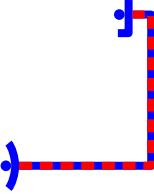
### 9.3.2 Nodes as points

	without asterisk	with asterisk
\pcline{->}(A)(B)		
\pccurve{->}(A)(B)		
\pcarc {->}(A)(B)		
\pcbbar{->}(A)(B)		
\pcdiag{->}(A)(B)		
\pcdiagg {->}(A)(B)		
\pcangle{->}(A)(B)		
\pcangles{->}(A)(B)		
\pcbbox{->}(A)(B)		
\pcarcbox{->}(A)(B)		
\pcloop {->}(A)(B)		

### 9.3.3 Options available

$\backslash ncline[nodesep=.3cm]\{->\}\{A\}\{B\}$		
 <b>nodesep=0.3cm</b> By default : 0pt	 <b>nodesepA=0.2cm</b> By default : 0pt	 <b>nodesepB=0.4cm</b> By default : 0pt
$\backslash ncarc[arcangle=90]\{->\}\{A\}\{B\}$		
 <b>arcangle=90</b> By default : 8	 <b>arcangleA=90</b> By default : 8	 <b>arcangleB=90</b> By default : 8 only for \ncarc!
$\backslash ncdiag[angle=90]\{->\}\{A\}\{B\}$		
 <b>angle=90</b> By default : 0	 <b>angleA=15</b> By default : 0	 <b>angleB=180</b> By default : 0
$\backslash ncdiag[arm=1cm]\{->\}\{A\}\{B\}$		
 <b>arm=1cm</b> By default : 10pt	 <b>armA=1cm</b> By default : 10pt	 <b>armB=1cm</b> By default : 10pt
 $\backslash ncline[offset=5pt]\{->\}\{A\}\{B\}$ $\backslash ncline[offset=5pt]\{->\}\{B\}\{A\}$ By default : 0pt	 $\backslash ncline[offsetA=5pt]\{->\}\{A\}\{B\}$ $\backslash ncline[linestyle=dotted]\{A\}\{B\}$ By default : 0pt	 $\backslash ncline[offsetB=5pt]\{->\}\{A\}\{B\}$ $\backslash ncline[linestyle=dotted]\{A\}\{B\}$ By default : 0pt
 $\backslash ncloop[loopsize=2cm]\{A\}\{B\}$ By default : 1 cm	$\backslash ncbox[boxsize=.2]\{A\}\{B\}$ By default : 0.4cm only for \ncbox et \ncarcbox!	

		
\nccurve[ncurv=1]{->}{A}{B}	\nccurve[ncurvA=1]{->}{A}{B}	\nccurve[ncurvB=1]{->}{A}{B}
By default : 0.67	By default : 0.67	By default : 0.67
only for \nccurve et \pccurve!		

personalization of the connections	
	
\ncdiagg[linearc=.3cm,doubleline=true, arrowscale=2]{->}{A}{B}	\ncbar[linestyle=dashed,linewidth=3pt, dashcolor=red]{()}{A}{B}

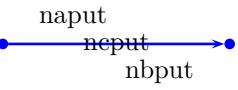
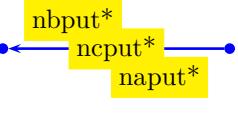
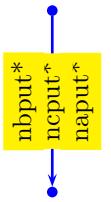
## 9.4 Labels

### 9.4.1 Labels on the nodes<sup>3</sup>

syntaxe : \nput*[paramètres]{position=angle}{nom}{texte}		
\nput		\nput{0}{A}{texte}
\nput*		\nput*{0}{A}{texte}
position=angle		\nput*{45}{A}{à 45}
labelsep		\nput*[labelsep=0.5cm]{0}{A}{texte}
labelsep		\nput*[labelsep=-0.1cm]{0}{A}{texte}
rot		\nput*[rot=45]{0}{A}{rot=45}

3. fillcolor=yellow, linecolor=blue

#### 9.4.2 Labels on the connections

naput		\ncline{->}{A}{B}\naput[npos=.3]{naput} \ncline{->}{A}{B}\ncput{ncput} \ncline{->}{A}{B}\nbput[npos=.7]{nbput}
naput*		\ncline{->}{B}{A}\naput*[npos=.3]{naput} \ncline{->}{B}{A}\ncput*[ncput} \ncline{->}{B}{A}\nbput*[npos=.7]{nbput}
[nrot=90]		\ncline{->}{B}{A}\naput*[nrot=90]{naput} \ncline{->}{B}{A}\naput*[nrot=90]{naput} \ncline{->}{B}{A}\nbput*[nrot=90]{nbput}

## 9.5 Mathematical and graphs

### 9.5.1 Creation of the diagram

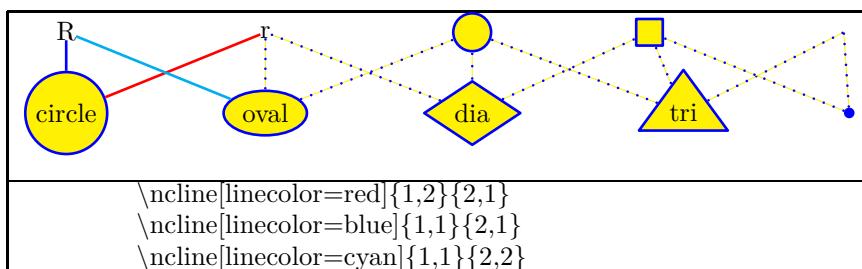
A	B	\psmatrix A & B \\ C & D \\ \endpsmatrix
C	D	

### 9.5.2 10 types of nodes

R	r			
[mnode=R] R	[mnode=r] r	[mnode=C] C	[mnode=f] f	[mnode=p] p
				.
[mnode=circle] circle	[mnode=oval] oval	[mnode=dia] dia	[mnode=tri] tri	[mnode=dot] dot

\psmatrix[mnode=tri] A & B & & D \\ & & C & E \\ \endpsmatrix	\psmatrix[emnnode=tri] A & B & & D \\ & & C & E \\ \endpsmatrix
    	A B D C E

### 9.5.3 Connection of the nodes



### 9.5.4 Labels on connections

\ncline{1,2}{2,1}<\{A\\}\ncline{1,2}{2,2}<\{B\\}\ncline{2,1}{2,2}<\{C\\}	\ncline{1,2}{2,1}__\{A\\}\ncline{1,2}{2,2}__\{B\\}\ncline{2,1}{2,2}__\{C\\}	\ncline{1,2}{2,1}>\{A\\}\ncline{1,2}{2,2}>\{B\\}\ncline{2,1}{2,2}>\{C\\}	\ncline{1,2}{2,1}^\wedge\{A\\}\ncline{1,2}{2,2}^\wedge\{B\\}\ncline{2,1}{2,2}^\wedge\{C\\}

### 9.5.5 Other parameters

name	
	\psmatrix[mnode= oval]\n[name=A] A & [name=B] B \\\n[name=C] C & [name=D] D \\\n\endpsmatrix\ncline[linecolor=red]{A}{D}\n\pcline[linecolor=blue]{(B)}{(C)}

mcol By default : mcol=c	
paramètres	Position du noeud
mcol=l	
mcol=c	
mcol=r	

\psmatrix[rowsep=.2cm,colsep=.2cm]\paramètres & Position du noeud \\ mcol=l & [mnode= oval,mcol=l] A \\ mcol=c & [mnode= oval,mcol=c] B \\ mcol=r & [mnode= oval,mcol=r] C \\\endpsmatrix

radius	
	\psmatrix[mnode=C] & [mnode=C, radius=1cm] \endpsmatrix

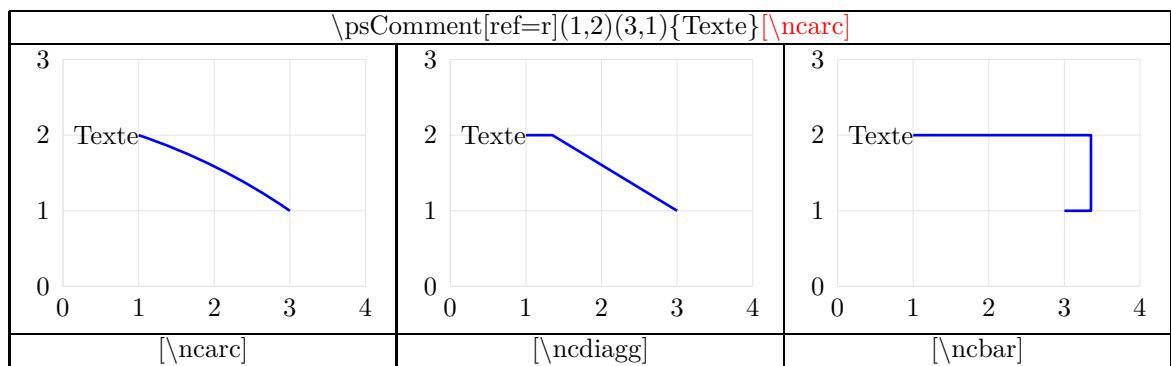
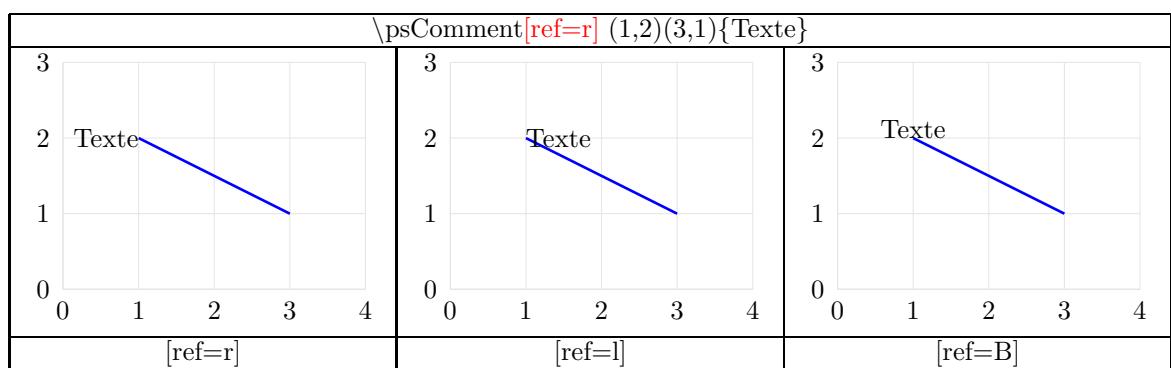
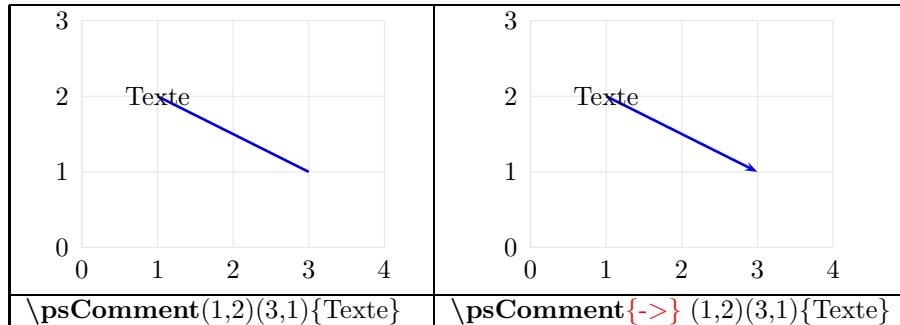
mnodesize By default : mnodesize= -1pt	
\psmatrix[mnode=oval,rowsep=.2cm,colsep=.2cm]\A & B & C & D & E \\\endpsmatrix	

colsep	By default : colsep= 1.5cm
(A) (B)	(C) (D) (E)
A & [ colsep=0cm] B & [colsep=4cm] C & D & E \\	

rowsep	By default : rowsep= 1.5cm
(A)	
(B)	
(C)	(A) (B) (C)
rowsep=0cm	rowsep=1cm
	By default

\psspan	
(A) (B) (C) (D) (E)	A & B & C & D & E \\
(A) (B) (C) (D)	A & B & C \psspan{2} & D \\

## 9.6 comments to a graphic

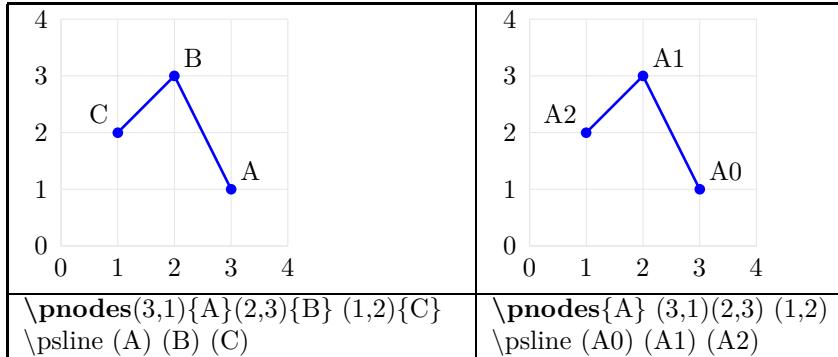


A voir : problème avec le deuxième paramètre final [\ncput]

## 10 Particular constructions

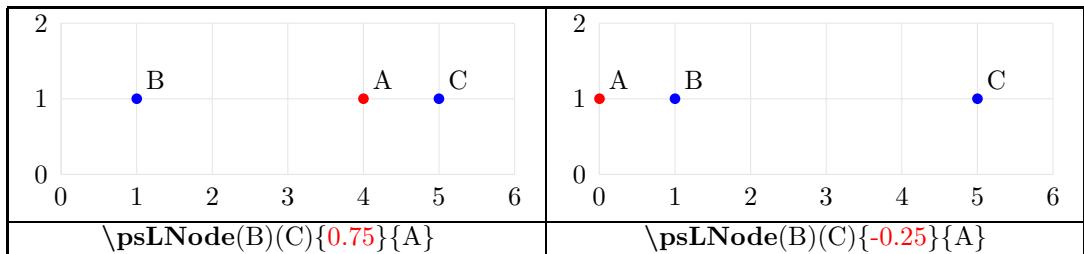
See also the package of geometry on page 181

### 10.1 Multiples nodes creation

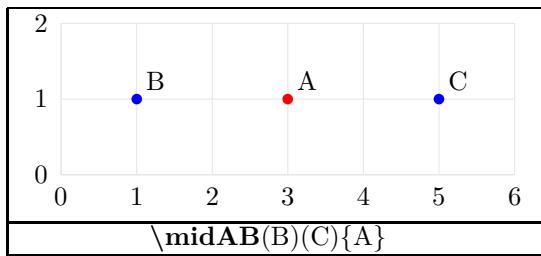


### 10.2 Node positions calculated

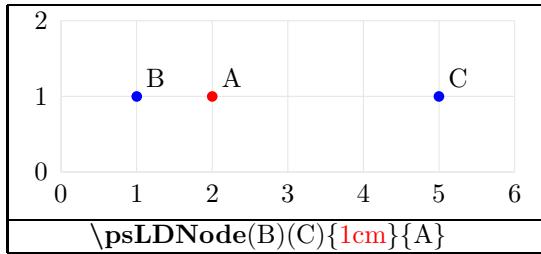
#### 10.2.1 Relative position width psLNode



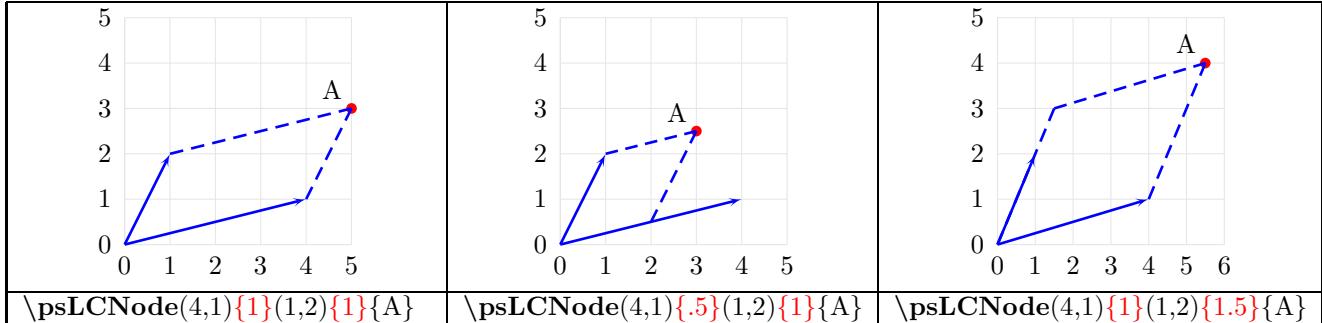
#### 10.2.2 Relative position width midAB



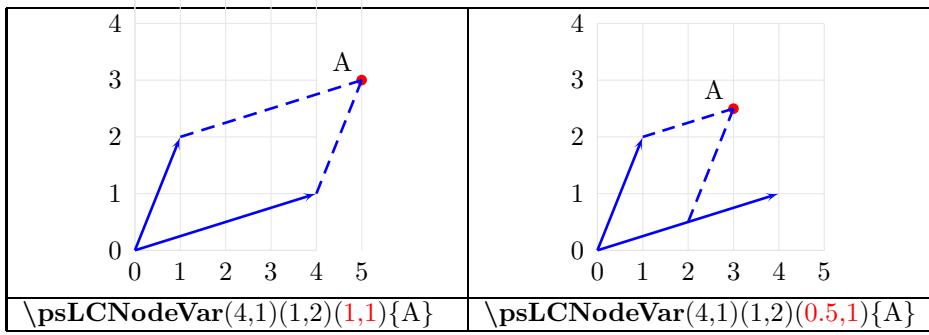
#### 10.2.3 Position width psLDNode



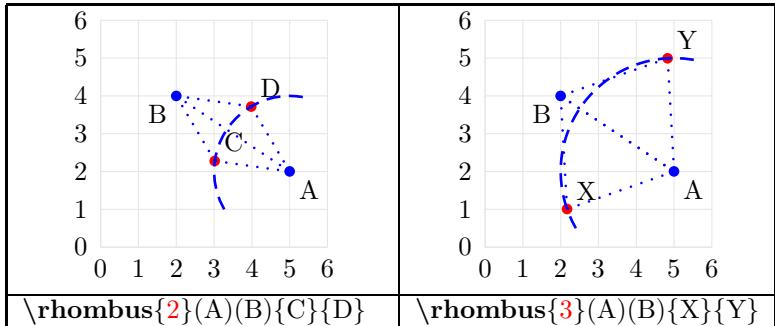
#### 10.2.4 Relative position width psLCNode



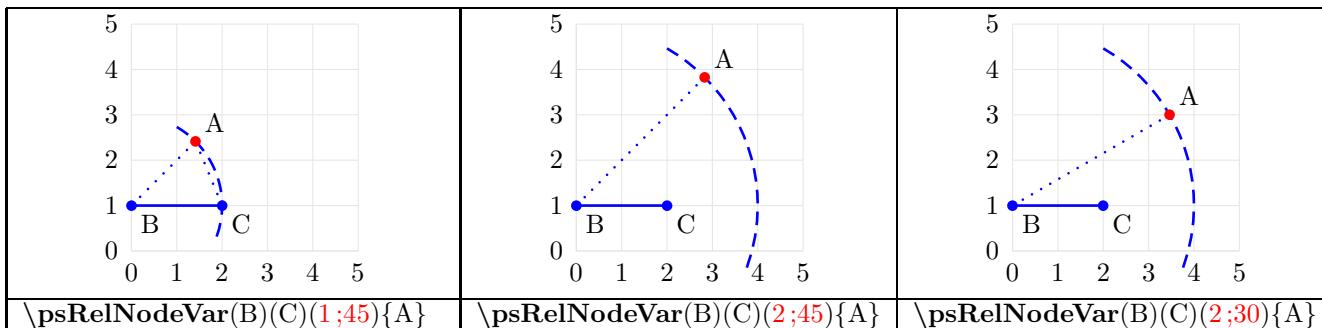
#### 10.2.5 Relative position width psLCNodeVar



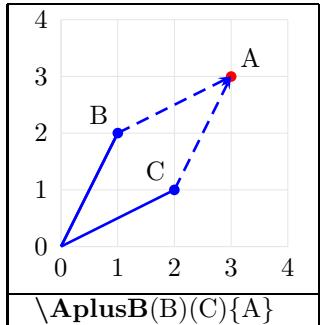
#### 10.2.6 Relative position width rhombus



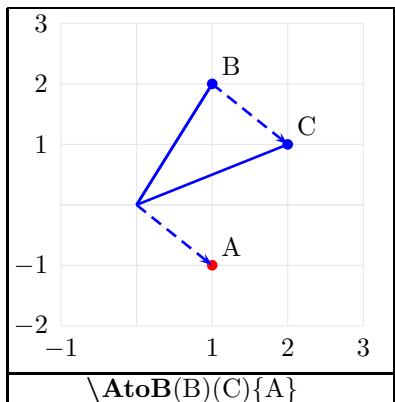
#### 10.2.7 Relative position width psRelNodeVar



### 10.2.8 Relative position width AplusB

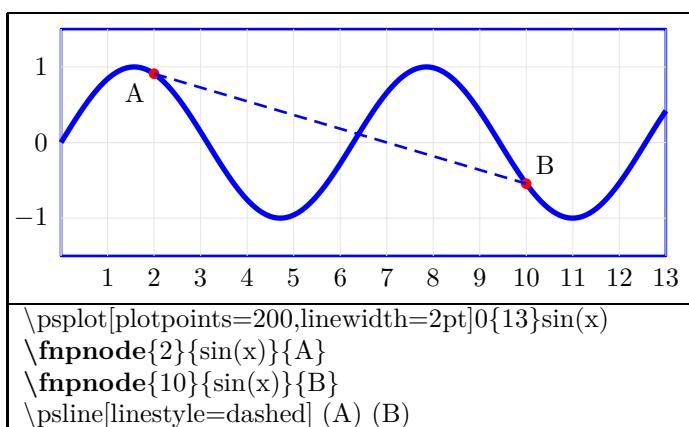


### 10.2.9 Relative position width AtoB

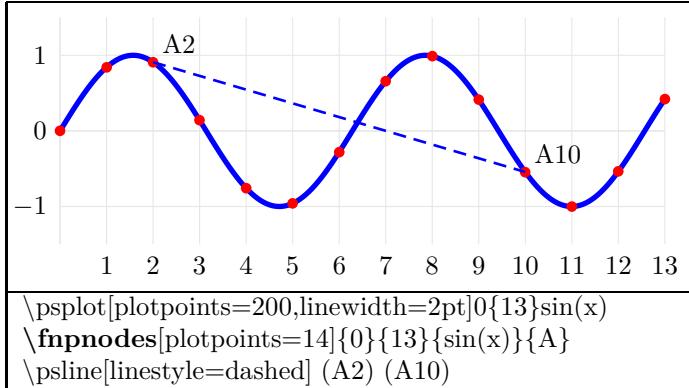


## 10.3 Node on a curve

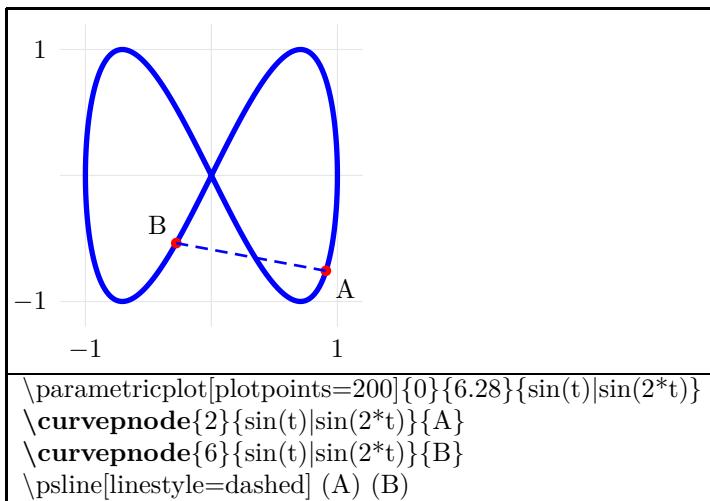
### 10.3.1 Node on a curve with fnpnode



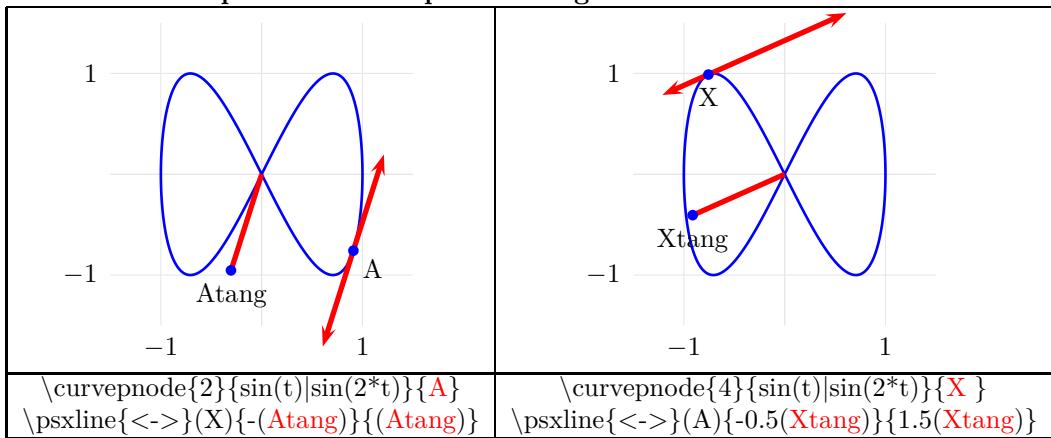
### 10.3.2 Nodes on a curve with fnpnodes



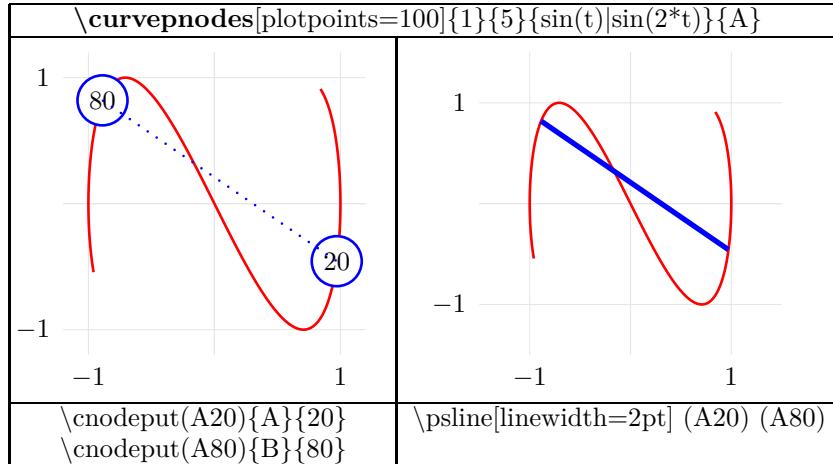
### 10.3.3 Node on a parametric curve with curvepnode



Création automatique d'un nœud pour la tangente :

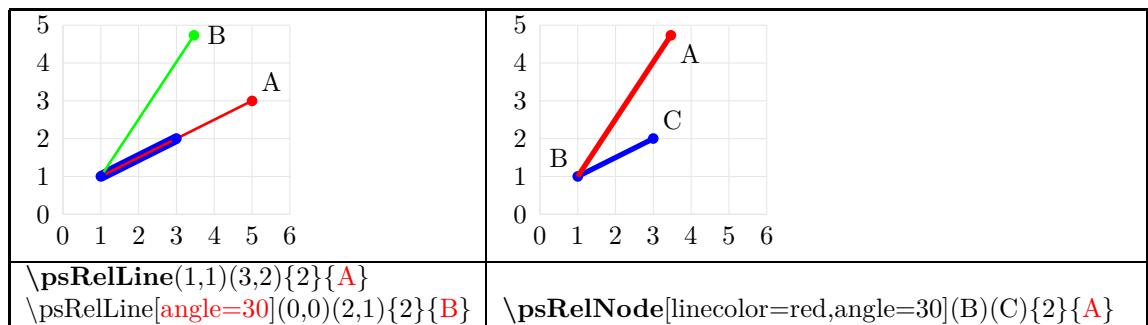


### 10.3.4 Nodes on a parametric curve with curvepnodes

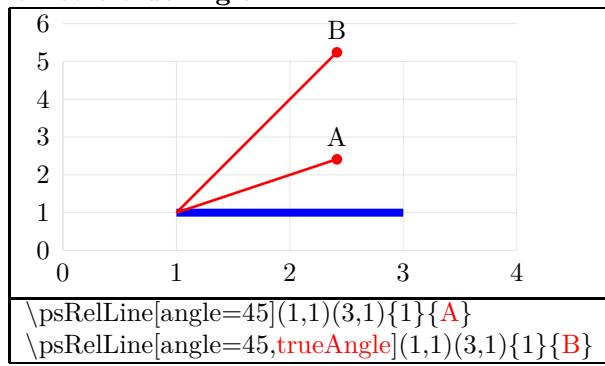


## 10.4 Relative line

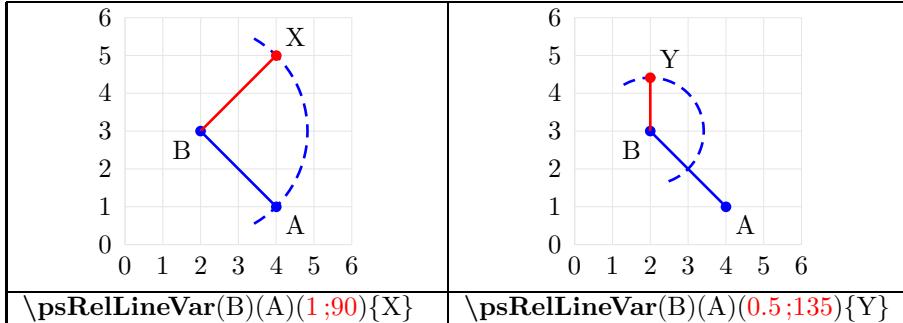
### 10.4.1 Relative line width psRelNode



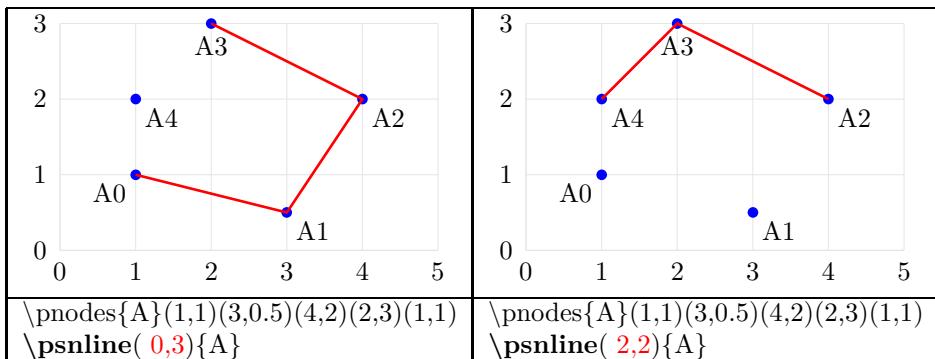
Paramètre `trueAngle` :



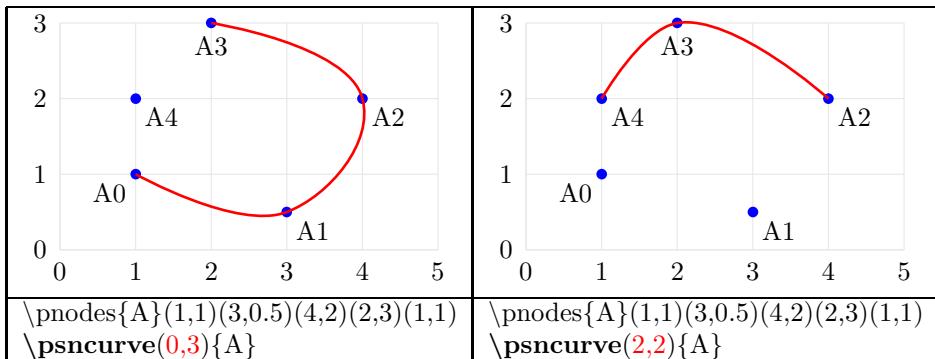
#### 10.4.2 Relative line width psRelLineVar



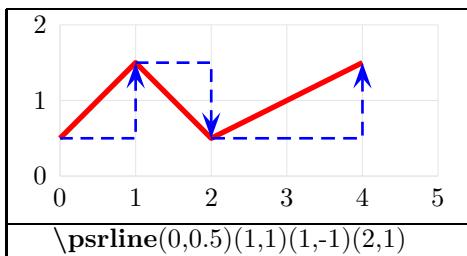
#### 10.4.3 Line from seval points width psnline



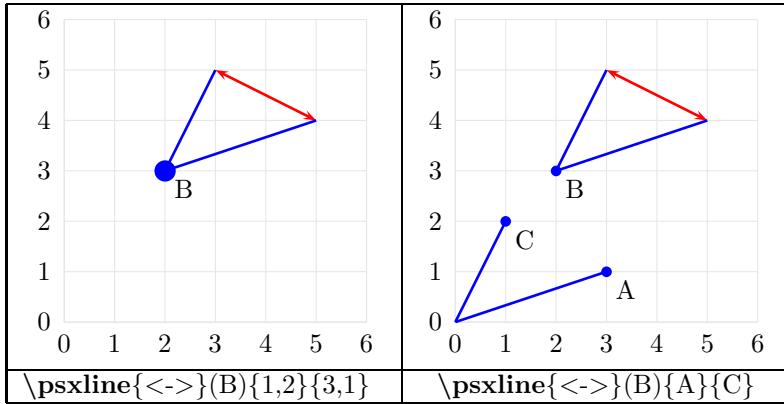
#### 10.4.4 Curve from seval points width psncurve



#### 10.4.5 Line by successive step width psrline

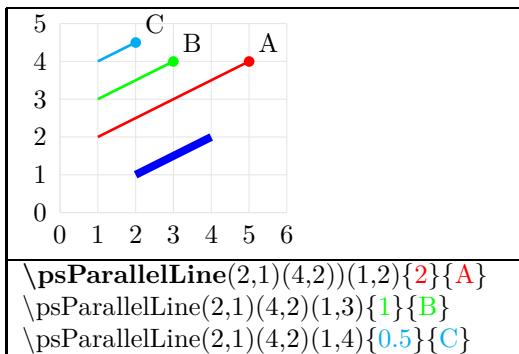


#### 10.4.6 Lines relative at a point width psxline

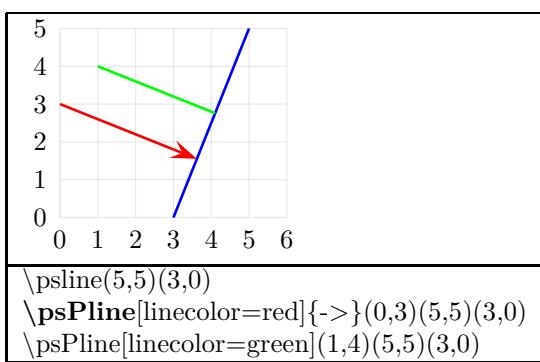


#### 10.5 Parallel lines and their endpoint

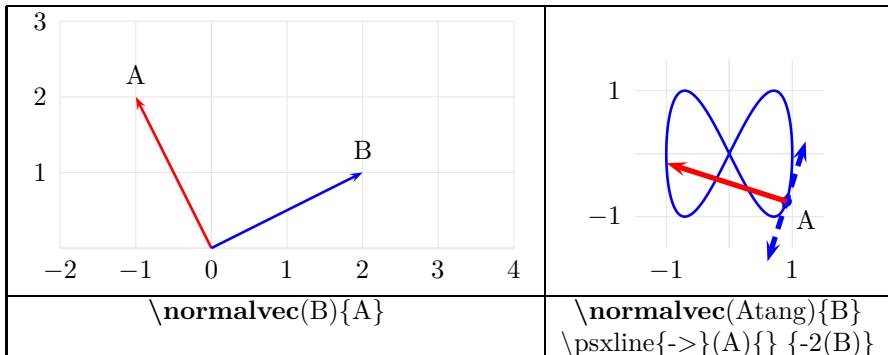
Syntax : \psParallelLine(Point 1)(point 2 )(point 3){length}{end name}



#### 10.6 Perpendiculars to a lines

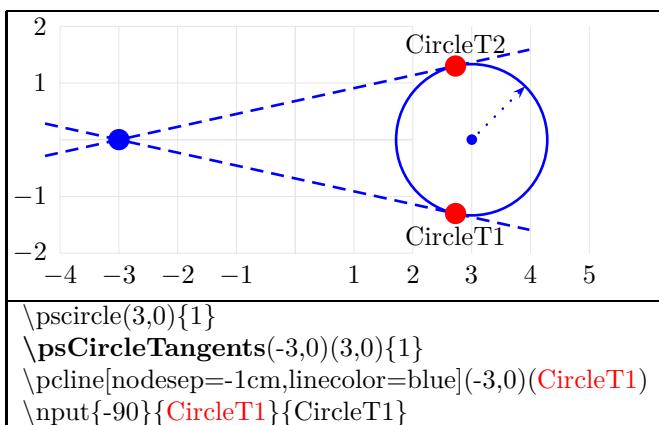


## 10.7 Vecteur normal

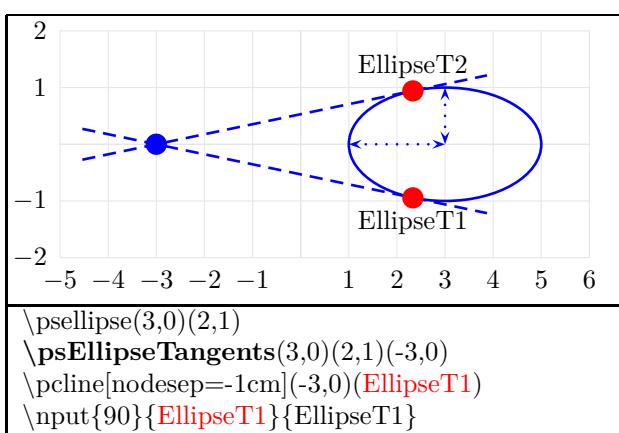


## 10.8 Tangents

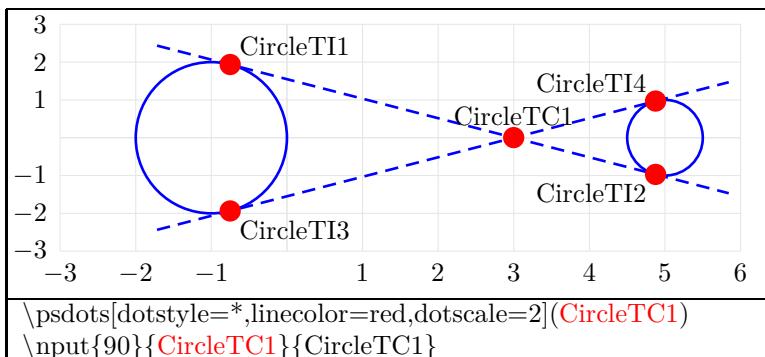
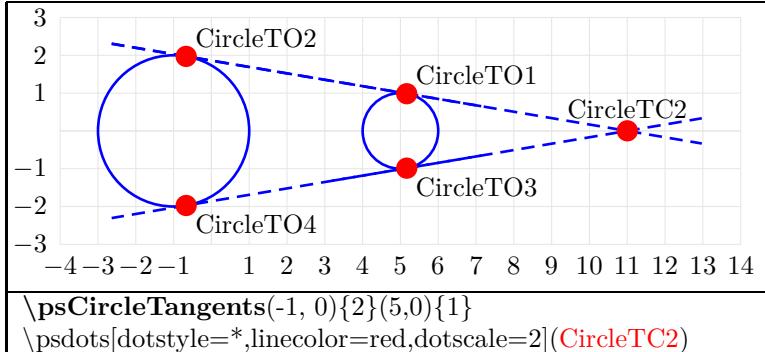
### 10.8.1 Tangent lines of a circle



### 10.8.2 Tangent lines of an ellipse



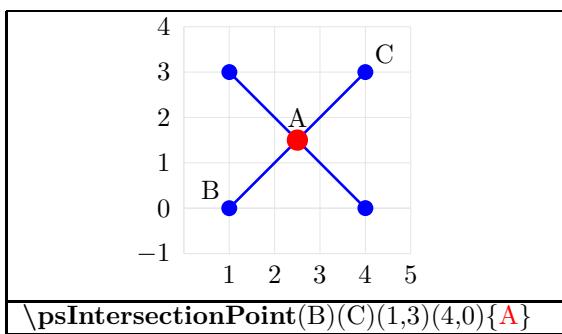
### 10.8.3 Tangent lines of circles



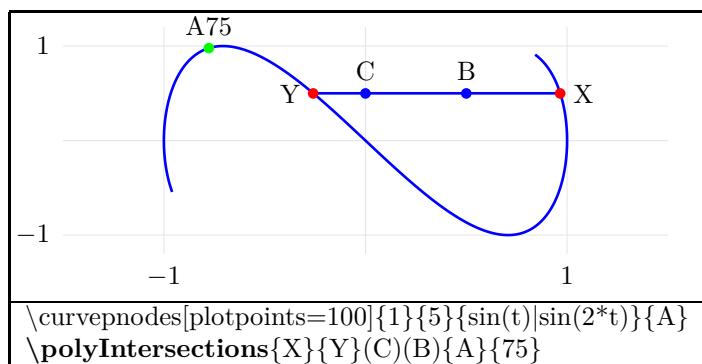
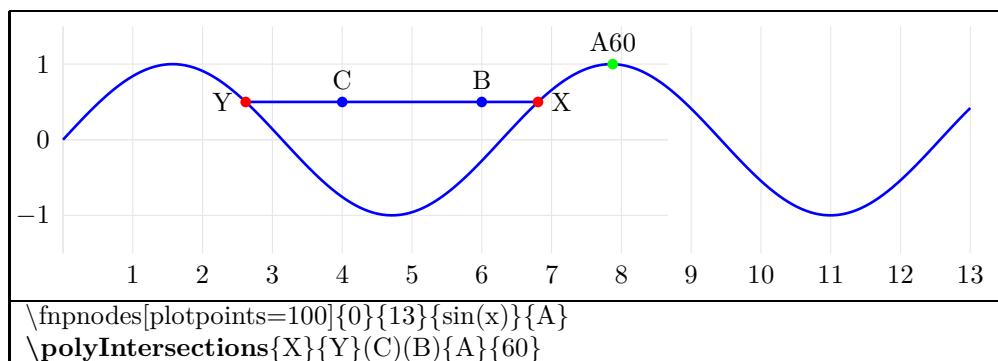
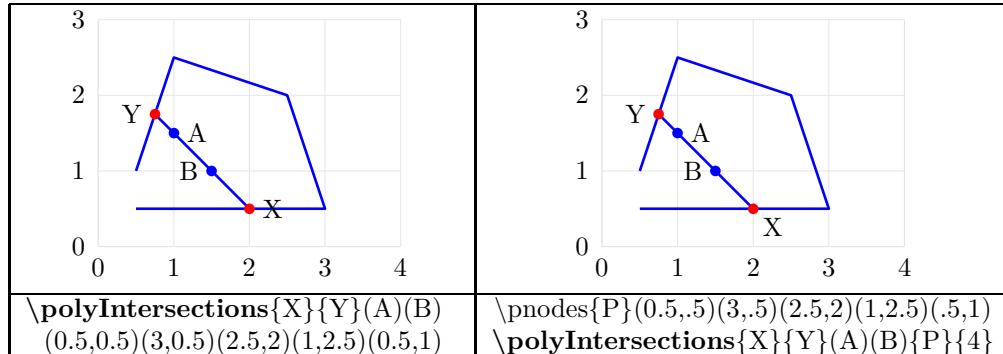
## 10.9 Intersections

### 10.9.1 Intersection point of two lines width psIntersectionPoint

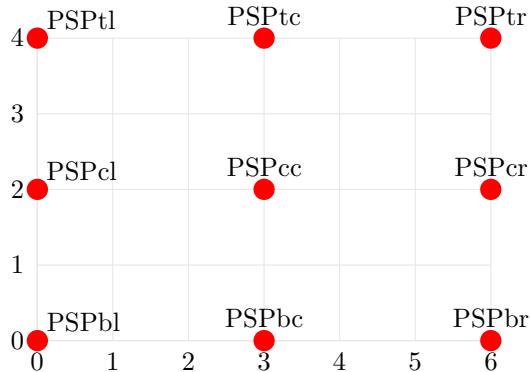
Syntax : \psIntersectionPoint(point 1)(point 2)(point 3)(point 4){name}



### 10.9.2 Intersection points with polyIntersections



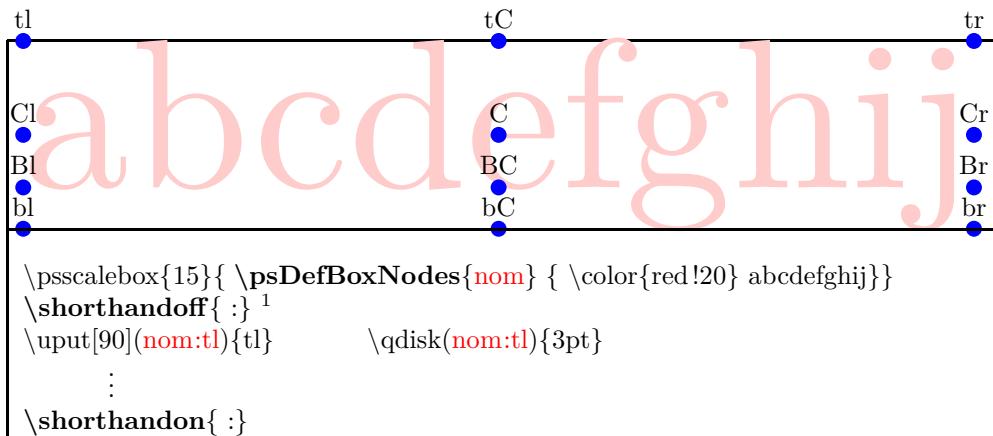
### 10.10 The 9 positions with \psDefPSPNodes




---

```
\begin{pspicture}(6,4)
\psDefPSPNodes
\psdots(PSPbl)
\uput[45](PSPbl){PSPbl}
```

### 10.11 Nodes on text with \psDefBoxNodes

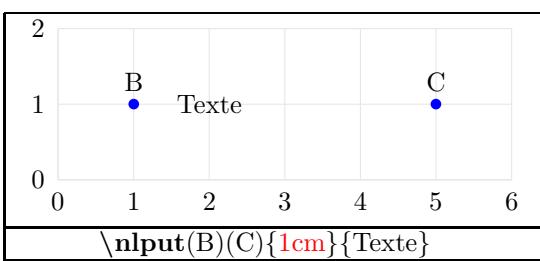


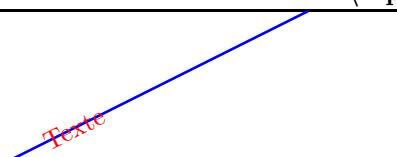
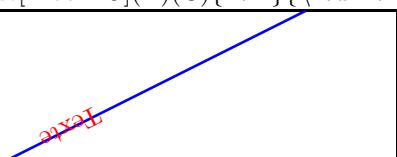
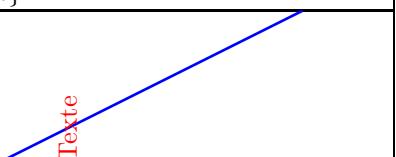
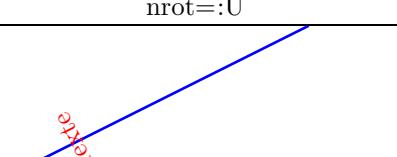
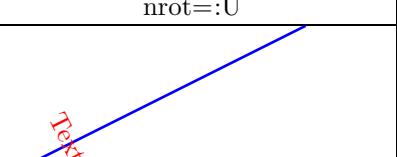
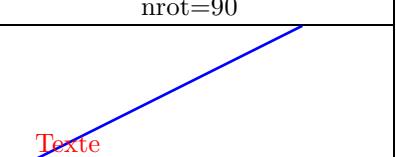
## 10.12 ArrowNotch

<pre>\curvepnodes[plotpoints=100]{1}{1.1}{sin(t) sin(2*t)}{A}</pre>	
<pre>\ArrowNotch[arrowscale=10]{A}{0}{&gt;}{X} \psline[arrowscale=5]{-D&gt;}(X)(A0)</pre>	<pre>\ArrowNotch[arrowscale=10]{A}{0}{&lt;}{V} \psline[arrowscale=5]{-D&gt;}(V)(A0)</pre>
<pre>\ArrowNotch[arrowscale=10]{A}{0}{&gt;}{X} \psline[arrowscale=5]{-D&gt;}(X)(A20)</pre>	<pre>\ArrowNotch[arrowscale=10]{A}{0}{&lt;}{V} \psline[arrowscale=5]{-D&gt;}(V)(A20)</pre>

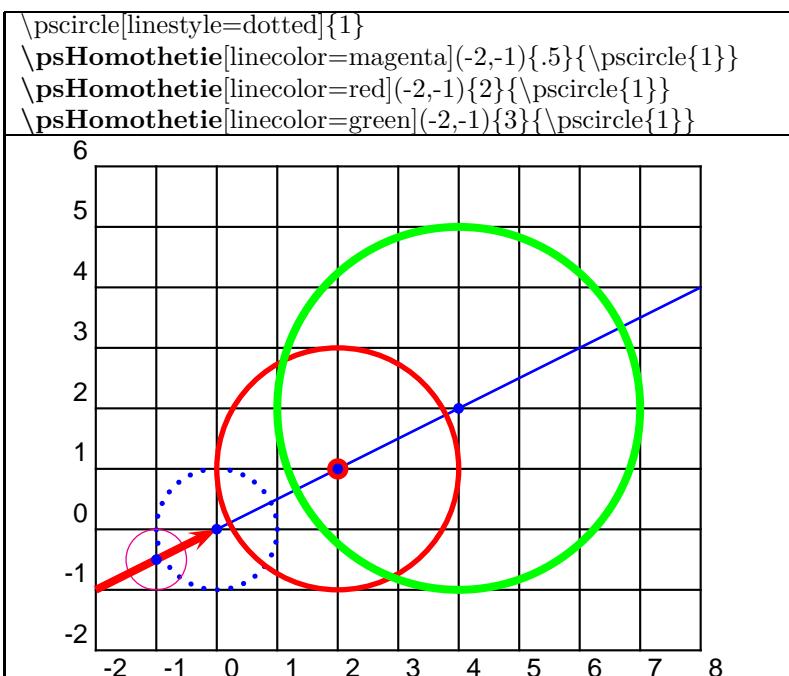
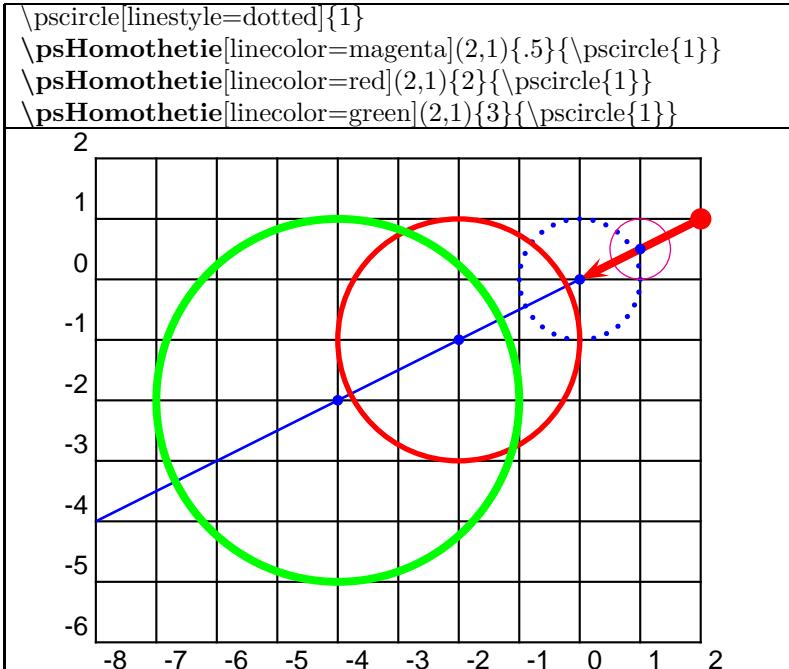
## 10.13 Placement d'une étiquette à une distance donnée avec nlpout

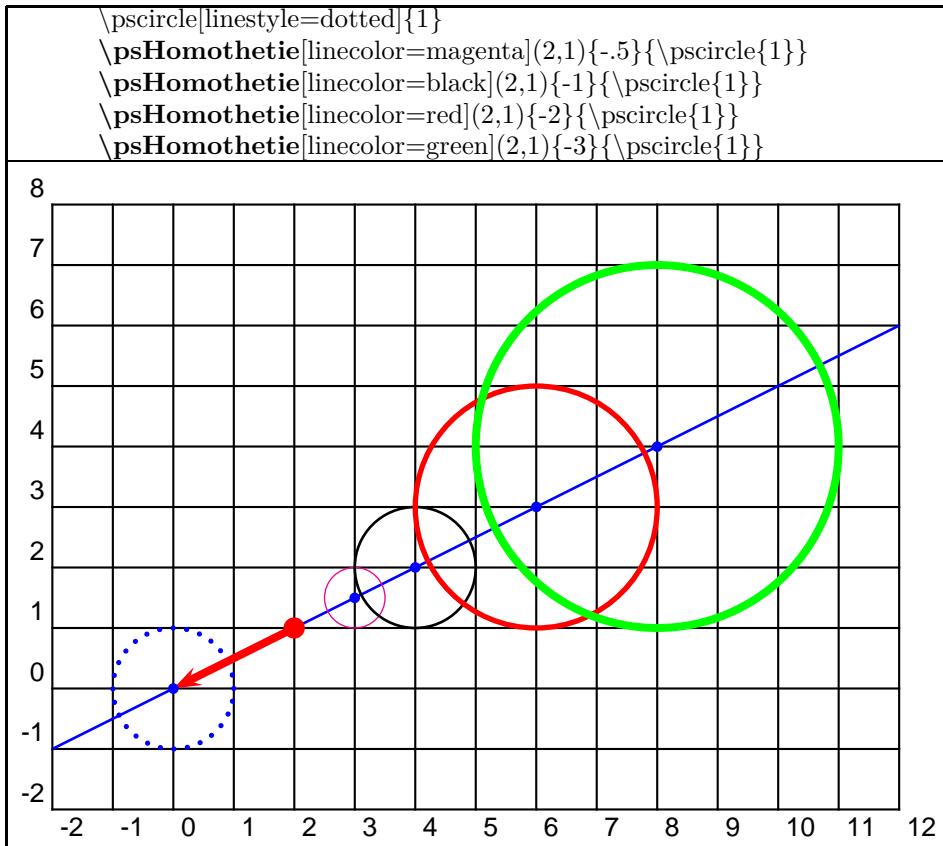
## 10.14 nlpout

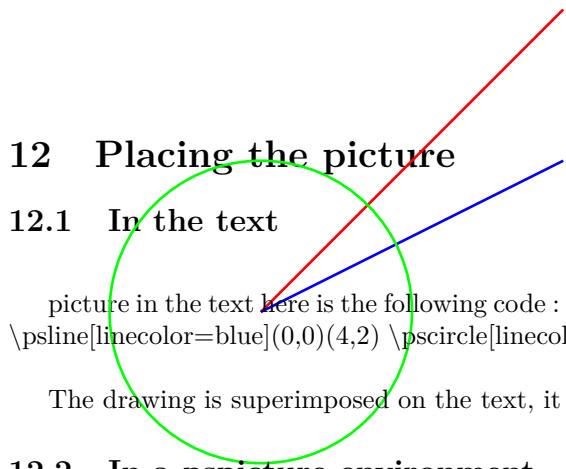


\nput[nrot=:U](B)(C){1cm}{\red Texte}		
		
nrot=:U	nrot=:U	nrot=90
		
nrot=:L	nrot=:R	sans paramètre

## 11 Homothety







## 12 Placing the picture

### 12.1 In the text

picture in the text here is the following code : `\psline[linecolor=red](0,0)(4,4)`  
`\psline[linecolor=blue](0,0)(4,2)` `\pscircle[linecolor=green]{2}`

The drawing is superimposed on the text, it has no dimension!

### 12.2 In a pspicture environment

2 syntaxes			
<code>\pspicture(4,4)</code> <code>\psframe(4,4)</code> <code>\pscircle[linecolor=red](2,2){1cm}</code> <code>\endpspicture</code>		<code>\begin{pspicture}(4,4)</code> <code>\psframe(4,4)</code> <code>\pscircle[linecolor=red](2,2){1cm}</code> <code>\end{pspicture}</code>	
text before		text after	
text before		text after	

### 12.3 Clipping the picture

<code>\begin{pspicture}(4,4)</code> <code>\pscircle[linecolor=red](2,2){2.5}</code>	<code>\begin{pspicture}*(4,4)</code> <code>\pscircle[linecolor=red](2,2){2.5}</code>

## 12.4 Partial clipping

	\begin{pspicture}*(-2,-2)(3,2) \psclip {\psdiamond(.5,.5)(2,1)} \pscircle[linecolor=red]{.5} \pscircle[linecolor=red]{1} \endpsclip \pscircle[linecolor=green]{1.5} \end{pspicture}
--	---

## 12.5 Relative to the text line

before \begin{pspicture}[shift=](1,1) \psframe(1,1) \end{pspicture} after			
before  after	before  after	before  after	before  after
By default	shift=*	shift=.5cm	shift=-.75cm

## 13 Placing objects

### 13.1 Macro rput

syntax : `\rput*[reference point]{rotation}{coordinates}{contents}`

#### 13.1.1 Role of the asterisk<sup>4</sup>

objet <code>\rput(1,0){objet}</code>	objet <code>\rput*(1,0){objet}</code>
---	--

#### 13.1.2 Reference point

Horizontal			
l	left		<code>\rput*[l](1,0){objet}\qdisk(1,0){3pt}</code>
r	right		<code>\rput*[r](1,0){objet}\qdisk(1,0){3pt}</code>
vertical			
t	top		<code>\rput*[t](1,0){objet}\qdisk(1,0){3pt}</code>
b	bottom		<code>\rput*[b](1,0){objet}\qdisk(1,0){3pt}</code>
B	baseline		<code>\rput*[B](1,0){objet}\qdisk(1,0){3pt}</code>
horizontal and vertical			
rt	right and top		<code>\rput*[rt](1,0){objet}\qdisk(1,0){3pt}</code>

#### 13.1.3 Rotation angle of the object

<code>\rput*[t]{45}</code>	<code>\rput*[t]{90}</code>	<code>\rput*[b]{90}</code>	<code>\rput*[B]{90}</code>	<code>\rput*[l]{90}</code>	<code>\rput*[r]{90}</code>

#### 13.1.4 Rotation angle in cardinal points

top and east	top and west	top and north	top and south	left and east	right and east
<code>\rput*[t]{E}</code>	<code>\rput*[t]{W}</code>	<code>\rput*[t]{N}</code>	<code>\rput*[t]{S}</code>	<code>\rput*[l]{W}</code>	<code>\rput*[r]{W}</code>

4. Fillcolor=yellow and Reference point = blue disk

## 13.2 Macro uput

syntax : `\uput*`{spacing}[Reference point]{rotation}(coordinates){content}

### 13.2.1 Role of the asterisk<sup>5</sup>

objet	objet
<code>\uput(1,0){objet}</code>	<code>\uput*(1,0){objet}</code>

### 13.2.2 Reference point : angle

à 45°		<code>\uput*[45](1,0){objet}\qdisk(1,0){3pt}</code>
à 90°		<code>\uput*[90](1,0){objet}\qdisk(1,0){3pt}</code>
à 120°		<code>\uput*[120](1,0){objet}\qdisk(1,0){3pt}</code>

### 13.2.3 Reference point : letter

<code>\uput*[u]</code>	<code>\uput*[r]</code>	<code>\uput*[d]</code>	<code>\uput*[l]</code>	<code>\uput*[ul]</code>	<code>\uput*[ur]</code>
					

### 13.2.4 Rotation angle of the object

<code>\uput*[u]{45}</code>	<code>\uput*[u]{90}</code>	<code>\uput*[d]{90}</code>	<code>\uput*[l]{90}</code>	<code>\uput*[r]{90}</code>	<code>\uput*[ur]{90}</code>
					

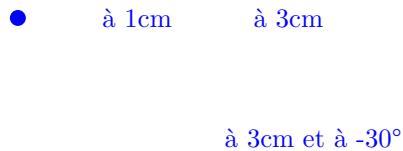
5. Fillcolor=yellow and Reference point = blue disk

### 13.2.5 Spacing between object and reference point

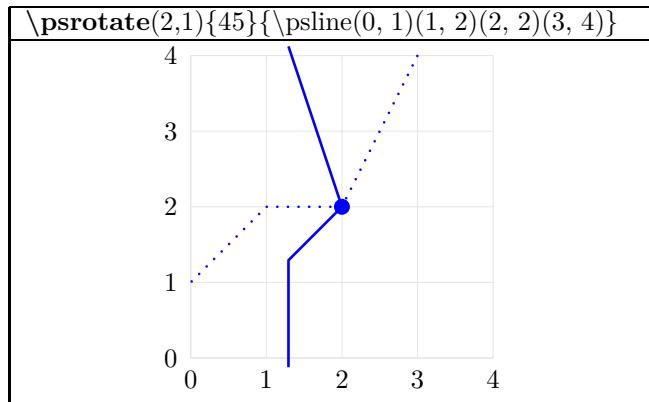
By default : `labelsep= 0.5 pt`

Example :

```
\psset{labelsep=1cm } % new default spacing
\uput(1,0){ à 1cm } % use of the new default spacing
\uput {3cm}(1,0){à 3cm} % spacing = 3cm
\uput{3cm}[-30](1,0){à 3cm et à -30°} % spacing = 3cm angle= -30°
\qdisk(1,0){3pt} %Reference point
```



### 13.3 Macro psrotate



## 14 Creating color

Utilisation of the package **xcolor** (automatically loaded with the package **pstricks**)

### 14.1 Macro newgray

syntax : `\newgray{color}{pourcentage}`

<code>\newgray{G00}{0}</code>		<code>\psframe[fillcolor=G00](1,1)</code>				
{0}	{.2}	{.4}	{.6}	{.8}	{1}	

### 14.2 Macro newrgbcolor

syntax : `\newrgbcolor{color}{%red %green %blue}` :

<code>\newrgbcolor{C1}{1 0 0}</code>				<code>\psframe[fillcolor=C1](1,1)</code>			
{1 0 0}	{0 1 0}	{0 0 1}	{0 0 .5}	{.5 .5 0}	{0 .5 .5}	{.2 .5 .8}	{.8 .5 .8}

### 14.3 Macro newhsbcolor

syntax `\newhsbcolor{color}{hue saturation brightness}`

<code>\newhsbcolor{C1}{0 .5 .5}</code>				<code>\psframe[fillcolor=C1](1,1)</code>			
{0 .5 .5}	{.5 .5 .5}	{1 .5 .5}	{.5 0 .5}	{.5 1 .5}	{.5 .5 0}	{.5 .5 .8}	{.5 .5 1}

### 14.4 Macro newcmykcolor

syntax `\newcmykcolor{color}{cyan magenta yellow black}`

<code>\newcmykcolor{C1}{1 0 0 0}</code>				<code>\psframe[fillcolor=C1](1,1)</code>			
{1 0 0 0}	{0 1 0 0}	{0 0 1 0}	{.5 .5 0 0}	{0 .5 .5 0}	{.5 .5 0 .5}	{1 0 0 .2}	{1 0 0 .8}

## 14.5 Tables of colors

### 14.5.1 Macro `newrgbcolor`

red  
green  
blue

	0.2	0.4	0.6	0.8	1.0
0.2	0.0	0.0	0.0	0.0	0.0
0.4	0.0	0.0	0.0	0.0	0.0
0.6	0.0	0.0	0.0	0.0	0.0
0.8	0.0	0.0	0.0	0.0	0.0
1.0	0.0	0.0	0.0	0.0	0.0
	0.2	0.4	0.6	0.8	1.0
0.2	0.2	0.2	0.2	0.2	0.2
0.4	0.0	0.0	0.0	0.0	0.0
0.6	0.0	0.0	0.0	0.0	0.0
0.8	0.0	0.0	0.0	0.0	0.0
1.0	0.0	0.0	0.0	0.0	0.0
	0.2	0.4	0.6	0.8	1.0
0.4	0.4	0.4	0.4	0.4	0.4
0.6	0.0	0.0	0.0	0.0	0.0
0.8	0.0	0.0	0.0	0.0	0.0
1.0	0.0	0.0	0.0	0.0	0.0
	0.2	0.4	0.6	0.8	1.0
0.6	0.6	0.6	0.6	0.6	0.6
0.0	0.0	0.0	0.0	0.0	0.0
0.8	0.0	0.0	0.0	0.0	0.0
1.0	0.0	0.0	0.0	0.0	0.0
	0.2	0.4	0.6	0.8	1.0
0.8	0.8	0.8	0.8	0.8	0.8
0.0	0.0	0.0	0.0	0.0	0.0
1.0	0.0	0.0	0.0	0.0	0.0
	0.2	0.4	0.6	0.8	1.0
1.0	1.0	1.0	1.0	1.0	1.0
0.0	0.0	0.0	0.0	0.0	0.0

	0.2	0.4	0.6	0.8	1.0
0.2	0	0	0	0	0
0.2	0.2	0.2	0.2	0.2	0.2
0.2	0.4	0.6	0.8	1.0	
0.2	0.2	0.2	0.2	0.2	0.2
0.2	0.2	0.2	0.2	0.2	0.2
0.2	0.2	0.4	0.6	0.8	1.0
0.4	0.4	0.4	0.4	0.4	0.4
0.2	0.2	0.2	0.2	0.2	0.2
0.2	0.2	0.4	0.6	0.8	1.0
0.6	0.6	0.6	0.6	0.6	0.6
0.2	0.2	0.2	0.2	0.2	0.2
0.2	0.2	0.4	0.6	0.8	1.0
0.8	0.8	0.8	0.8	0.8	0.8
0.2	0.2	0.2	0.2	0.2	0.2
0.2	0.2	0.4	0.6	0.8	1.0
1.0	1.0	1.0	1.0	1.0	1.0
0.2	0.2	0.2	0.2	0.2	0.2

0	0.2	0.4	0.6	0.8	1.0
0	0	0	0	0	0
0.4	0.4	0.4	0.4	0.4	0.4
0	0.2	0.4	0.6	0.8	1.0
0.2	0.2	0.2	0.2	0.2	0.2
0.4	0.4	0.4	0.4	0.4	0.4
0	0.2	0.4	0.6	0.8	1.0
0.4	0.4	0.4	0.4	0.4	0.4
0.4	0.4	0.4	0.4	0.4	0.4
0	0.2	0.4	0.6	0.8	1.0
0.6	0.6	0.6	0.6	0.6	0.6
0.4	0.4	0.4	0.4	0.4	0.4
0	0.2	0.4	0.6	0.8	1.0
0.6	0.6	0.6	0.6	0.6	0.6
0.4	0.4	0.4	0.4	0.4	0.4
0	0.2	0.4	0.6	0.8	1.0
0.8	0.8	0.8	0.8	0.8	0.8
0.4	0.4	0.4	0.4	0.4	0.4
0	0.2	0.4	0.6	0.8	1.0
1.0	1.0	1.0	1.0	1.0	1.0
0.4	0.4	0.4	0.4	0.4	0.4

0	0.2	0.4	0.6	0.8	1.0
0	0	0	0	0	0
0.6	0.6	0.6	0.6	0.6	0.6
0	0.2	0.4	0.6	0.8	1.0
0.2	0.2	0.2	0.2	0.2	0.2
0.6	0.6	0.6	0.6	0.6	0.6
0	0.2	0.4	0.6	0.8	1.0
0.4	0.4	0.4	0.4	0.4	0.4
0.6	0.6	0.6	0.6	0.6	0.6
0	0.2	0.4	0.6	0.8	1.0
0.6	0.6	0.6	0.6	0.6	0.6
0.6	0.6	0.6	0.6	0.6	0.6
0	0.2	0.4	0.6	0.8	1.0
0.8	0.8	0.8	0.8	0.8	0.8
0.6	0.6	0.6	0.6	0.6	0.6
0	0.2	0.4	0.6	0.8	1.0
1.0	1.0	1.0	1.0	1.0	1.0
0.6	0.6	0.6	0.6	0.6	0.6

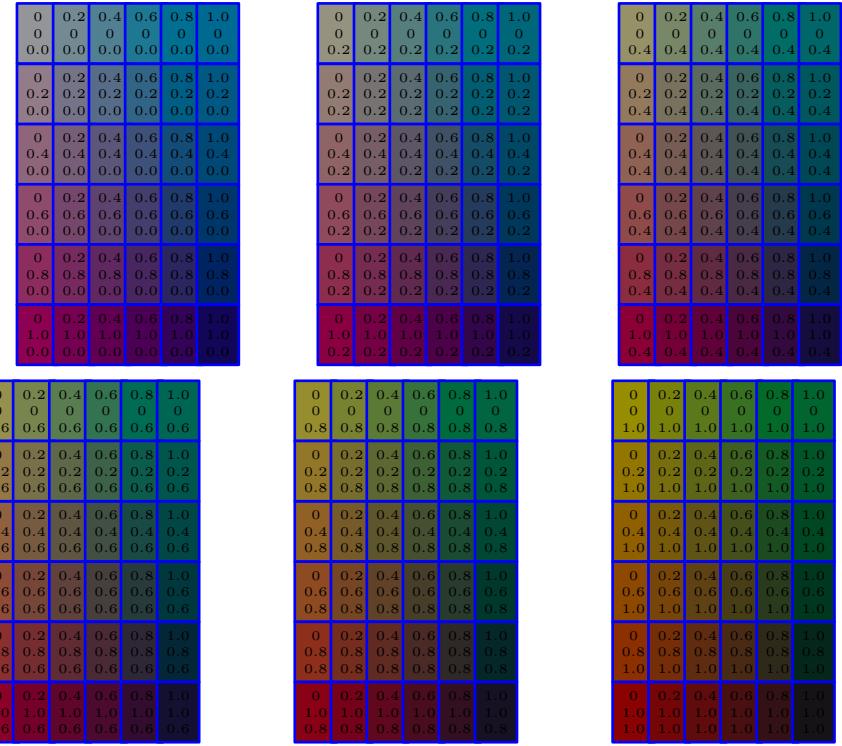
0	0.2	0.4	0.6	0.8	1.0
0	0	0	0	0	0
0.8	0.8	0.8	0.8	0.8	0.8
0	0.2	0.4	0.6	0.8	1.0
0.2	0.2	0.2	0.2	0.2	0.2
0.8	0.8	0.8	0.8	0.8	0.8
0	0.2	0.4	0.6	0.8	1.0
0.4	0.4	0.4	0.4	0.4	0.4
0.8	0.8	0.8	0.8	0.8	0.8
0	0.2	0.4	0.6	0.8	1.0
0.6	0.6	0.6	0.6	0.6	0.6
0.8	0.8	0.8	0.8	0.8	0.8
0	0.2	0.4	0.6	0.8	1.0
0.8	0.8	0.8	0.8	0.8	0.8
0	0.2	0.4	0.6	0.8	1.0
1.0	1.0	1.0	1.0	1.0	1.0
0.8	0.8	0.8	0.8	0.8	0.8

0	0.2	0.4	0.6	0.8	1.0
0	0	0	0	0	0
1.0	1.0	1.0	1.0	1.0	1.0
0	0.2	0.4	0.6	0.8	1.0
0.2	0.2	0.2	0.2	0.2	0.2
1.0	1.0	1.0	1.0	1.0	1.0
0	0.2	0.4	0.6	0.8	1.0
0.4	0.4	0.4	0.4	0.4	0.4
1.0	1.0	1.0	1.0	1.0	1.0
0	0.2	0.4	0.6	0.8	1.0
0.6	0.6	0.6	0.6	0.6	0.6
1.0	1.0	1.0	1.0	1.0	1.0
0	0.2	0.4	0.6	0.8	1.0
0.8	0.8	0.8	0.8	0.8	0.8
1.0	1.0	1.0	1.0	1.0	1.0
0	0.2	0.4	0.6	0.8	1.0
1.0	1.0	1.0	1.0	1.0	1.0
0	0.2	0.4	0.6	0.8	1.0
1.0	1.0	1.0	1.0	1.0	1.0

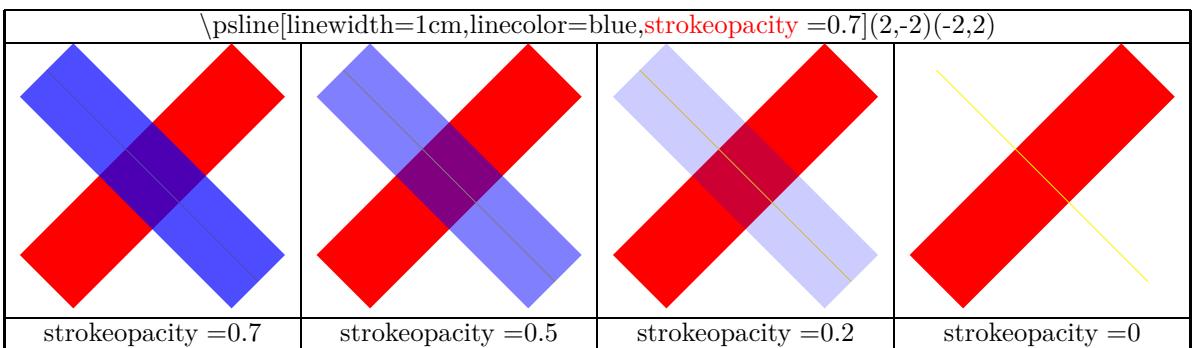
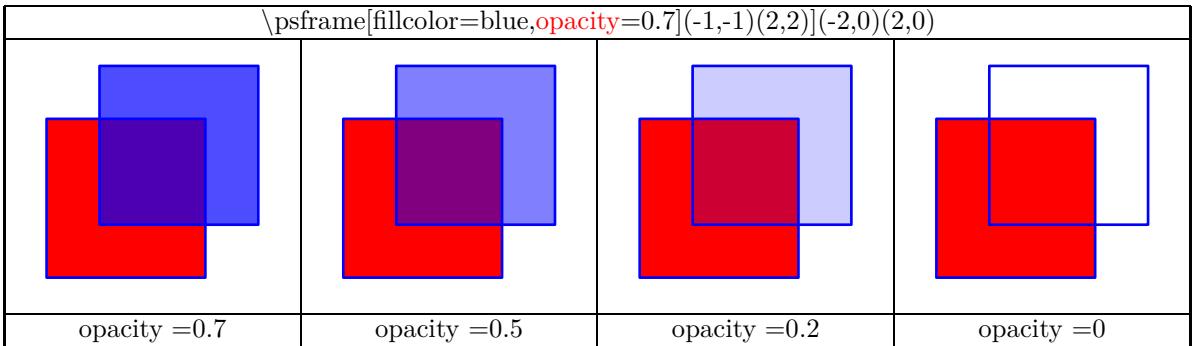
## 14.6 Macro newhsbcolor

hue  
saturation  
brightness





## 14.8 Opacity



## 14.9 Transparency

`blendmode` (By default : `blendmode=0`)

<code>\psset{blendmode=1}</code> ( type /Compatible)	<code>\psset{blendmode=2}</code> (type /Screen )	<code>\psset{blendmode=3}</code> (type /Multiply)	<code>\psset{blendmode=0}</code> (type /Normal)
<code>\psframe[fillcolor=red,fillstyle=shape](-2,-2)(1,1) \psframe[fillcolor=blue,fillstyle=shape](-1,-1)(2,2)</code>			

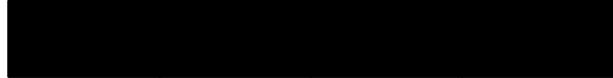
`shapealpha` (By default : `shapealpha=0.6`)

	<code>\psset{blendmode=1}</code>	<code>\psset{blendmode=2}</code>	<code>\psset{blendmode=3}</code>	<code>\psset{blendmode=0}</code>
<code>shapealpha=0</code>				
<code>shapealpha=0.3</code>				
<code>shapealpha=1</code>				
<code>\psframe[fillcolor=blue,fillstyle=shape,shapealpha=1](-1,-1)(2,2)</code>				

#### 14.10 Monochrome, Grayscale & resetColor

```
\pssetMonochrome  
\psframe[fillstyle=solid,fillcolor=red](2,1)  
\psframe[fillstyle=solid,fillcolor=blue](2,0)(4,1)  
\psframe[fillstyle=solid,fillcolor=yellow](4,0)(6,1)  
\psframe[fillstyle=solid,fillcolor=green](6,0)(8,1)
```

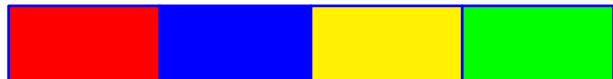
\pssetMonochrome



\pssetGrayscale



\psresetColor



```
\pssetMonochrome  
\psframe[fillstyle=solid,fillcolor=blue!20](2,1)  
\psframe[fillstyle=solid,fillcolor=blue!40](2,0)(4,1)  
\psframe[fillstyle=solid,fillcolor=blue!60](4,0)(6,1)  
\psframe[fillstyle=solid,fillcolor=blue!80](6,0)(8,1)
```

\pssetMonochrome



\pssetGrayscale



\psresetColor



## 15 Own commands

Warning : the creation of the command  
must be placed before  
\begin{document}!

syntax : \newcommand{\name}[ number of variables]{Description}

**Example : command with one variable :**

*Creation*

```
\newcommand
{\maboite}[1]{
\begin{center}
\psframebox[fillcolor=yellow,fillstyle=solid]{
\parbox{.5\linewidth}{%
\centering
#1}}\end{center}}
```

% command named « maboite » with one variable  
% centering the box  
% a yellow text box  
% use of \parbox to set the width of the box  
% centering the text in the box  
% #1 will be replaced by the variable

*Utilisation :* \maboite{contenu}

contenu

**Example : command without variable :**

*creation*

```
\newcommand{\DFR}{\psset{unit=.25cm,fillstyle=solid,linewidth=0pt}\begin{pspicture*}(3,1.5)
\psframe[fillcolor=blue](1,1.5)\psframe[fillcolor=white](1,0)(2,1.5)\psframe[fillcolor=red](2,0)(3,1.5)
\end{pspicture*}}
```

*Utilisation :* \DFR 

## 16 Own styles

syntax : \newpsstyle{name}{parameters}

Example :

*Definition of the new style :*

```
\newpsstyle{mafleche}{arrowsize=4pt 6,arrowlength=2,doubleline=true,linewidth=1pt}
```

*Using the new style :* \psline[style=mafleche]{->}(0,0)(3,0)



**Adding or changing a parameter style [14]**

```
\addtopsstyle{mafleche}{linecolor=red} ==>
```

```
\addtopsstyle{mafleche}{linestyle=dashed} ==>
```

## 17 Own objects

syntaxe : \newpsobject{name}{object}{paramètres} :

Example :

```
\newpsobject{maboite}{psframebox}{fillstyle=solid,fillcolor=yellow,linewidth=2pt,linecolor=red}
```

```
\maboite{my custom box} my custom box
```

## 18 Boxed objects

\psframebox*{objet}		
	without asterisk	with asterisk
\psframebox*		
\psdblframebox*		
\psshadowbox*		
\pscirclebox*		
\psovalbox*		
\psdiabox*		
\pstribox*		

Example : \psdiabox{\DFR}



### 18.1 Options

\psframebox framesep=.5cm]{framesep=.5cm}		
By default	framesep=0cm	framesep=.5cm
By default : framesep=3pt	framesep=0cm	framesep=.5cm

boxsep By default : true (Apply only to \psframebox, \pscirclebox and \psovalbox)

text before	boxsep=true	text between	boxsep=false	text after
-------------	-------------	--------------	--------------	------------

Option <code>trimode</code> only for <code>\pstribox</code>		
	without asterisk	with asterisk
<code>\pstribox*[trimode=U]</code>		
<code>\pstribox*[trimode=D]</code>		
<code>\pstribox*[trimode=R]</code>		
<code>\pstribox*[trimode=L]</code>		

<code>\psframebox{\parbox[l]{3cm}{use of \parbox to limit the width of the framebox}}</code>
use of <code>\parbox</code> to limit the width of the framebox

## 19 Framed objects

### 19.1 Text in a frame

<code>\psTextFrame(0,0)(4,2){text}</code>	<code>\psTextFrame*[linecolor=yellow](0,0)(4,2){text}</code>

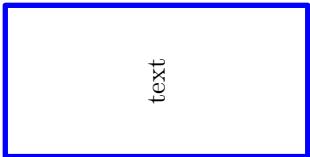
#### 19.1.1 Problem : text too long for the frame

<code>\psTextFrame(0,0)(4,1){Problem : text too long for the frame}</code>
Problem : text too long for the frame

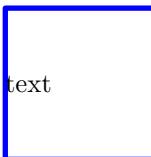
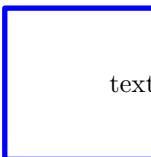
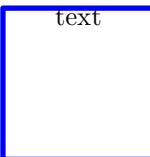
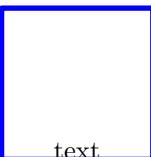
#### Solutions

<code>\psTextFrame(0,0)(4,2){\parbox{3.5cm}{text too long for the frame : Problem solved}}</code>	<code>\psTextFrame(0,0)(4,2){\begin{minipage}[c]{3.5cm}text too long for the frame : Problem solved\end{minipage}}</code>

### 19.1.2 Text rotation in the frame

	\psTextFrame[rot=90](0,0.5)(4,2){text}
---	--

### 19.1.3 Position of the text in the frame

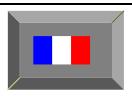
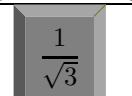
\psTextFrame[ref=l](0,0)(2,2){text}				
 text	 text	 text	 text	 text
ref=l	ref=r	ref=t	ref=b	ref=B

## 20 Buttoned objects

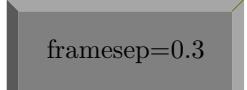
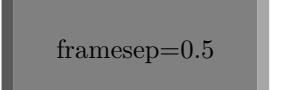
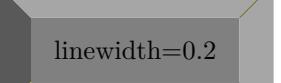
Package « **pst-fr3d** »

syntax : \PstFrameBoxThreeD[parameters]{Content}

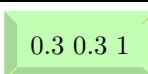
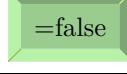
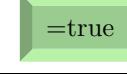
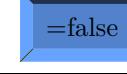
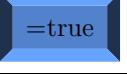
### 20.1 Without option

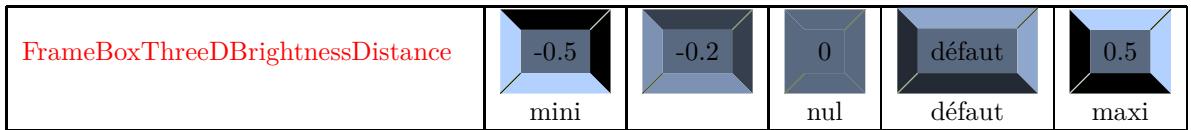
	
\PstFrameBoxThreeD{Button}	\PstFrameBoxThreeD{\shortstack{Un!\\Deux!\\Trois!}}
	
\PstFrameBoxThreeD{\DFR}	\PstFrameBoxThreeD{\dfrac{1}{\sqrt{3}}}

### 20.2 Sizing

doublesep			
framesep			
linewidth			
framearc			

### 20.3 Aspect

\PstFrameBoxThreeD[FrameBoxThreeDColorHSB =0 0.3 1]{0 0.3 1}				
FrameBoxThreeDColorHSB				
FrameBoxThreeDOn=true/false				
FrameBoxThreeDOpposite=true/false				



## 21 Canceling objects

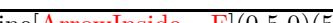
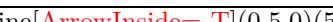
<del>Objet</del>	<del>Objet</del> $\frac{1}{2}$
<code>\psCancel{Objet}</code>	<code>\psCancel{\$\frac{1}{2}\$}</code>
	
<code>\psCancel*[Objet]</code>	<code>\psCancel*[opacity=0.5]{Objet}</code>
<code>\psCancel[cancelType=x]{Objet}</code>	
<del>Objet</del>	<del>Objet</del>
[cancelType=x]	[cancelType=s]
	[cancelType=b]

## 22 Lines and special connections

### 22.1 Line by hand

\pslineByHand(0,0)(4,0)		
		
By default	varsteptol=5	VarStepEpsilon=.4
	By default : 2	By default : .8

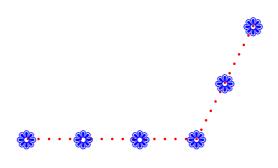
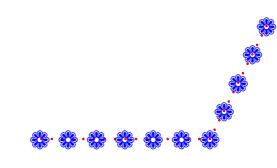
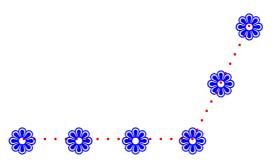
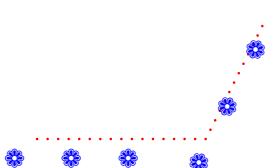
## 22.2 Symbol on the line

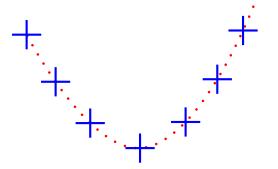
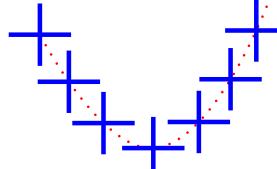
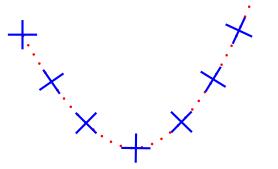
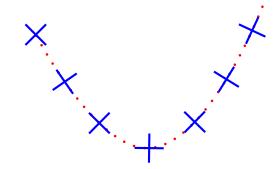
	
\psline[ArrowInside=->](0.5,0)(5,0)	\psline[ArrowInside=-<](0.5,0)(5,0)
	
\psline[ArrowInside=->](0.5,0)(5,0)	\psline[ArrowInside=-<](0.5,0)(5,0)
	
\psline[ArrowInside=-  ](0.5,0)(5,0)	\psline[ArrowInside=- *](0.5,0)(5,0)
	
\psline[ArrowInside=-[]](0.5,0)(5,0)	\psline[ArrowInside=-( ])(0.5,0)(5,0)
	
\psline[ArrowInside=-o](0.5,0)(5,0)	\psline[ArrowInside=-*](0.5,0)(5,0)
	
\psline[ArrowInside=->](0.5,0)(5,0)	\psline[ArrowInside=-<](0.5,0)(5,0)
	
\psline[ArrowInside=-h](0.5,0)(5,0)	\psline[ArrowInside=-H](0.5,0)(5,0)
	
\psline[ArrowInside=-v](0.5,0)(5,0)	\psline[ArrowInside=-V](0.5,0)(5,0)
	
\psline[ArrowInside=-f](0.5,0)(5,0)	\psline[ArrowInside=-F](0.5,0)(5,0)
	
\psline[ArrowInside=-t](0.5,0)(5,0)	\psline[ArrowInside=-T](0.5,0)(5,0)

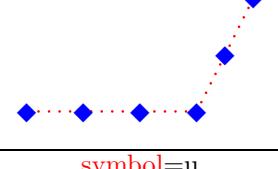
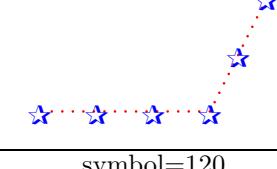
more option <sup>1</sup>	
	
ArrowInsidePos=.3 (soit à 30%)	ArrowInsidePos=20 (soit à 20 pt)
	
ArrowInsideNo=5,ArrowInside=>	ArrowInsideNo=3,ArrowInside=-t
	
ArrowInsideOffset=0.1	ArrowInsideOffset=-0.2

## 22.3 Drawing with symbols

6

\psline[linestyle=symbol](-2,0)(2,0)			
			
By default	symbolStep=.5 By default : 20pt	symbolWidth=.5cm By default : 10pt	rotateSymbol=true By default : false

\pscurve[linestyle=symbol,symbolFont=PSTricksDotFont](-2,1)(0,-1)(2,1.5)			
			
By default	symbolWidth =1cm By default : 10pt	rotateSymbol =true By default : false	rotateSymbol=true startAngle=45

\symbolFont=Dingbats ( By default)	\symbolFont=PSTricksDotFont
	
symbol=u	symbol=120

1. for other parameters see page 19

6. valable seulement pour \psline, \pspolygon, \pscurve, \psccurve et \psbezier

### 22.3.1 Symbols available with the keyboard

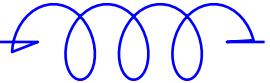
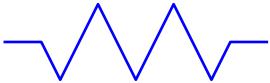
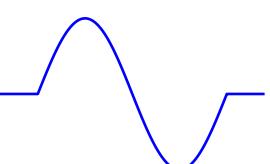
symbolFont=Dingbats ( By default)							
A : ⚭ ⚮	B : + +	C : + +	D : ♫ ♫	E : ♦ ♦	F : ♦ ♦	G : ♦ ♦	
H : ★ ★	I : ☆ ☆	J : ⚯ ⚯	K : ★ ★	L : ☆ ☆	M : ★ ★	N : ☆ ☆	
O : ☆ ☆	P : ☆ ☆	Q : * *	R : * *	S : * *	T : * *	U : * *	
V : * *	W : * *	X : * *	Y : * *	Z : * *	1 : ∞ ∞	2 : •• ••	
3 : ✓ ✓	4 : ✓ ✓	5 : ✗ ✗	6 : ✗ ✗	7 : ✗ ✗	8 : ✗ ✗	9 : + +	
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 : ■ ■	+ : ☰ ☰	- : ☱ ☱	
* : ⚪ ⚪	' : ☳ ☳	> : † †	< : ♫ ♫	0 : ☺ ☺	/ : ☺ ☺	. : ☺ ☺	

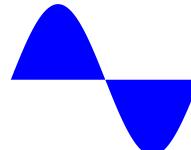
symbolFont=PSTricksDotFont							
A : + +	B :	C : ○ ○	D : ◊ ◊	E : ✕ ✕	F : ○ ○	G : ◉ ◉	
H : ○ ○	I :	J : ✖ ✖	K : * *	L :	M : + +	N : ✖ ✖	
O :	P : ○ ○	Q :	R :	S : □ □	T : △ △	U :	
V :	W :	X : ✗ ✗	Y :	Z :	1 :	2 :	
3 :	4 :	5 :	6 :	7 :	8 :	9 :	
a : + +	b : ● ●	c : ○ ○	d : ◊ ◊	e : + +	f : ○ ○	g : ◉ ◉	
h : ○ ○	i :	j :	k : * *	l : ◆ ◆	m : + +	n : ✖ ✖	
o :	p : ○ ○	q : ◉ ◉	r : □ □	s : □ □	t : △ △	u : ▲ ▲	
v :	w :	x : ✗ ✗	y :	z :	+ :	- :	
* :	' :	> :	< :	0 :	/ :	. :	

## 22.4 Coils

Package **pst-coil**

### 22.4.1 The 3 types of coils

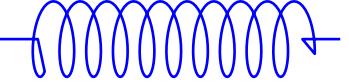
		
\pscoil(0.5,0)(4,0)	\pszigzag(0.5,0)(4,0)	\pssin(0.5,0)(4,0)

		
\pscoil*(0.5,0)(4,0)	\pszigzag*(0.5,0)(4,0)	\pssin*(0.5,0)(4,0)

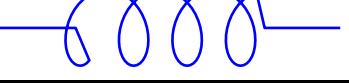
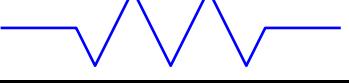
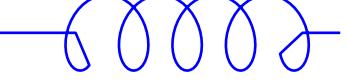
### 22.4.2 Parameters of coils

	
\pscoil[coilwidth=0.5cm](0.5,0)(5,0)	\pszigzag[coilwidth=0.5cm](0.5,0)(5,0)

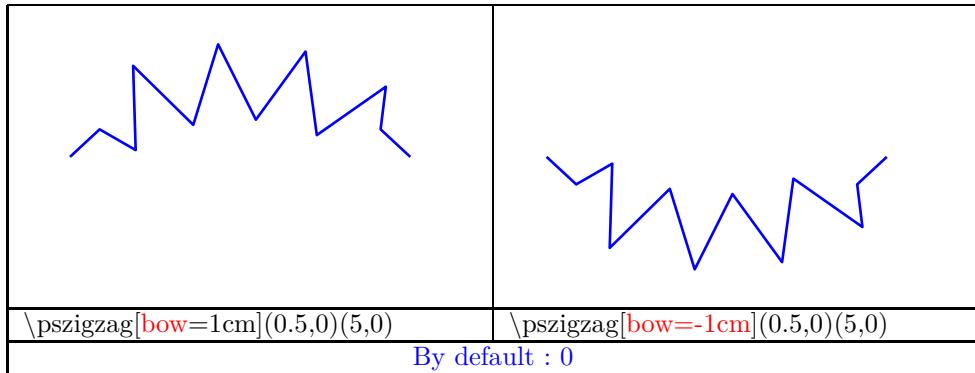
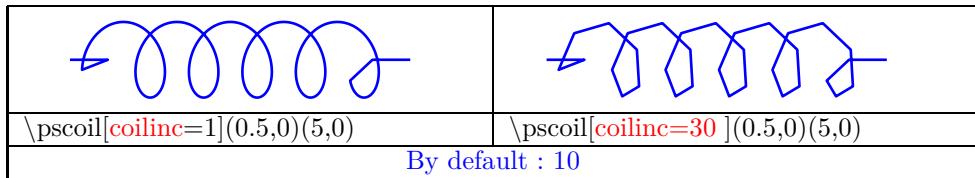
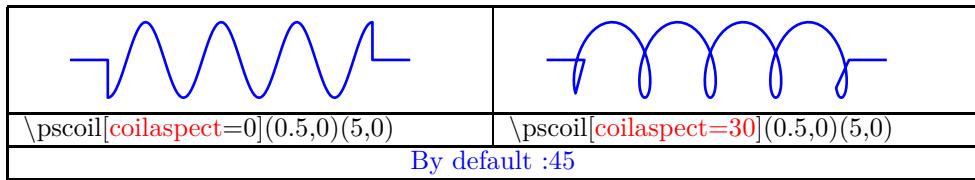
By default : 1cm

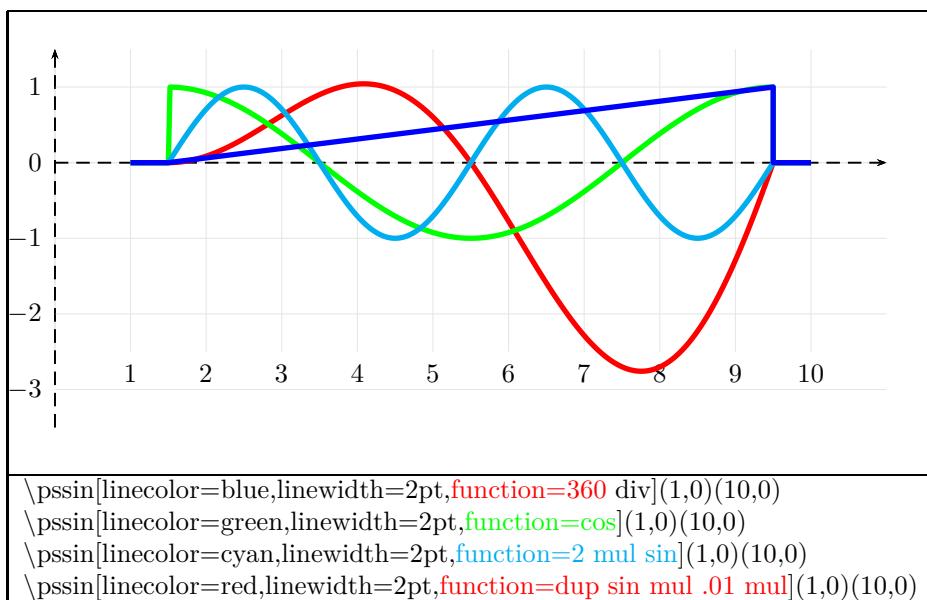
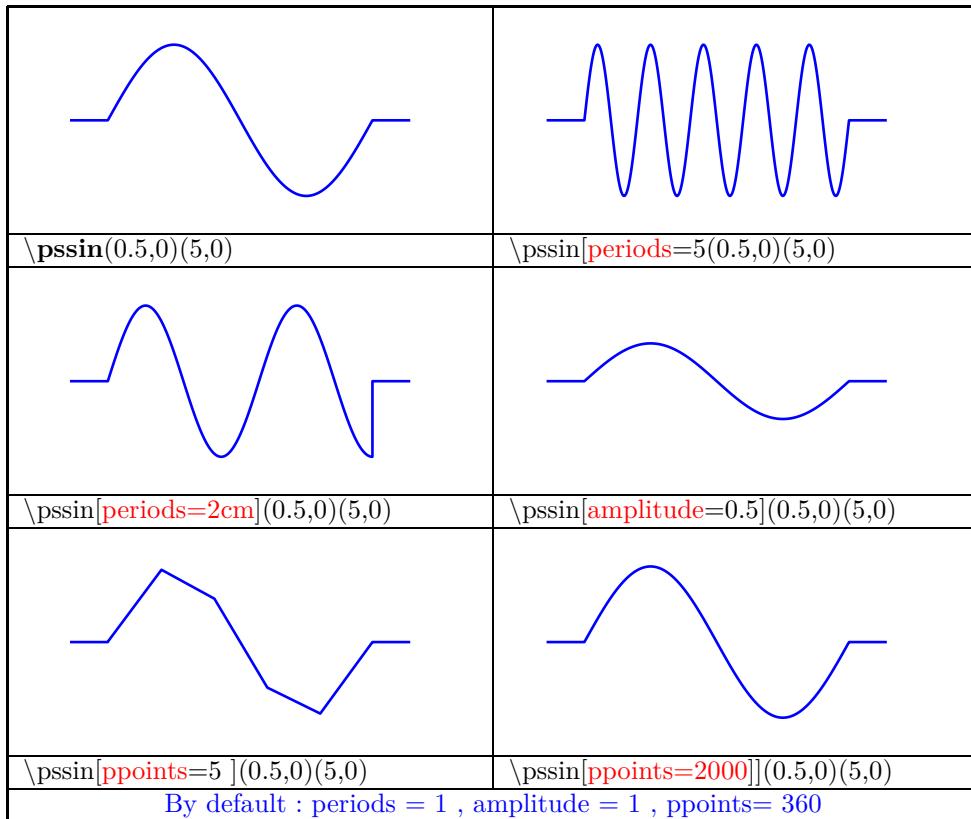
	
\pscoil[coilheight=0.5](0.5,0)(5,0)	\pszigzag[coilheight=0.5](0.5,0)(5,0)

By default : 1

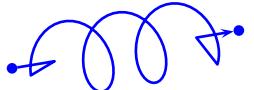
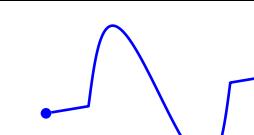
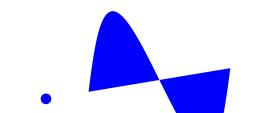
	
\pscoil[coilarm=1](0.5,0)(5,0)	\pszigzag[coilarm=1](0.5,0)(5,0)
	
\pscoil[coilarmA=1](0.5,0)(5,0)	\pszigzag[coilarmB=1](0.5,0)(5,0)

By default : 0.5cm



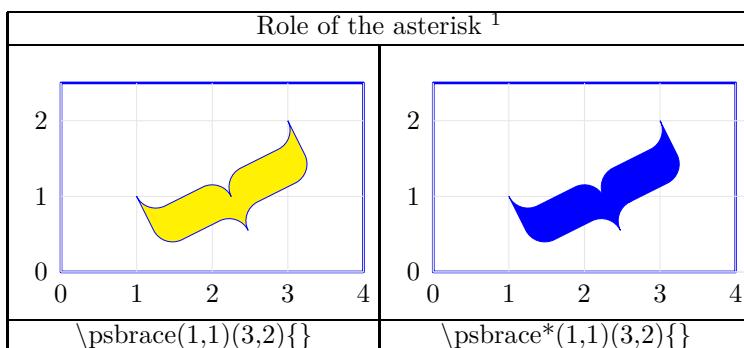
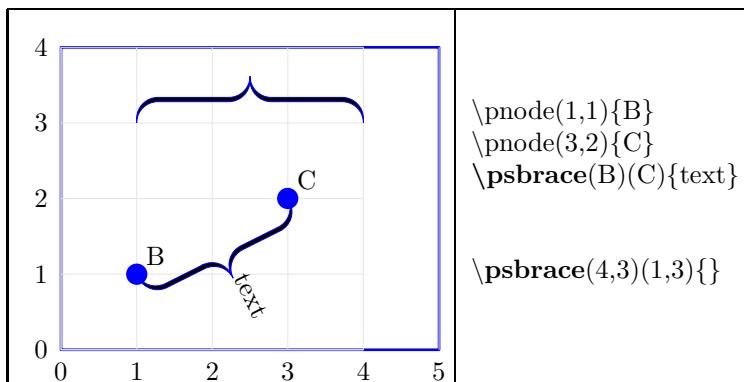


#### 22.4.3 Connecting nodes with coils

$\backslash$ dotnode[dotstyle=*)(.5,-.5){A} $\backslash$ dotnode[dotstyle=*)(3.5,0){B}		
		
$\backslash$ nccoil{->}{A}{B}	$\backslash$ nczigzag{->}{A}{B}	$\backslash$ ncsin{->}{A}{B}
		
$\backslash$ pccoil{->}(A)(B)	$\backslash$ pczigzag {->}(A)(B)	$\backslash$ pcsin{->}(A)(B)
		
$\backslash$ nccoil*{->}{A}{B}	$\backslash$ nczigzag*{->}{A}{B}	$\backslash$ ncsin*{->}{A}{B}

## 22.5 Braces

### 22.5.1 Braces in pspicture



### 22.5.2 The brace in the text

the node A is here and the node B is here \psbrace(A)(B){text}

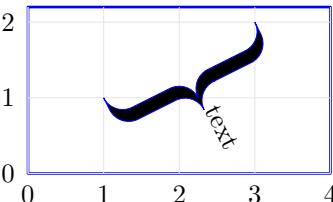
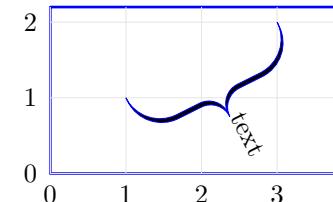
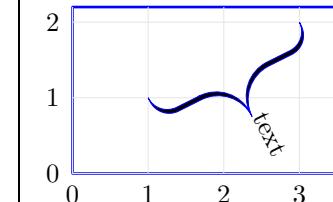
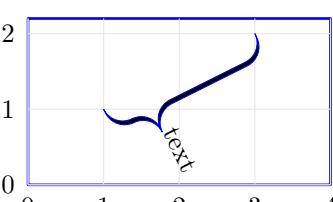
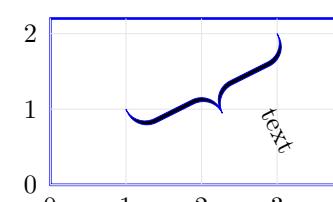
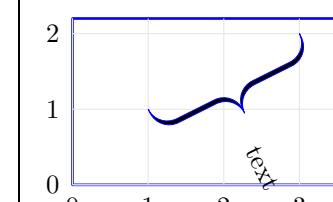
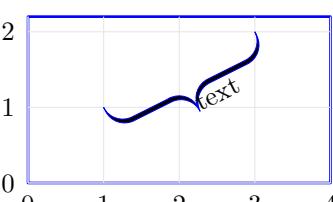
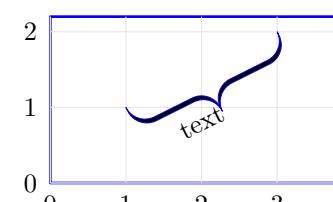
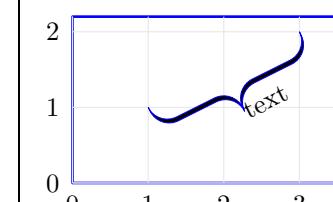
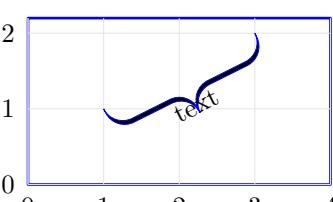
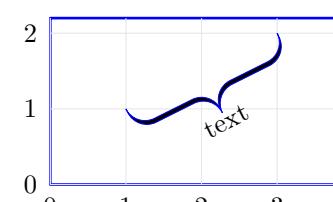
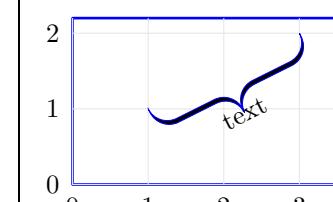
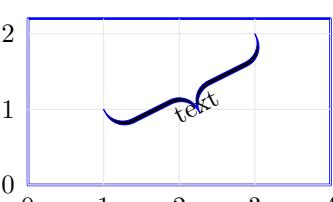
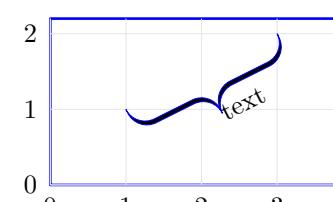
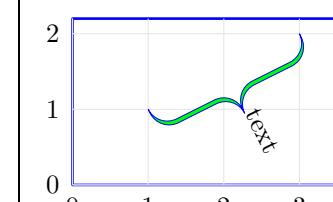
The brace has no dimension!  
text

here is the node A  
 \vspace{1cm}  
 here is the node B \psbrace(A)(B){}

---

1. braceWidth=.5cm,fillcolor=yellow

### 22.5.3 Options

		
braceWidth=5pt By default : \pslinewidth	braceWidthInner=.5cm By default : 10\pslinewidth	braceWidthOuter=.5cm By default : 10\pslinewidth
		
bracePos=.25 Position (%) By default : .5	nodesepA=5pt horizontal offset By default : 0pt	nodesepB=5pt vertical offset By default : 0pt
		
rot=90	rot=90,ref=r	rot=90,ref=l
		
rot=90,ref=b	rot=90,ref=t	rot=90,ref=C
		
rot=90,ref=B	rot=90,ref=IC	fillcolor=green

## 23 Special fillings

### 23.1 Color gradient

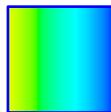
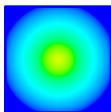
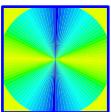
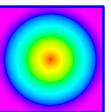
#### 23.1.1 Module `pst-grad` [1] [11]

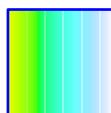
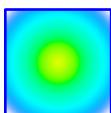
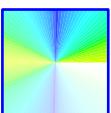
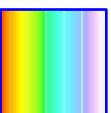
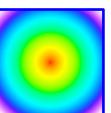
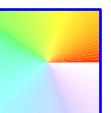
\psframe[fillstyle=gradient](0.5,.5)(2.5,2.5)			
By default	gradbegin=green	gradend=green	gradbegin=red gradend=green
gradlines=5 By default : 500	gradmidpoint=0.7 By default : 0.9	gradangle=45 By default : 0	gradangle=90 By default : 0

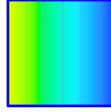
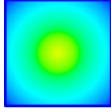
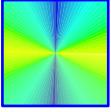
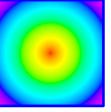
\psframe[ fillstyle=gradient,GradientCircle=true ](0.5,.5)(2.5,2.5)			
	GradientScale=.5	GradientScale=2	GradientPos={(1,1)}

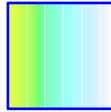
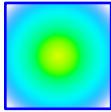
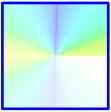
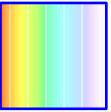
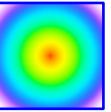
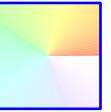
### 23.1.2 Module `pst-slpe` [20]

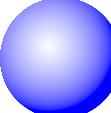
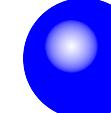
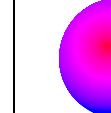
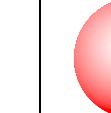
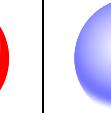
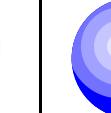
\psframe[fillstyle=slope](0.5,0.5)(2.5,2.5)					
slope [20]	ccslope [20]	radslope [20]	slopes [20]	ccslopes [20]	radslopes [20]
\psframe[fillstyle=slope](0.5,0.5)(2.5,1.5)					
By default	slopebegin=green	slopeend=green	slopebegin=red slopeend=green		
\psframe[fillstyle=slopes,slopecolors= 0 1 0 0 4 0 1 0 7 0 0 1 3 ](1,.5)(9,2.5)					
Position	couleur en RGB		nombre de couleurs		
\psframe[ fillstyle=slope,slopesteps=5 ](0.3,0.3)(1.7,1.7) (By default : 100)					
slope	ccslope	radslope	slopes	ccslopes	radslopes
\psframe[ fillstyle=slope,slopeangle=45 ](0.5,0.5)(2.5,2.5) ( By default 0)					
slope	ccslope	radslope	slopes	ccslopes	radslopes
\psframe[ fillstyle=slope,slopecenter= .25 .25](0.5,0.5)(2.5,2.5) (By default .5 .5)					
slope	ccslope	radslope	slopes	ccslopes	radslopes

\psframe[ fillstyle=slope, <b>sloperadius</b> =.75 ](0.5,0.5)(2.5,2.5) (By default 0.5cm)					
					
slope	ccslope	radslope	slopes	ccslopes	radslopes

\psframe[ <b>fading</b> , fillstyle=slope](0.5,0.5)(2.5,2.5)					
					
slope	ccslope	radslope	slopes	ccslopes	radslopes

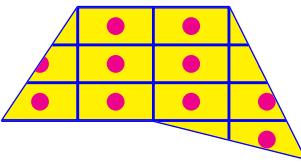
\psframe[ <b>fading</b> , <b>startfading</b> =0.5, fillstyle=slope](0.5,0.5)(2.5,2.5)					
					
slope	ccslope	radslope	slopes	ccslopes	radslopes

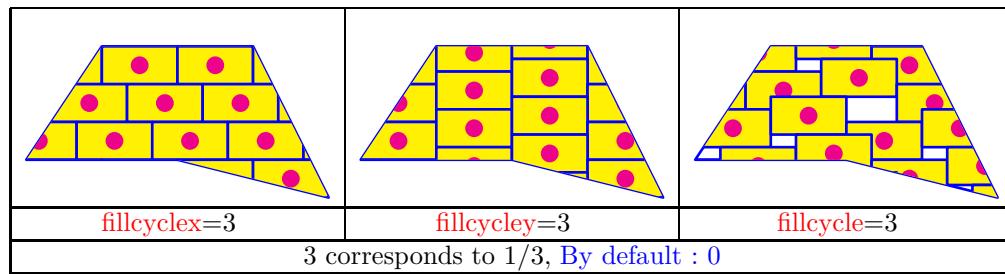
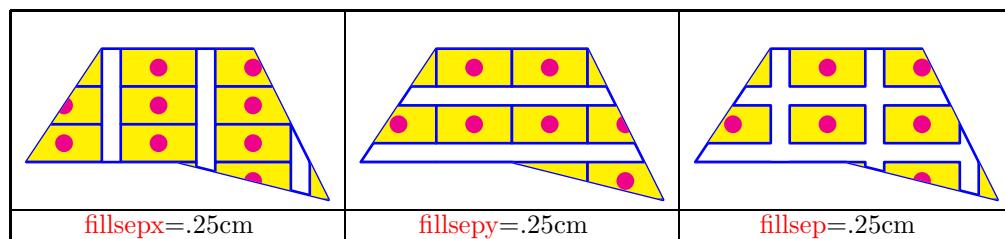
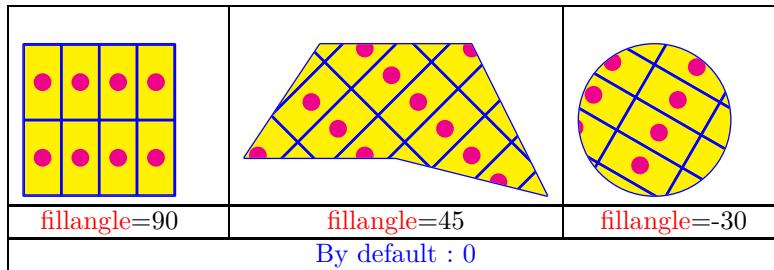
\psframe[ <b>fading</b> , <b>endfading</b> =0.5, fillstyle=slope](0.5,0.5)(2.5,2.5)					
					
slope	ccslope	radslope	slopes	ccslopes	radslopes

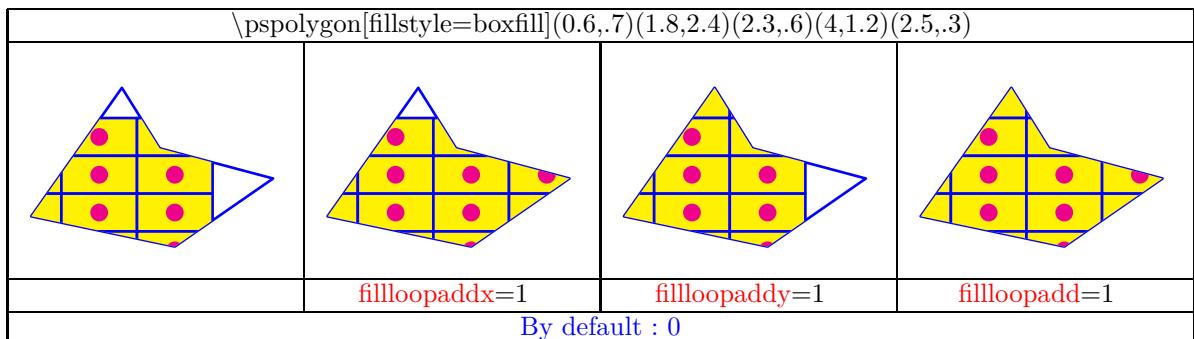
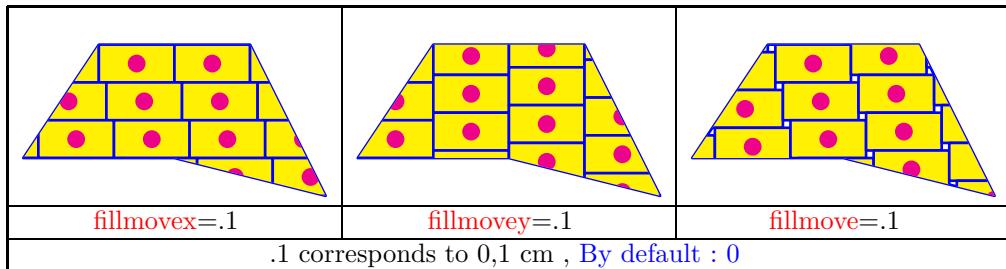
\psBall [option](1,1){blue}{.8}					
					
sans option	sloperadius=10pt	slopebegin=red	slopeend=red	fading	slopesteps=5

## 23.2 Filling with pattern

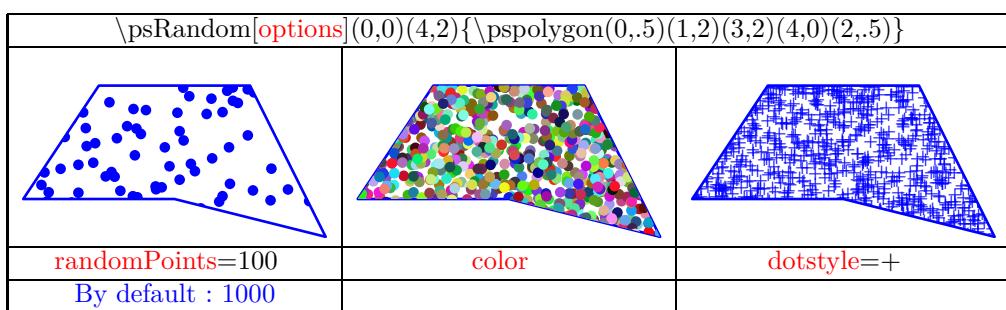
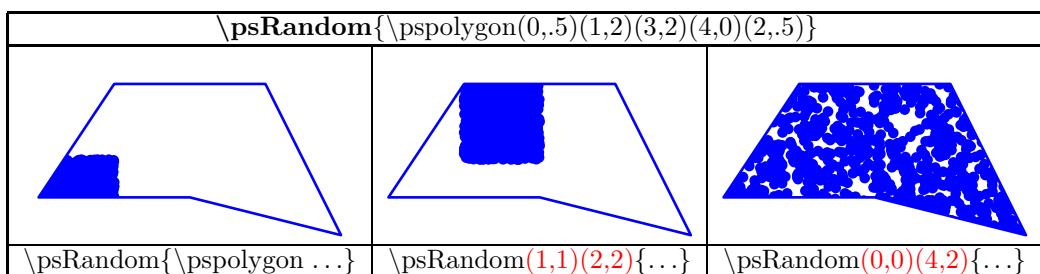
Package **pst-fill**

Creating the pattern : 
<pre>\newcommand{\MonMotif}{  \begin{pspicture}(1,.5)  \psframe[dimen=middle,fillcolor=yellow,fillstyle=solid,linecolor=blue](1,.5)  \pscircle[dimen=middle,fillcolor=magenta,fillstyle=solid,linecolor=magenta](.5,.25){.1}  \end{pspicture} }</pre>
Using the pattern : \psboxfill{\MonMotif}
<pre>\pspolygon[fillstyle=boxfill](0,.5)(1,2)(3,2)(4,0)(2,.5)</pre>






### 23.3 random points filling

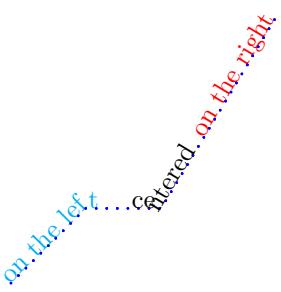
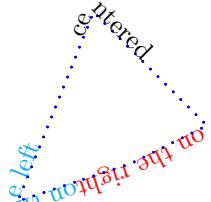
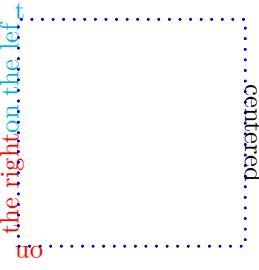
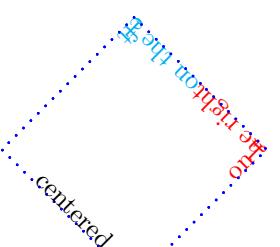
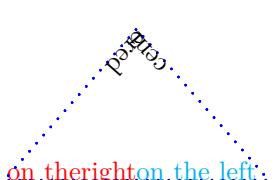
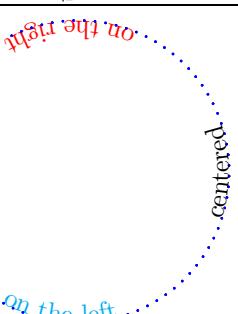


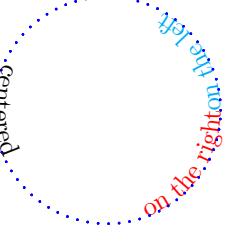
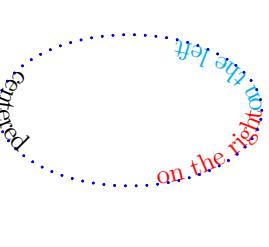
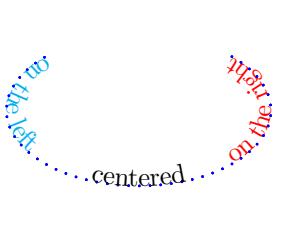
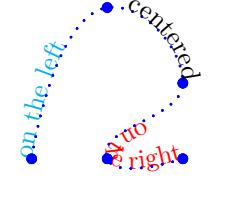
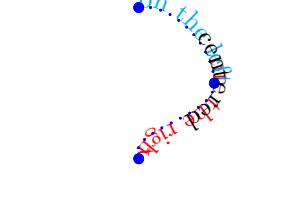
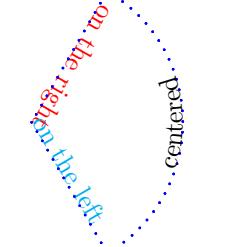
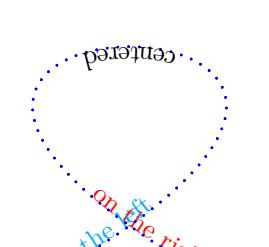
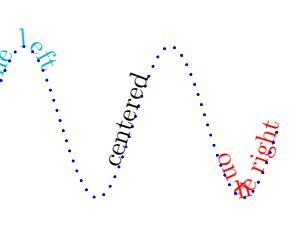
## 24 Special effects

### 24.1 pstextpath

position	offset	graphic support
\pstextpath[r] (0,0){\psline(0, 0)(5, 1)}{\red text}		

#### 24.1.1 Positioning on different graphic objects

<pre>\pstextpath[r] (0,0){\psline(0, 0)(1, 1)(2, 1)(3.5, 3.5)}{\red on the right} \pstextpath[l] (0,0){\psline(0, 0)(1, 1)(2, 1)(3.5, 3.5)}{\cyan on the left} \pstextpath[c] (0,0){\psline(0, 0)(1, 1)(2, 1)(3.5, 3.5)}{ centered }</pre>		
		
\psline	\pspolygon	\psframe
		
\psdiamond	\pstriangle	\psarc

		
\pscircle	\psellipse	\psellipticarc
		
\pscurve	\psccurve	\psecurve
		
\pswedge	\psbezier	\psplot[algebraic]{0}{12.56}{sin(x)}

#### 24.1.2 Offset

\pstextpath[l](0,.5){\psline(0, 0)(1, 1)}{text}					
text		text	text		
(0,0.5)	(0,-0.5)	(0.5,0)	(0.5,0.5)	By default : (0,\TPoffset) \TPoffset= -0.7ex.	

## 24.2 pscharpath

```
\DeclareFixedFont{\[nom]}{\encodingdefault}{\familydefault}{\seriesdefault}{\shapedefault}{taille}
```

name      encoding : T1      family : Times      series : bold      shape : normale

```
\DeclareFixedFont{\Font}{T1}{ptm}{b}{n}{2cm}
\pscharpath{\Font PStricks}
```

PStricks

### 24.2.1 Some families

PStricks	PStricks
famille : ppl (Palatino)	famille : pag (AvantGarde)
PStricks	PStricks
famille : pcr (Courier)	famille : pnc (NewCenturySchoolbook)
PStricks	PStricks
famille : psy (Symbol)	famille : pzc (ZapfChancery)
PStricks	PStricks
famille : phv (Helvetica)	famille : pzd (ZapfDingbats)

### 24.2.2 Formatting

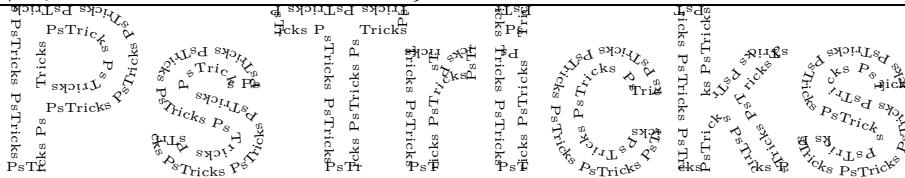
<pre>\pscharpath[linecolor=lightgray]{\Font PsTricks}</pre>
<pre>\pscharpath[fillstyle=gradient,gradbegin=red,gradend=cyan,shadow=true]{\Font PsTricks}</pre>
<pre>\pscharpath[doubleline=true]{\Font PsTricks}</pre>
<pre>\pscharpath[shadow=true]{\Font PsTricks}</pre>

<pre>\pscharpath with asterisk</pre>
<pre>\pscharpath*{\Font PsTricks}</pre>
<pre>\pscharpath*[linecolor=cyan]{\Font PsTricks}</pre>
<pre>\pscharpath[doubleline=true,linecolor=magenta]{\Font PsTricks}</pre>

### 24.2.3 Special effects

<pre>\psboxfill{\tiny pstricks}</pre>
<pre>\pscharpath[fillstyle=boxfill,fillangle=45]{\Font PsTricks}</pre>

```
\DeclareFixedFont{\Font}{T1}{phv}{b}{n}{2cm}
\pstextpath(0,0){\pscharpath*[linestyle=none]{\Font PsTricks}}
{\tiny PsTricks PsTricks PsTricks ...}
```



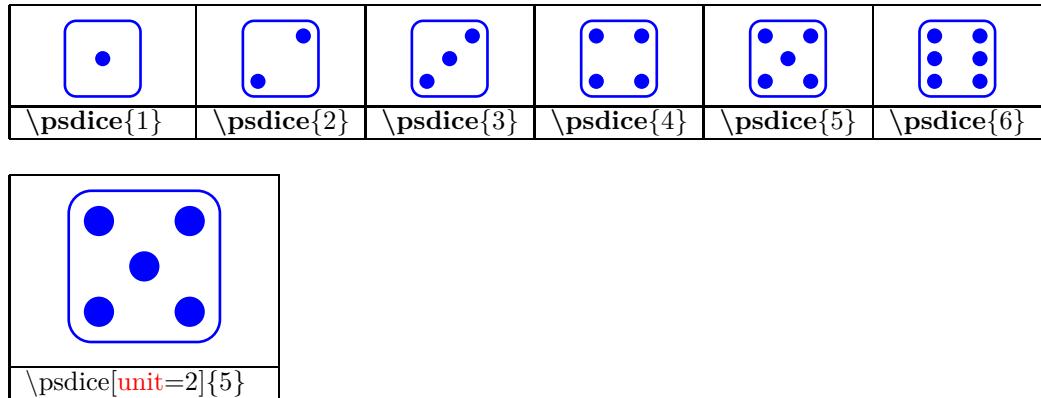
### 24.3 pscharclip

```
\DeclareFixedFont{\Font}{T1}{pcr}{b}{n}{2cm}
\begin{pspicture*}(12,3)
\begin{pscharclip}[doubleline=true]
\rput(6,1.5){\Font PSTricks}
\end{pscharclip}
\end{pspicture*}
```

---

## 25 Various objects

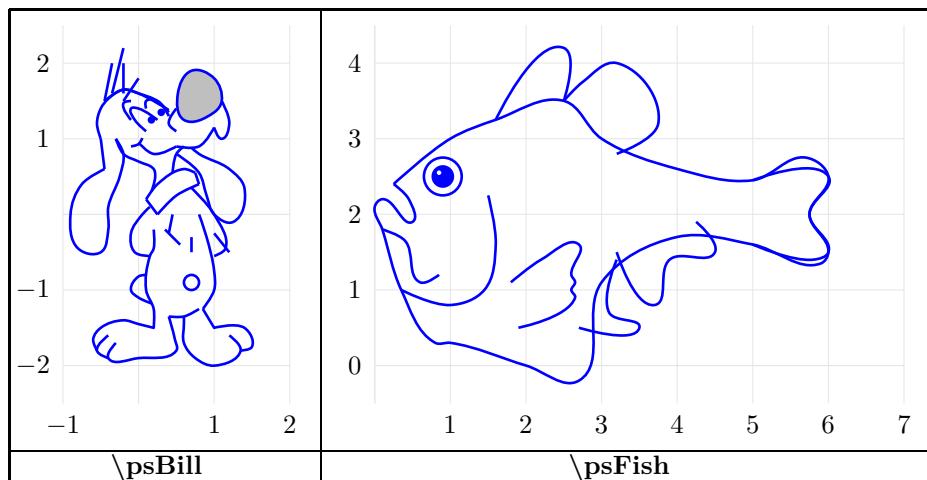
### 25.1 Dices

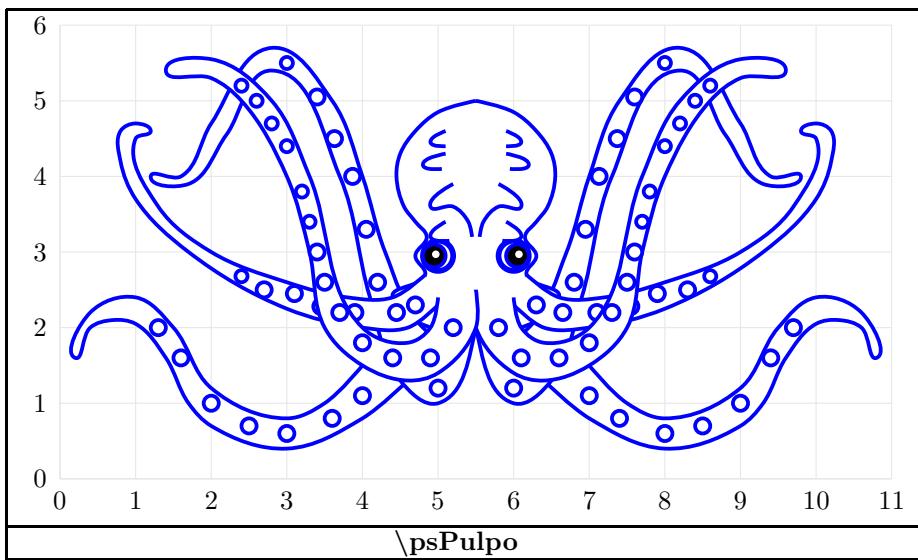
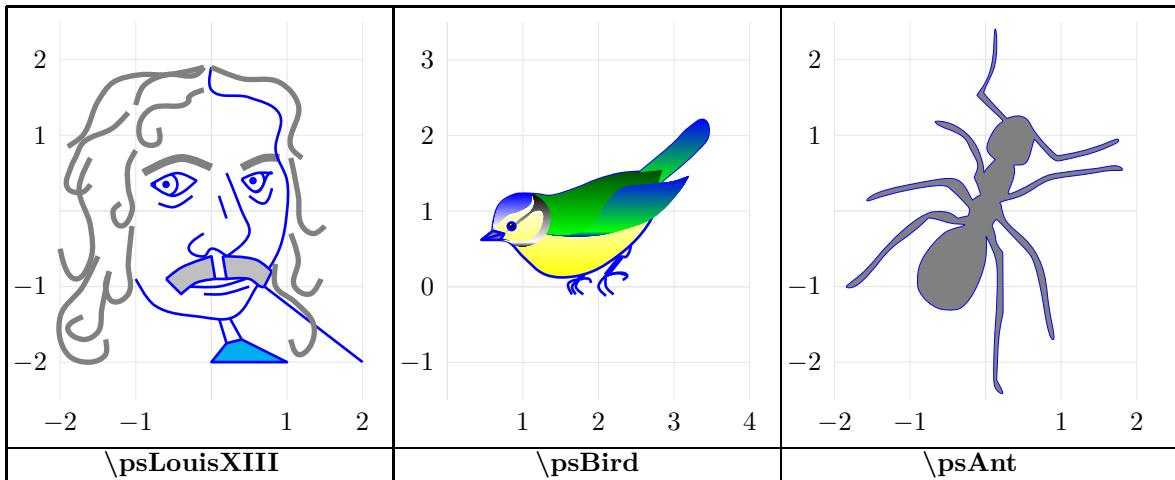


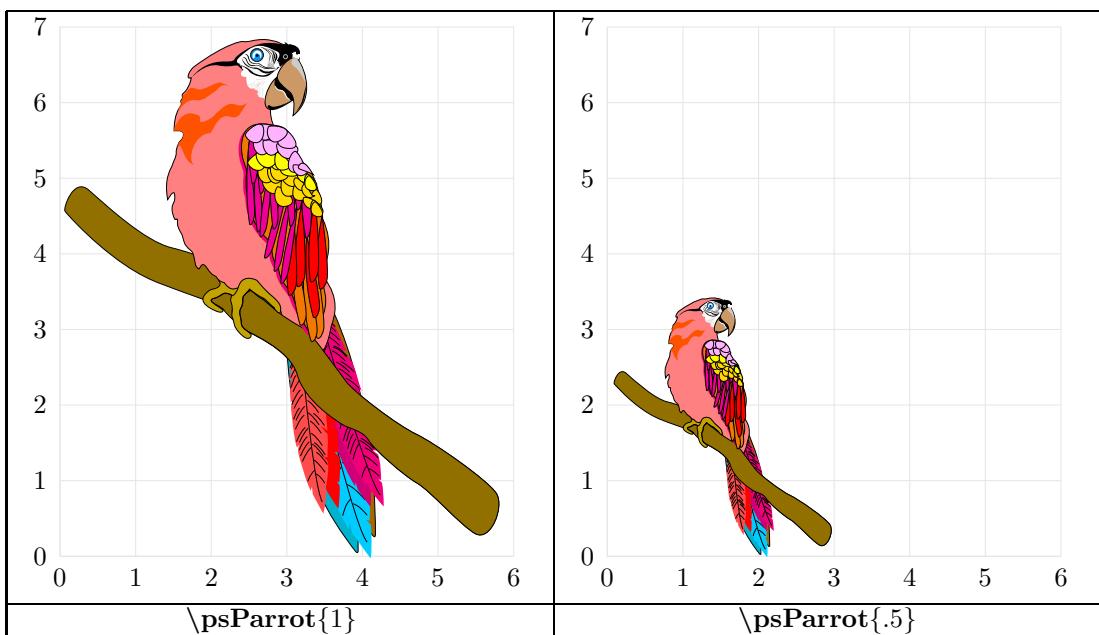
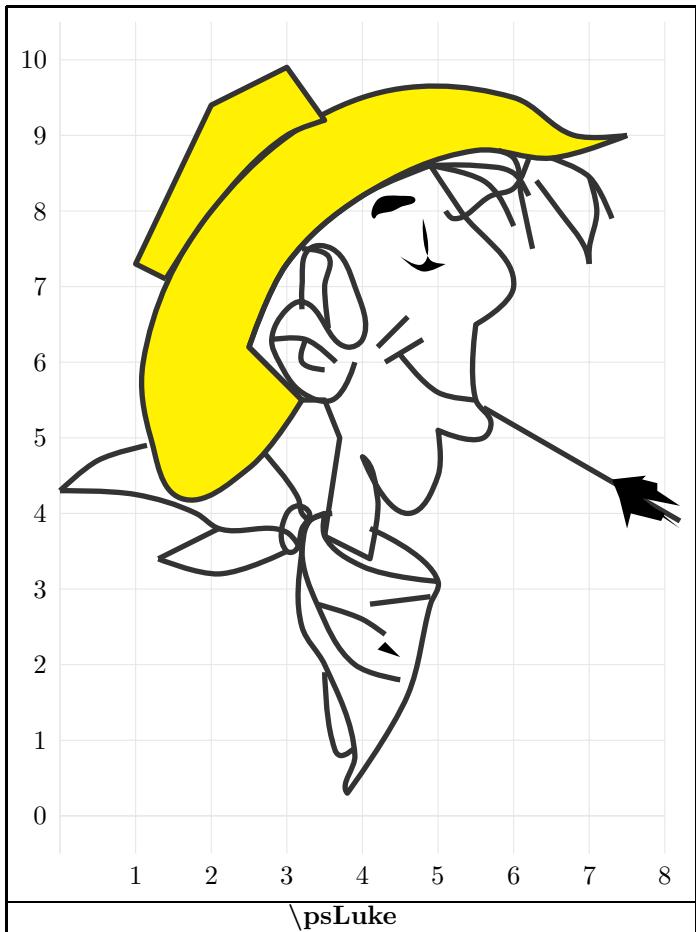
### 25.2 Fun drawing

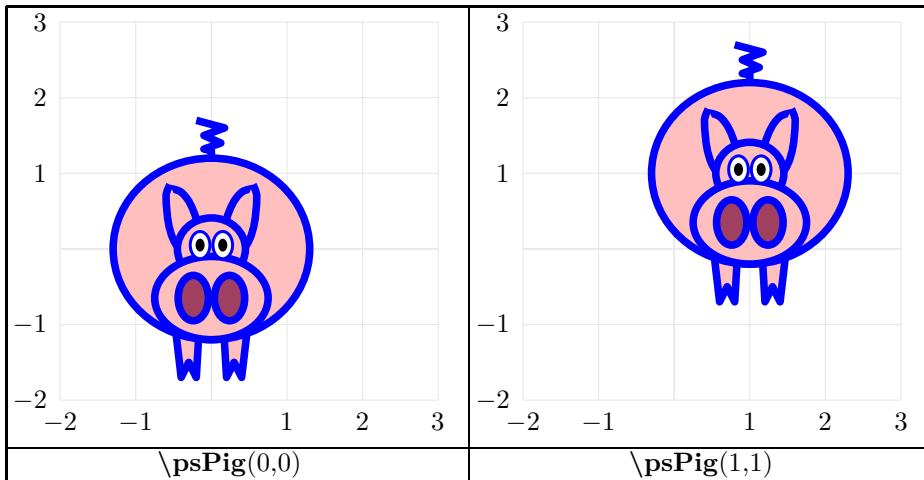
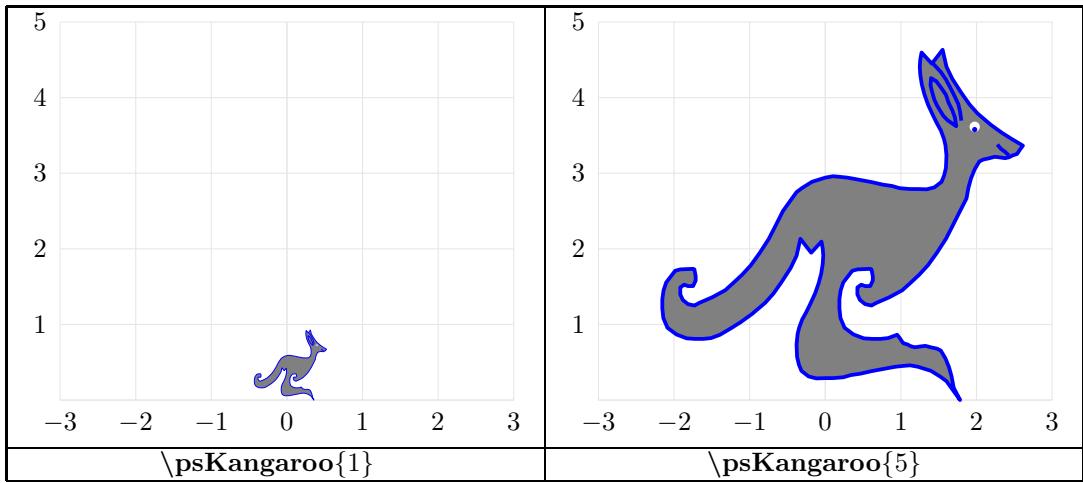
Package « **pst-fun** »

#### 25.2.1 Commandes brutes

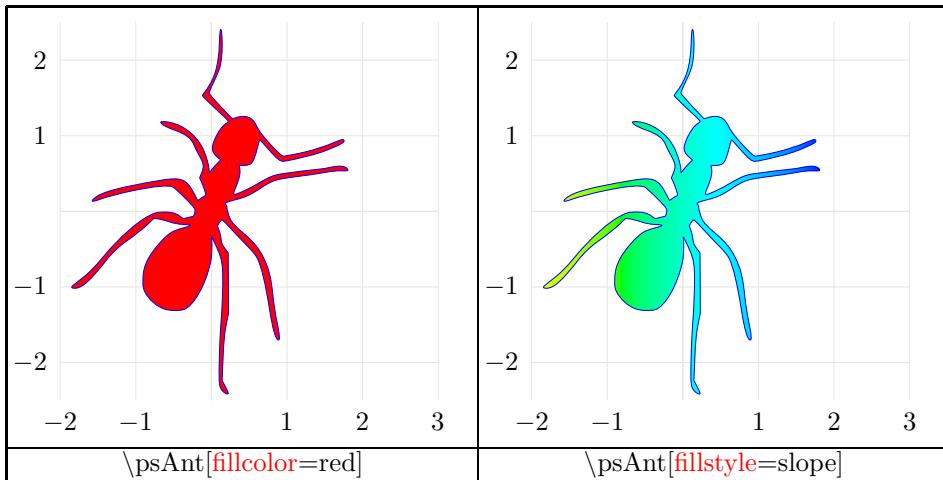


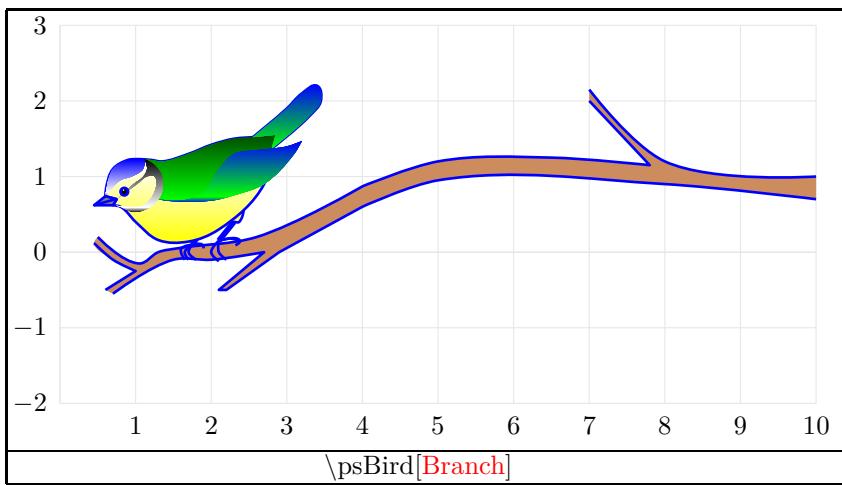
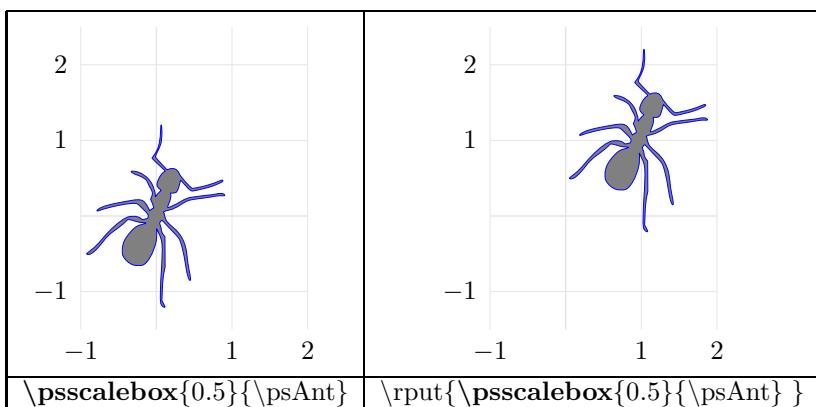
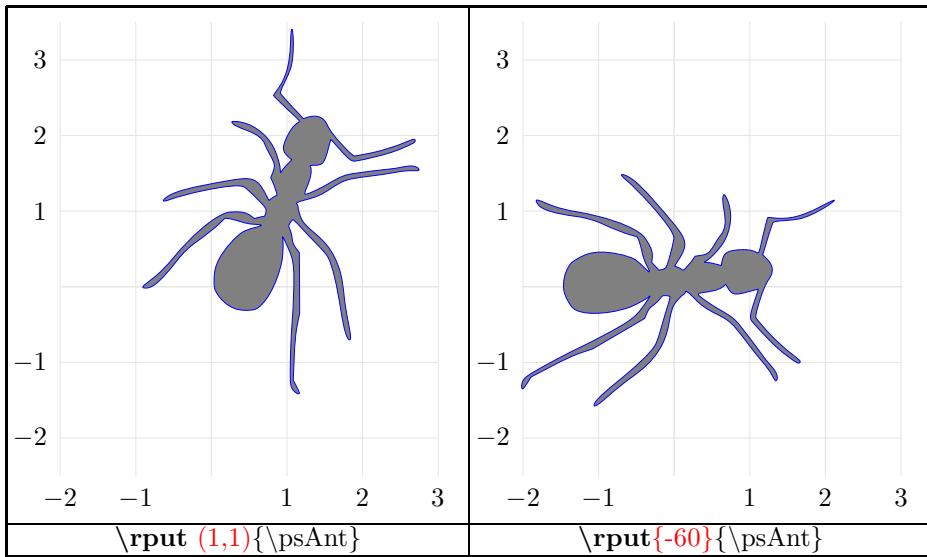


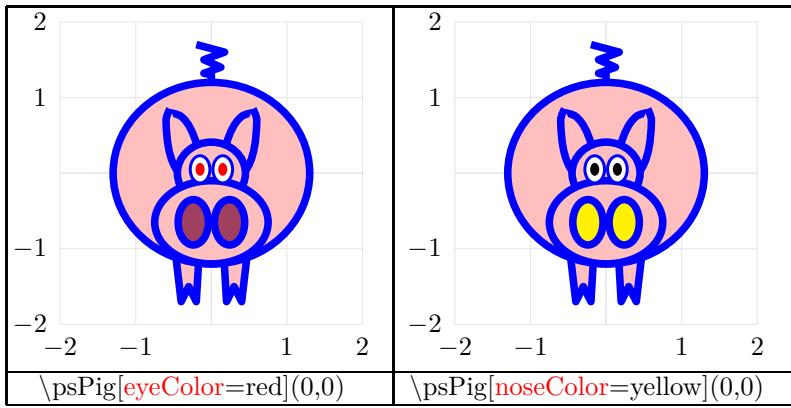




### 25.2.2 options







## 26 Create a graph

Utilisation du module **pst-plot**

### 26.1 Environnement

#### 26.1.1 pspicture

- Axes : Macro **\psaxes**
- Quadrillages : Macro **\psgrid**

#### 26.1.2 psgraph

Two syntaxes :

**\psgraph[Options] {arrows}(xOrig,yOrig)(xMin,yMin)(xMax,yMax){graph width} {graph height} \end{psgraph}**

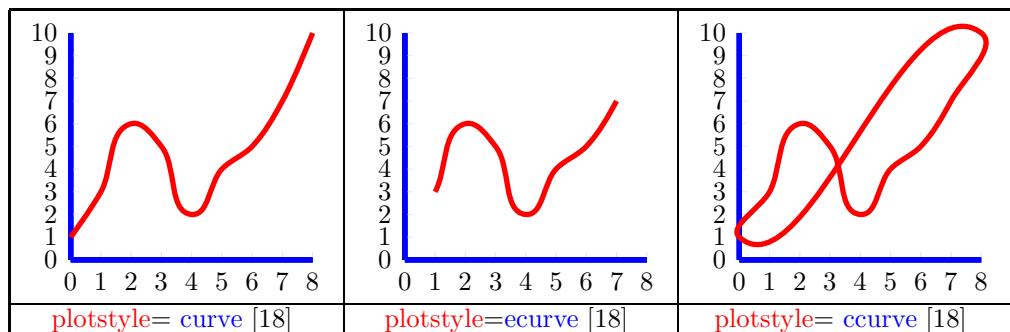
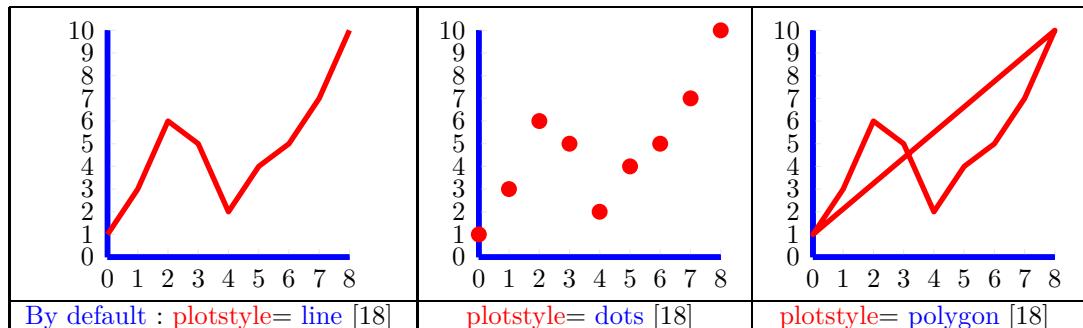
or

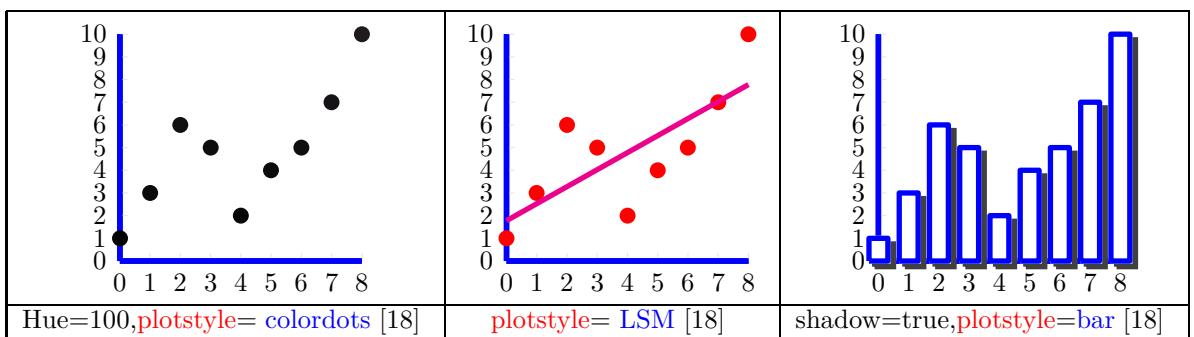
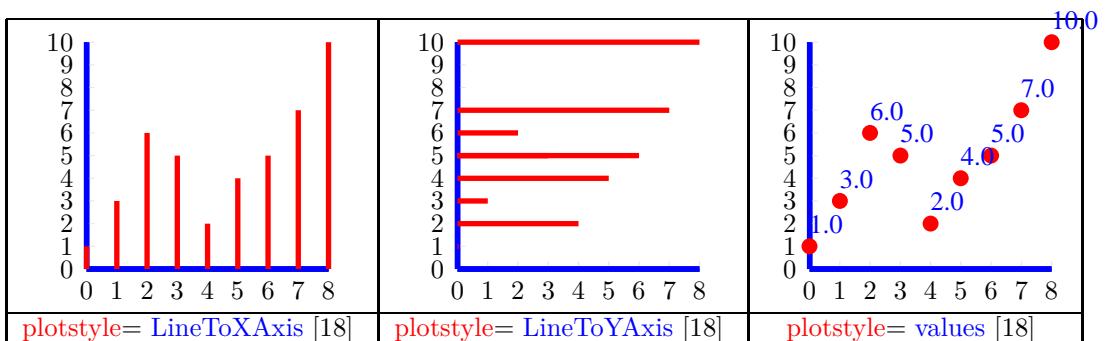
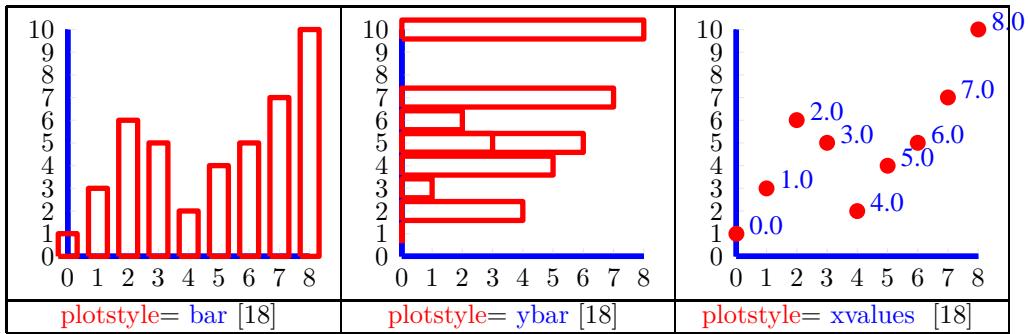
**\begin{psgraph} [Options]{arrows}(xOrig,yOrig)(xMin,yMin)(xMax,yMax){graph width}{graph height}\end{psgraph}**

Remarks :

- The indication of the width and height of the graph allow automatic scaling
- If graph height = !, Both axes have the same unit

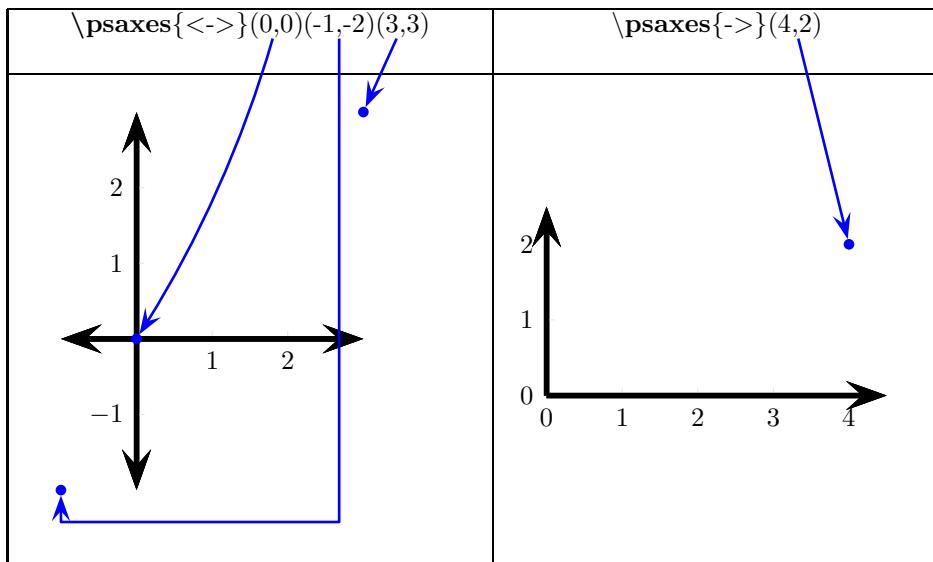
### 26.2 Type of graph



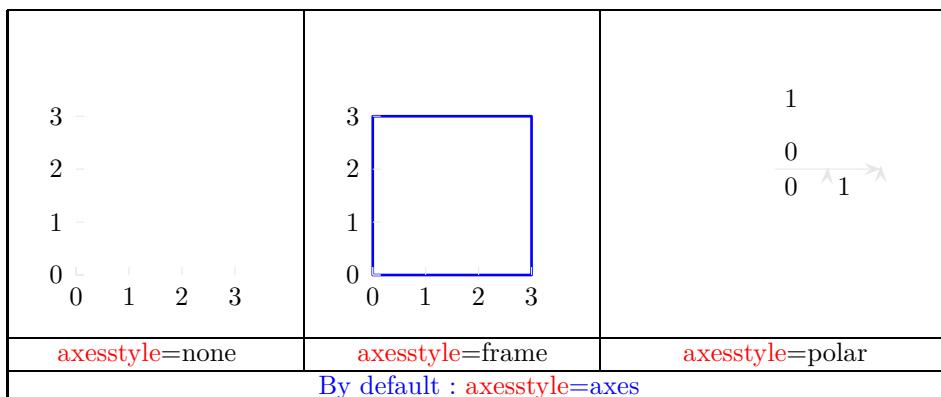


## 26.3 Axes

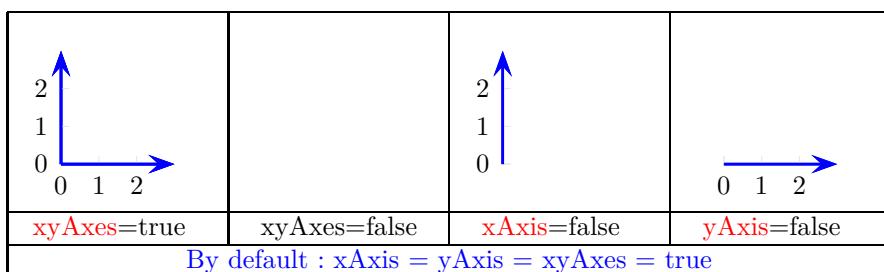
### 26.3.1 Dimensioning



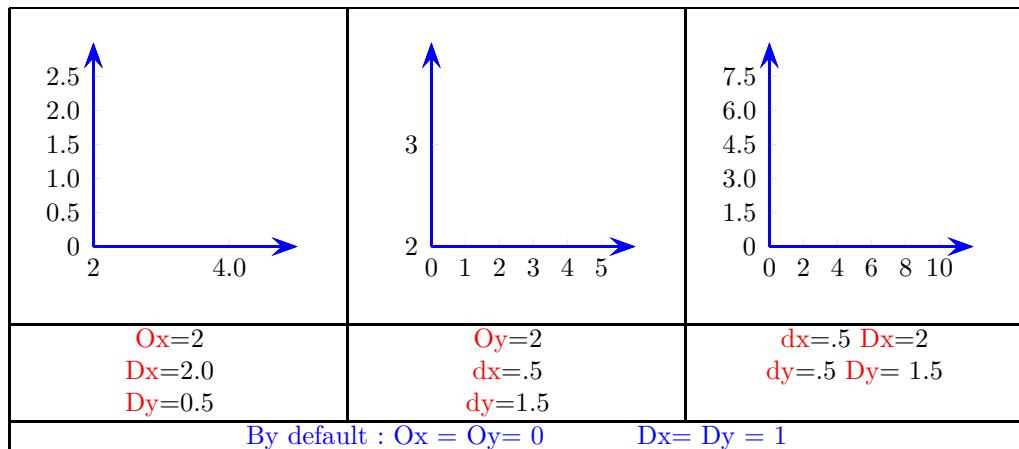
### 26.3.2 Types d'axes



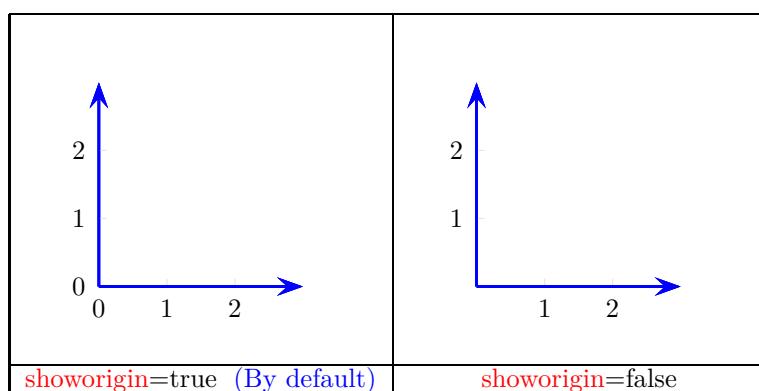
### 26.3.3 choice of axes



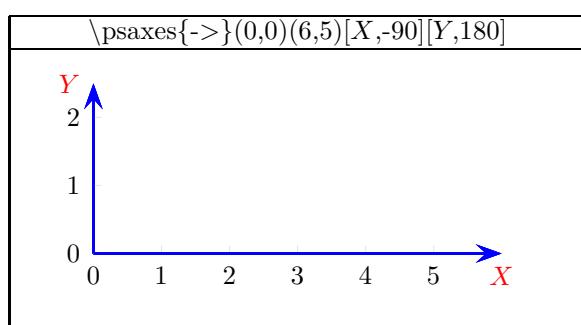
#### 26.3.4 Units of the axis



#### 26.3.5 Origin



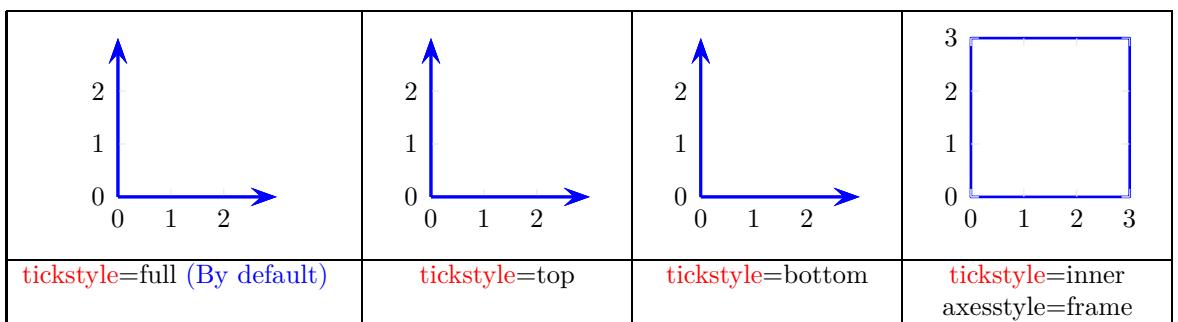
#### 26.3.6 Titles on axes



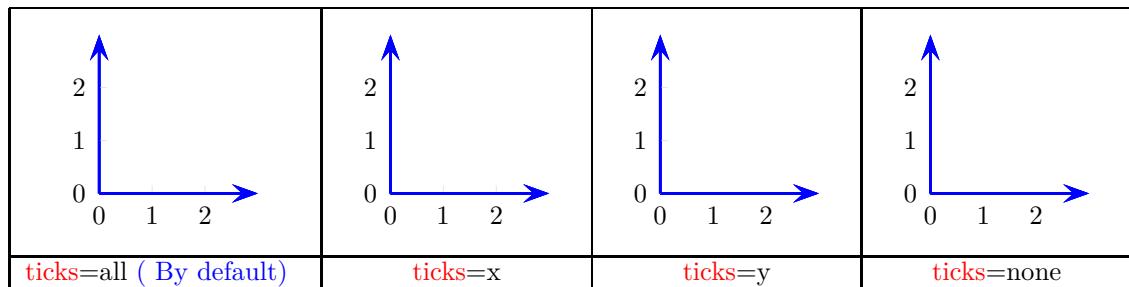
<pre>\psset{llx=0, lly=0, urx=0, ury=0, xAxisLabel=X, yAxisLabel=titre axe Y, yAxisLabelPos={-1cm,c}}</pre>	
<p><code>xAxisLabel=X yAxisLabel=titre axe Y llx=0 lly=0 urx=0 ury=0 yAxisLabelPos={-1cm,c}</code></p>	<p><code>xAxisLabel=titre axe X yAxisLabel= Y llx=-1cm lly=-1.25cm urx=.5cm ury=.5cm xAxisLabelPos={c,-1cm}</code></p>

## 26.4 Ticks marks

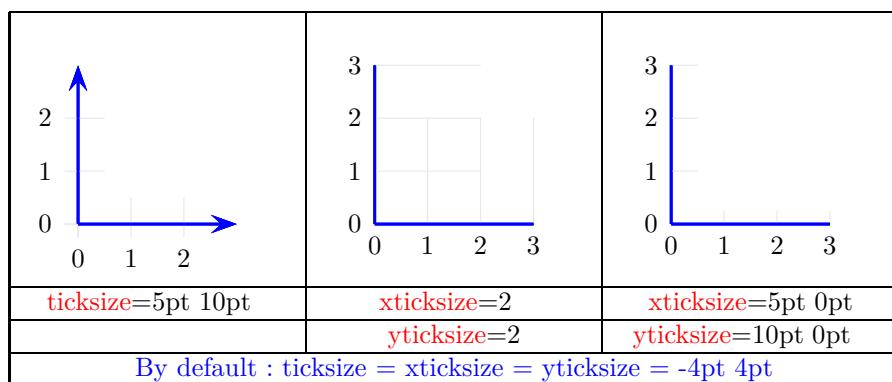
### 26.4.1 Style of the tick marks



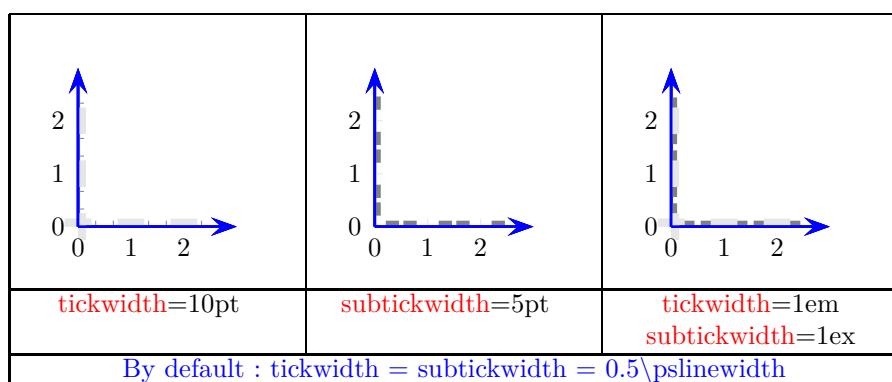
#### 26.4.2 Ticks on axes



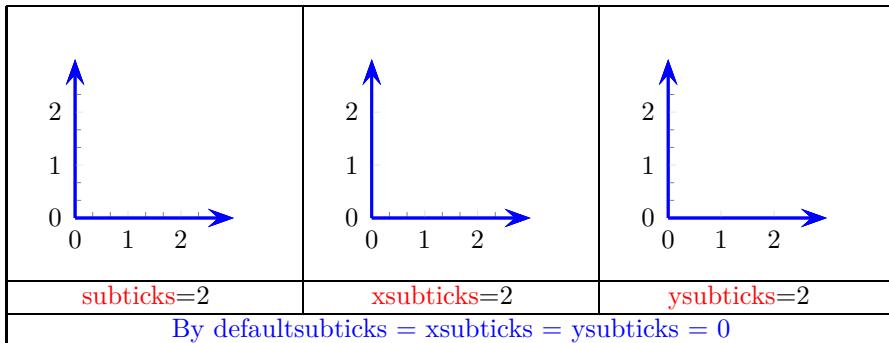
#### 26.4.3 Size of ticks marks



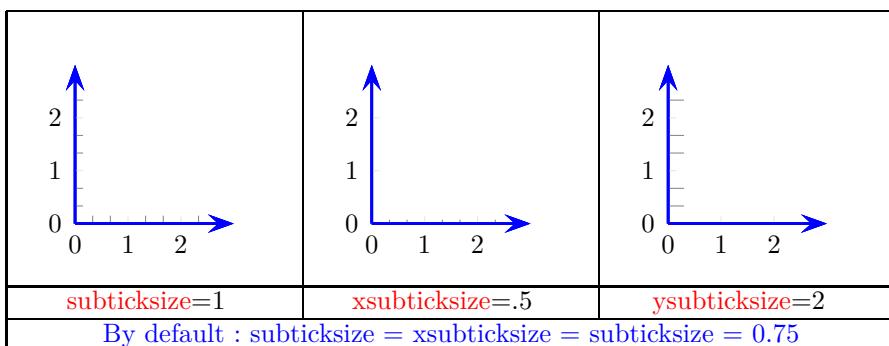
#### 26.4.4 Width of ticks marks



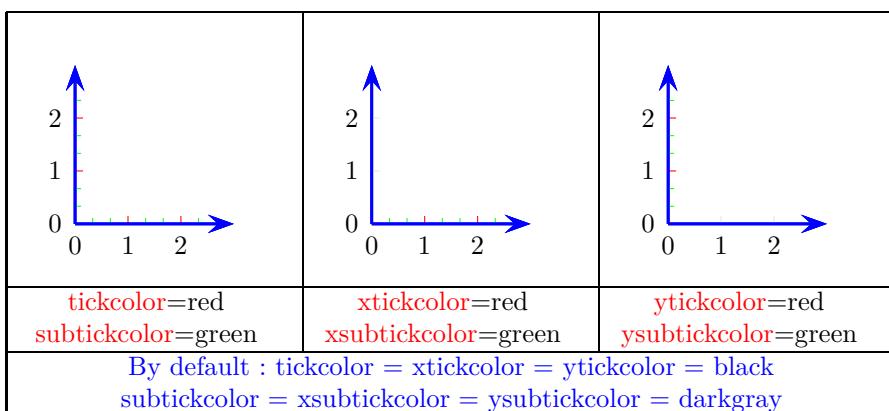
#### 26.4.5 Number of subticks



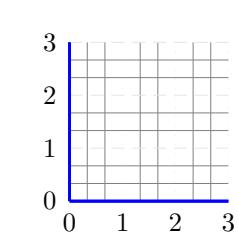
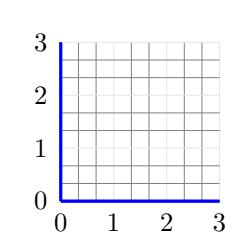
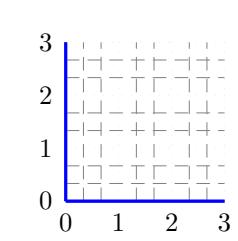
#### 26.4.6 Size of subticks



#### 26.4.7 Color of tick marks

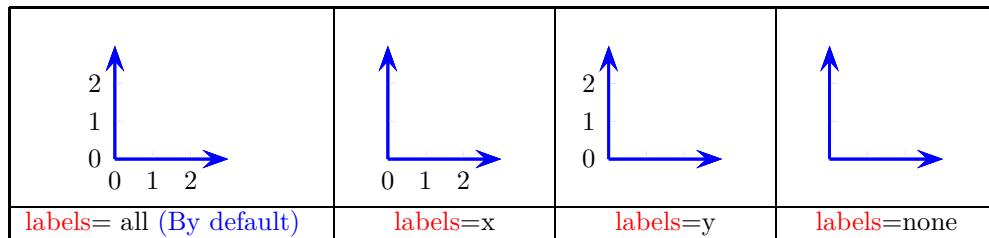


#### 26.4.8 Style of ticks

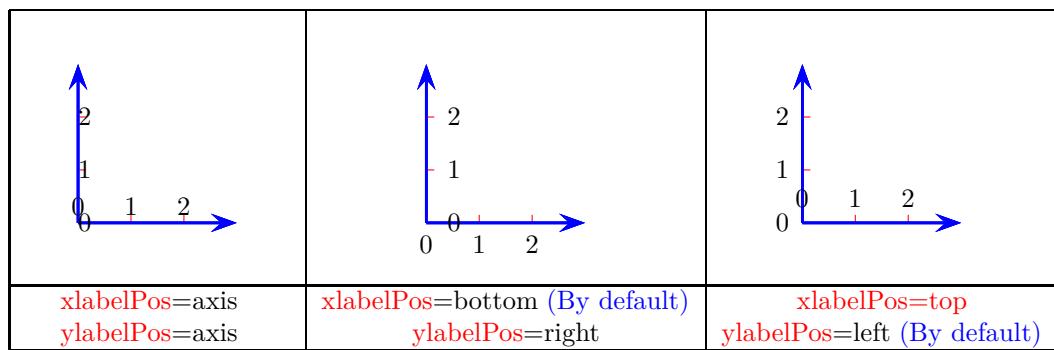
		
<code>yticklinestyle=dashed xticklinestyle=dotted</code>	<code>xsubticklinestyle=solid ysubticklinestyle=none</code>	<code>ticklinestyle= dotted subticklinestyle=dashed</code>
By default : <code>ticklinestyle = xticklinestyle = yticklinestyle = solid subticklinestyle = xsubticklinestyle = ysubticklinestyle = solid</code>		
Option : solid/dashed/dotted/none		

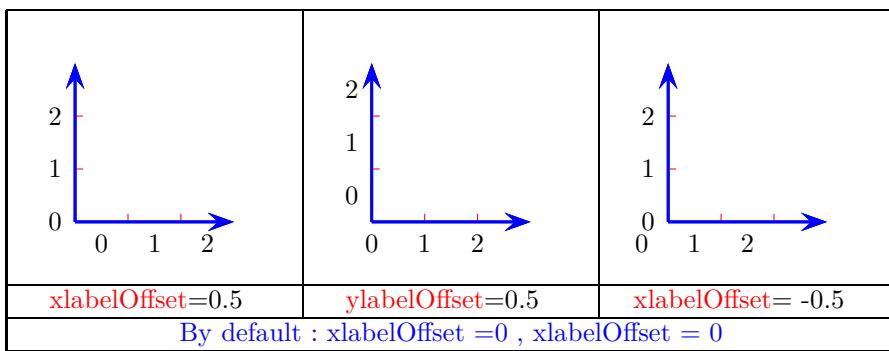
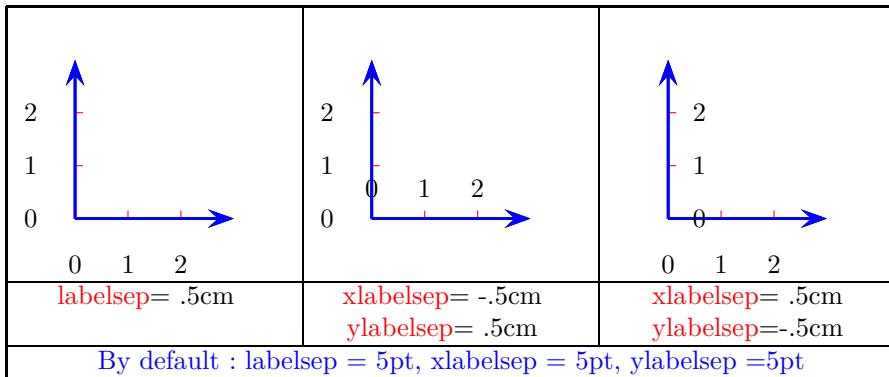
#### 26.5 Labels on axis

##### 26.5.1 Choice of axis

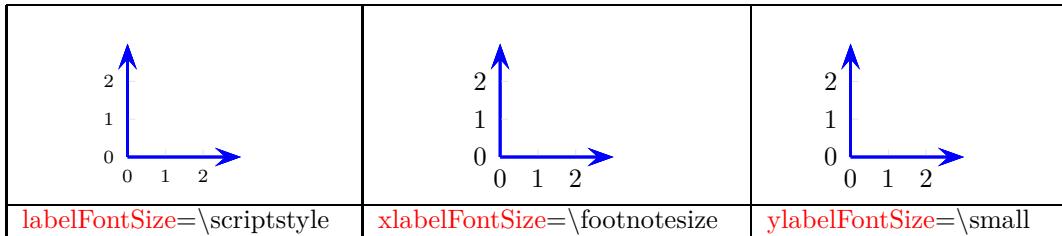


#### 26.6 Position of labels

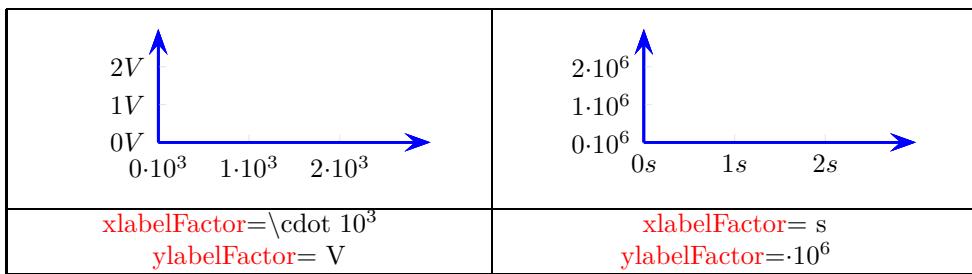




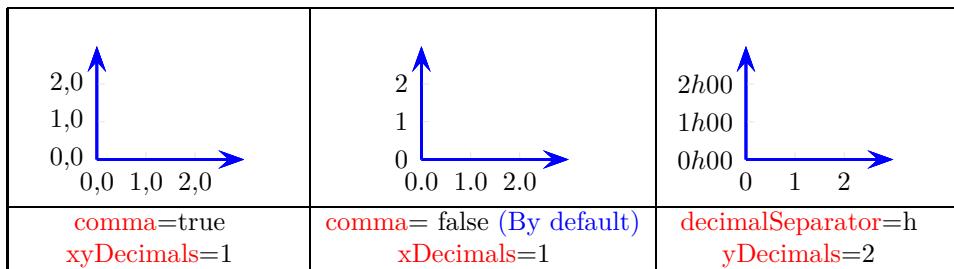
#### 26.6.1 Size of labels



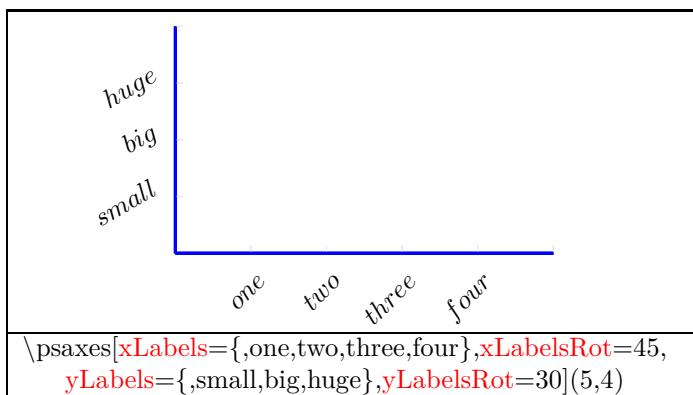
#### 26.6.2 Labels with extra



### 26.6.3 Decimals in labels

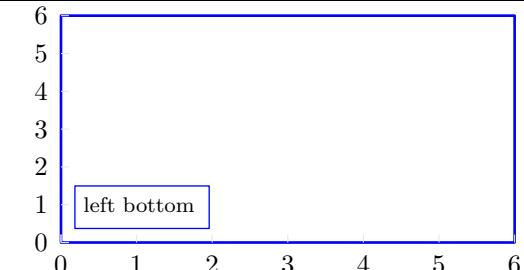
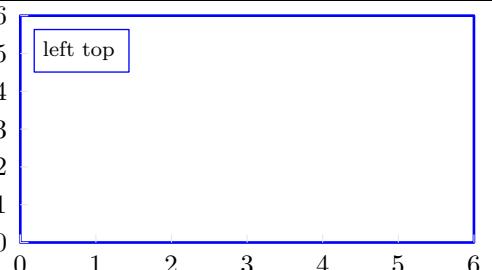
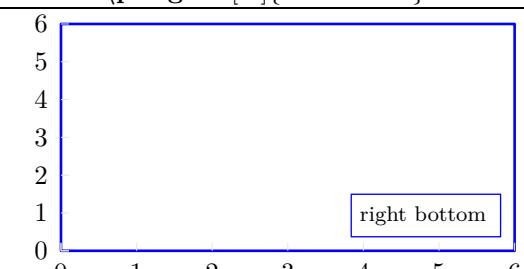
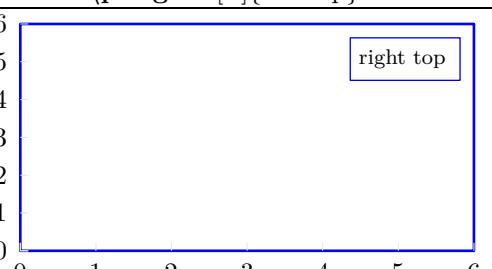
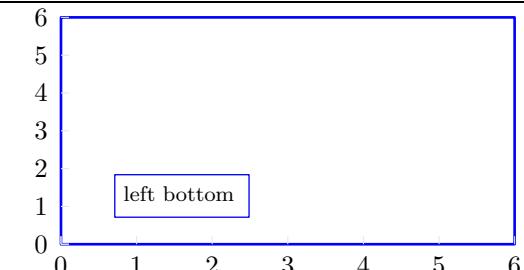
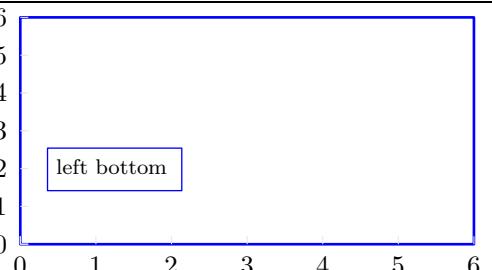


### 26.6.4 List of labels as axis

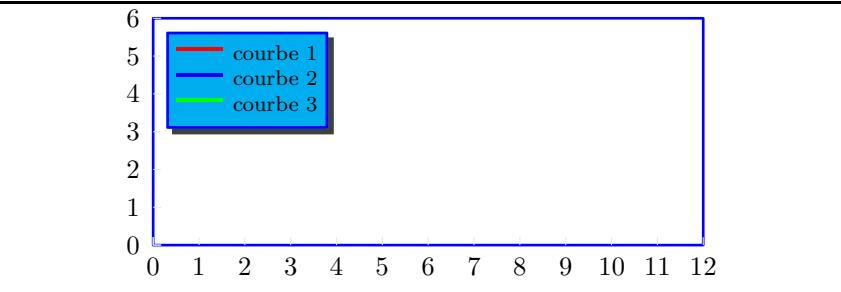


## 26.7 Legend

### 26.7.1 Legend position

 <code>\pslegend[lb]{left bottom}</code>	 <code>\pslegend[lt]{left top}</code>
 <code>\pslegend[rb]{right bottom}</code>	 <code>\pslegend[rt]{right top} (By default)</code>
 <code>\pslegend[lb](20,10){left bottom}</code>	 <code>\pslegend[lb](10,20){left bottom}</code>

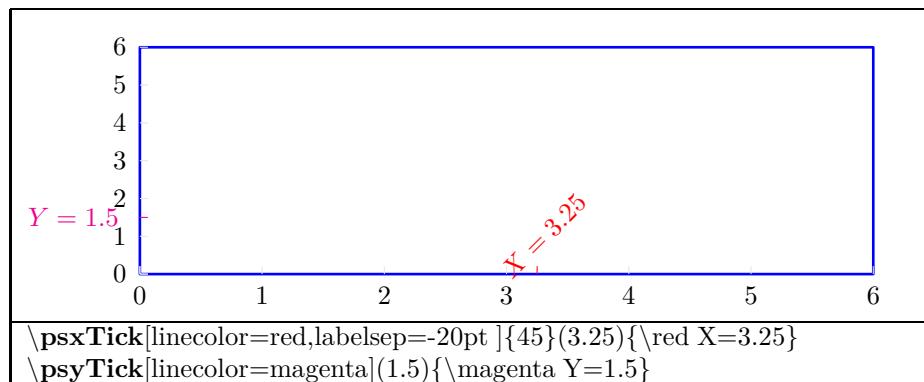
### 26.7.2 Legend style

 <code>\newpsstyle{legendstyle}{fillstyle=solid,fillcolor=cyan,shadow=true}</code> <code>\pslegend[lt]{\red \rule[1ex]{2em}{1pt} &amp; courbe 1 \\ \blue \rule[1ex]{2em}{1pt} &amp; courbe 2 \\ \green \rule[1ex]{2em}{1pt} &amp; courbe 3 }</code>
---

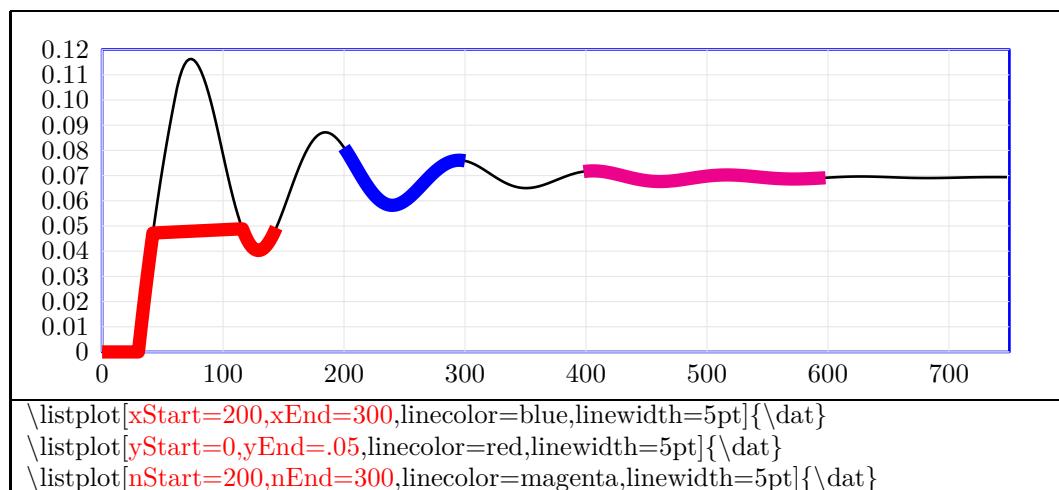
## 26.8 Point on axes

syntax :

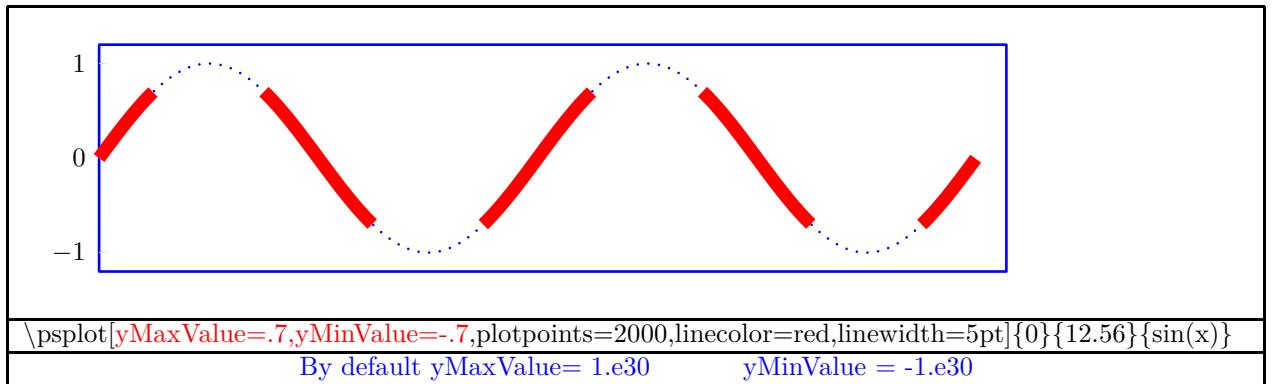
```
\psxTick [Options]{rotation}{x position}{label}  
\psyTick [Options]{rotation}{y position}{label}
```



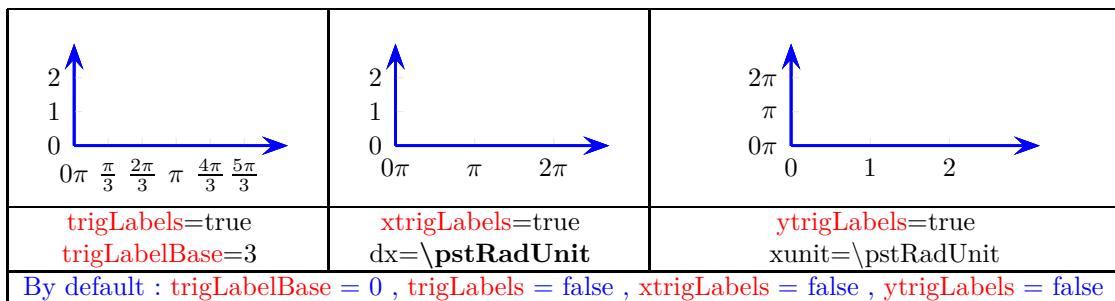
## 26.9 Portion of curve



## 26.10 y.MaxValue and y.MinValue



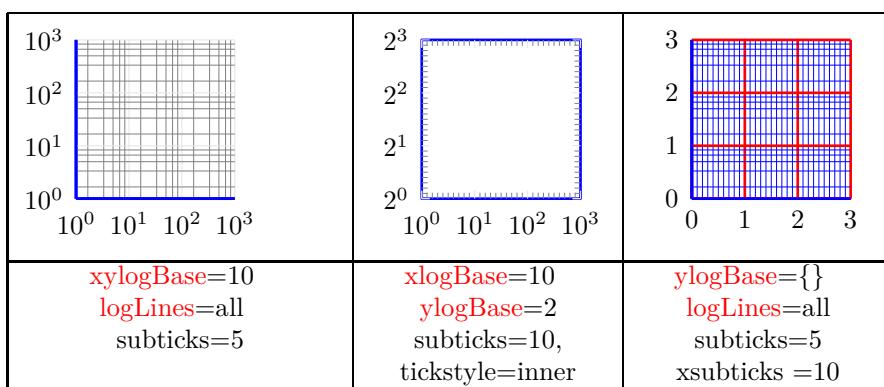
## 26.11 Axis with trigonometrical units



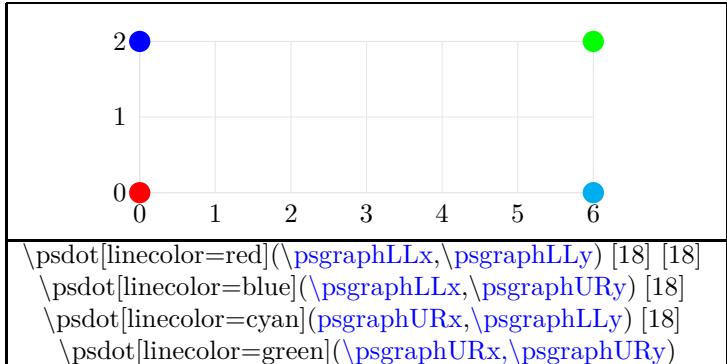
Trigonometrical constants

nom	valeur	math
\psPiFour	12.566371	$4\pi$
\psPiTwo	6.283185	$2\pi$
\psPi	3.14159265	$\pi$
\psPiH	1.570796327	$\pi/2$
\pstRadUnit	1.047198cm	$\pi/3$
\pstRadUnitInv	0.95493cm	$3/\pi$

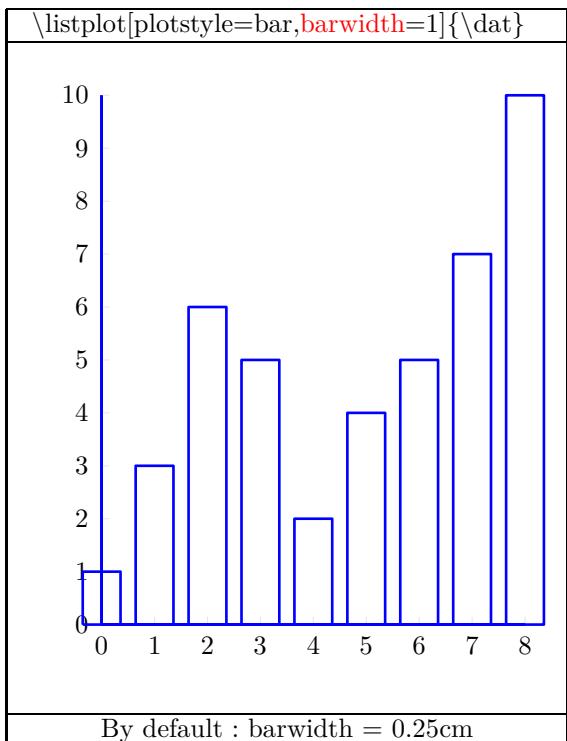
## 26.12 Logarithmic axis

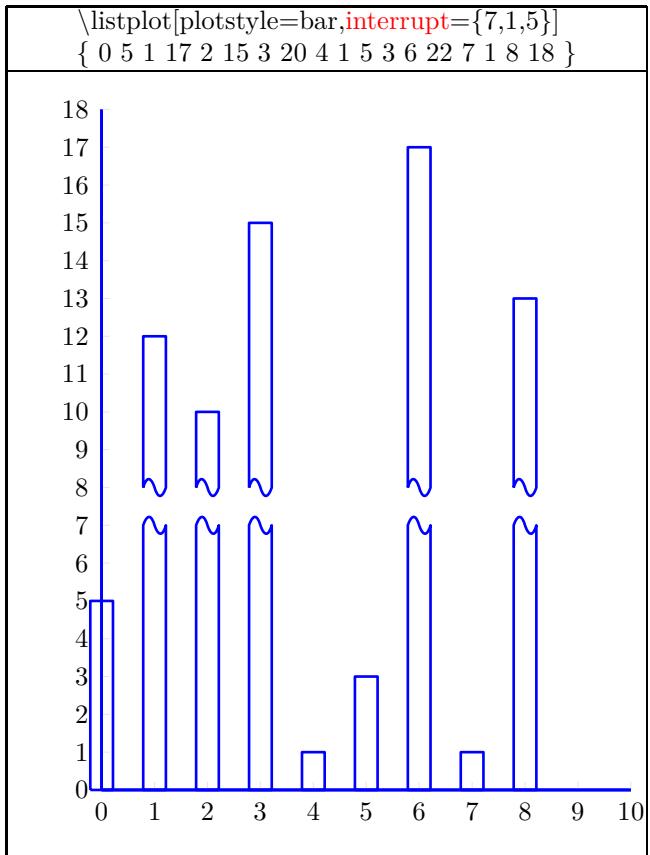


### 26.13 Coordinates of psgraph



### 26.14 Parameters of a bar graph

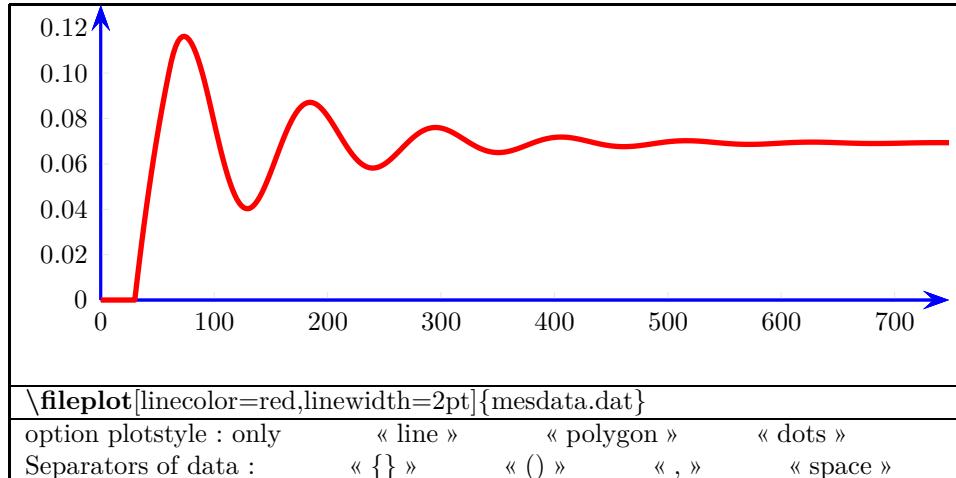




## 27 Data graph

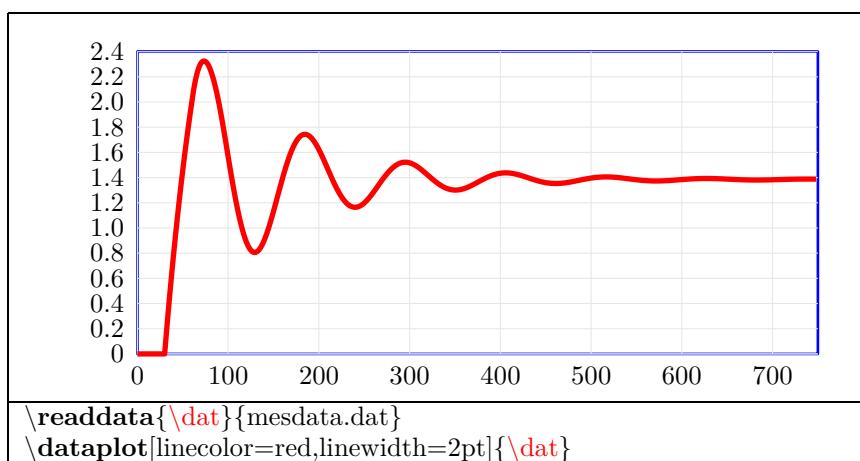
### 27.1 Macro fileplot , psfileplot [1] [18]

syntax : `\fileplot [Options] {file}` ou `\psfileplot [Options] {file}`



### 27.2 Macro dataplot , psdataplot

syntax : `\dataplot [Options] {\macro}` ou `\psdataplot [Options] {\macro}`  
It must be preceded by : `\readdata{\macro}{nomfichier}`



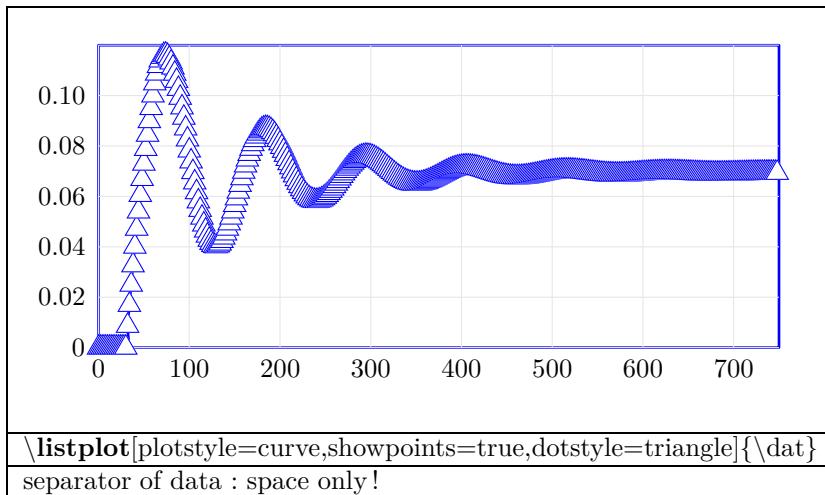
### 27.3 Macro savedata

syntax : `\savedata{\macro}[données en XY]`

`\savedata{\mydata}[\{x0, y0\}, \{x1., y1\}, ..., \{xn., yn\}]`

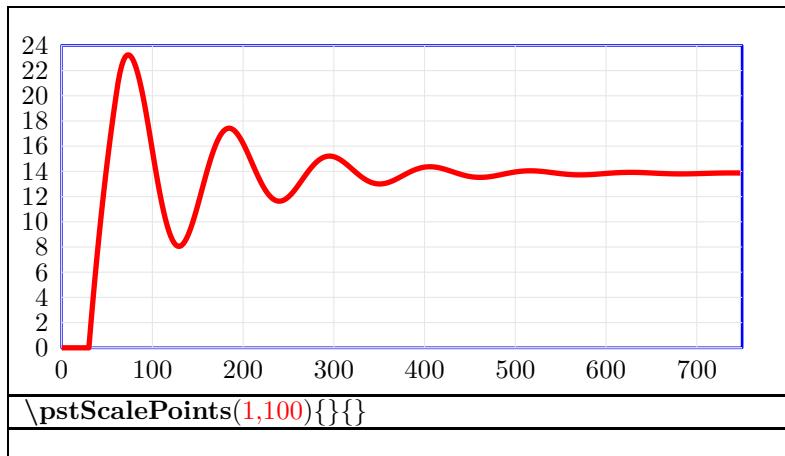
## 27.4 Macro **listplot** , **pslistplot**

syntax : \b{listplot}{data} \b{pslistplot}{data}

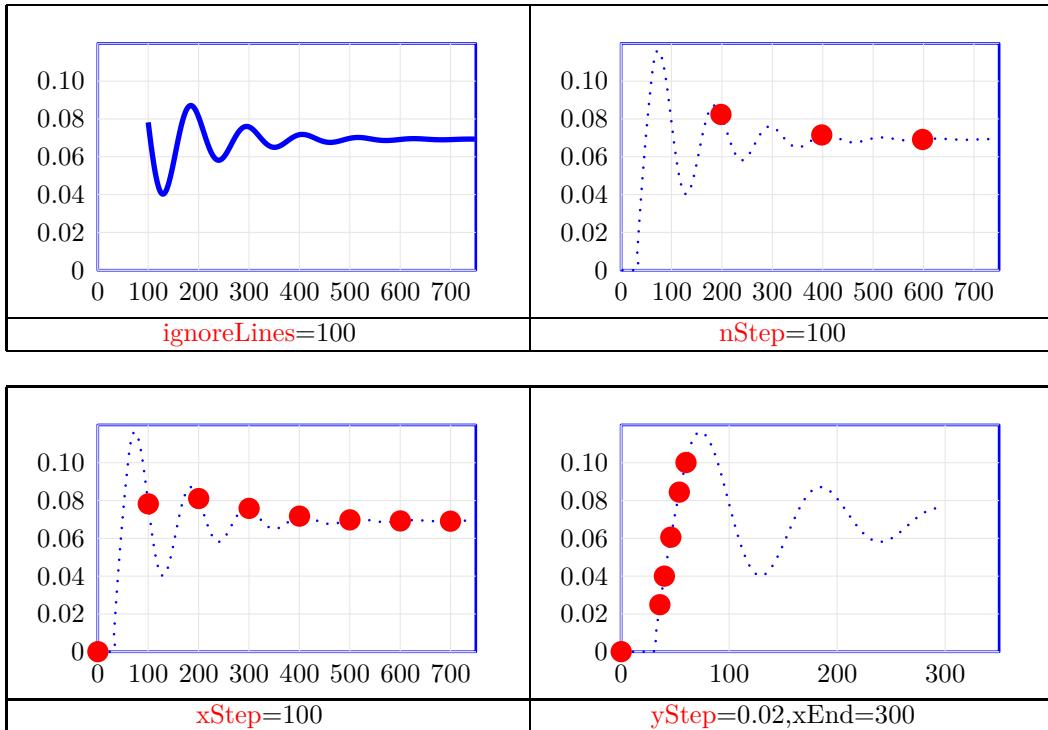


## 27.5 Scale factor

\b{pstScalePoints}(X scale factor , Y scale factor){PostScript code applied to the x values}{PostScript code applied to the Y values }



## 27.6 Options reading the file of data



## 27.7 Multiple data table

The data table has 4 columns of data :

A	B	C	B

\listplot[plotNoMax=3,plotNoX=2,plotNo=2]{\data}
plotNoX=2 : X values on column B
plotNoMax=3 : 1 column with x values + 2 columns with y values
plotNo=2 : Y values on column C

## 27.8 Macro sur Excel

Here is a Visual Basic program to create a data file from an Excel spreadsheet

```
Sub mesdata()
    deb = 8          ' first line of data
    fin = 382        ' last line of data
    colX = 5         ' column of the values X
    colY = 6         ' column of the values Y
    nom = "mesdata.dat"      ' name of the file

    Dim valX, valY As Double

    'to erase the file
    Open nom For Output Access Write As #1
    Close #1

    'creation of the file
    For i = deb To fin
        Open nom For Append As #1
        valX = Cells(i, colX)
        valY = Cells(i, colY)

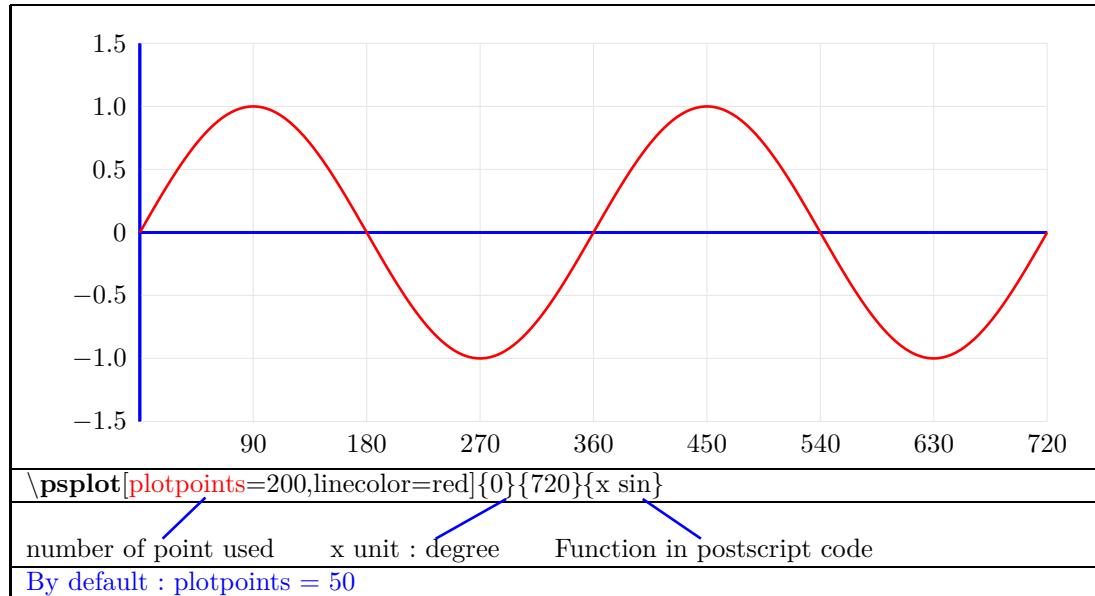
        Write #1, valX
        Write #1, valY
        Close #1
    Next

    End Sub
```

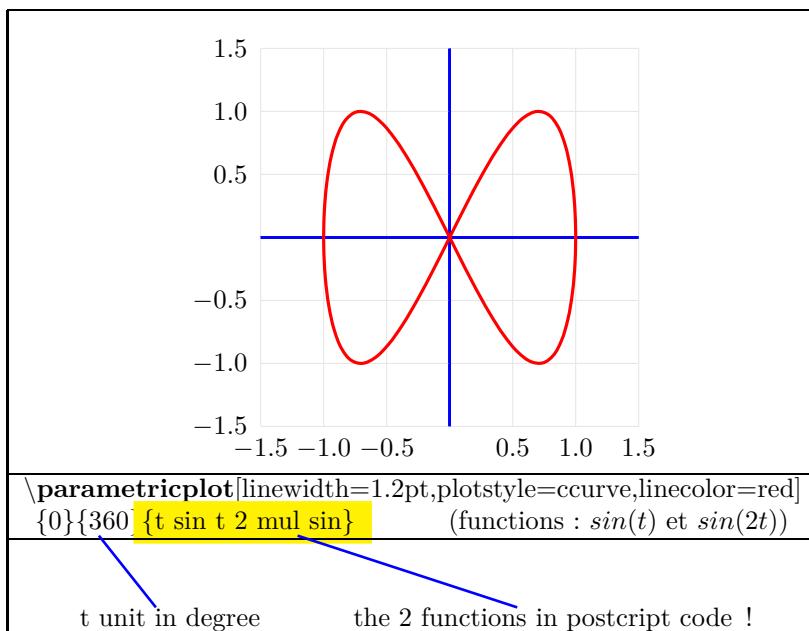
copy this code in a module Excel and modify the parameters deb, fin , colX, colY et nom

## 28 Equation graph

### 28.1 Macro psplot

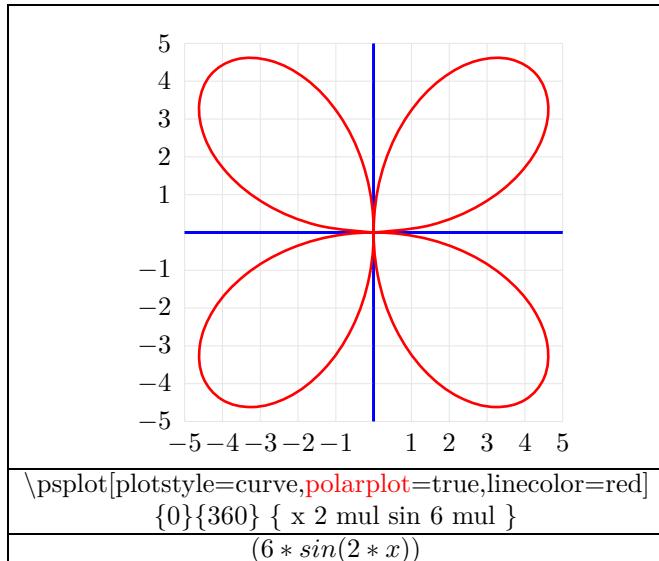


### 28.2 Macro parametricplot

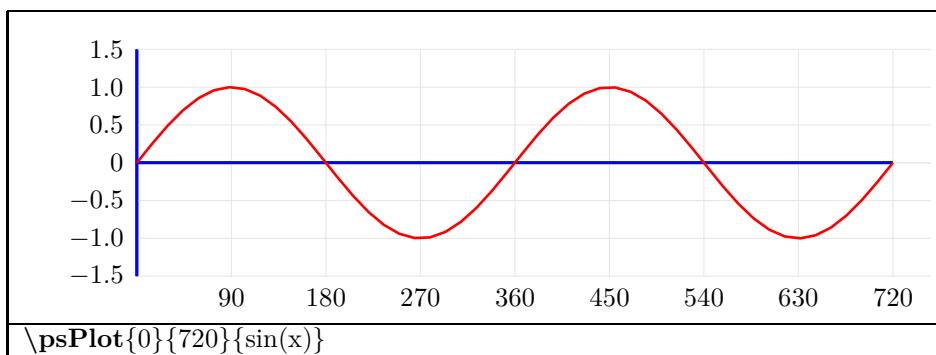
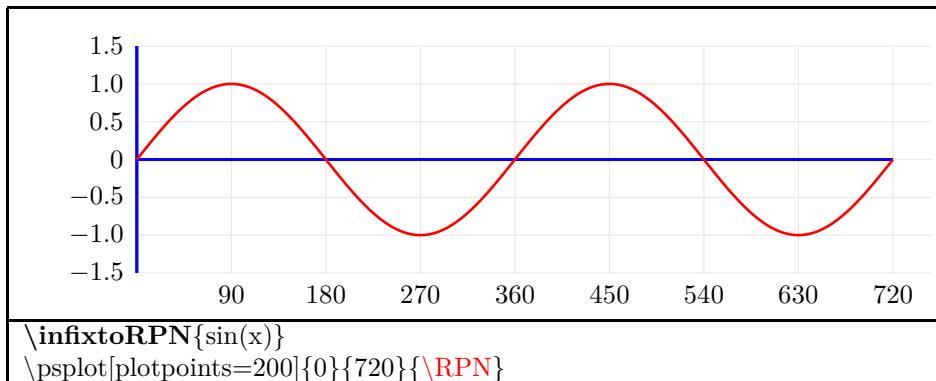


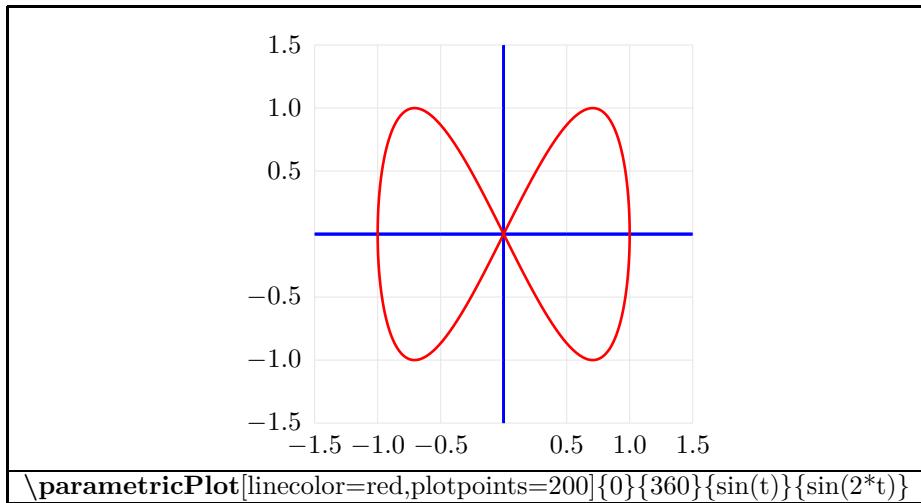
1. formula in the PostScript language

### 28.3 Polar graph

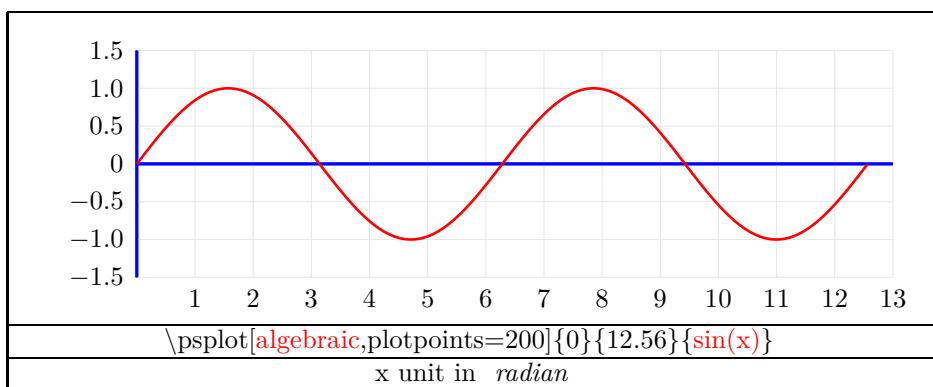


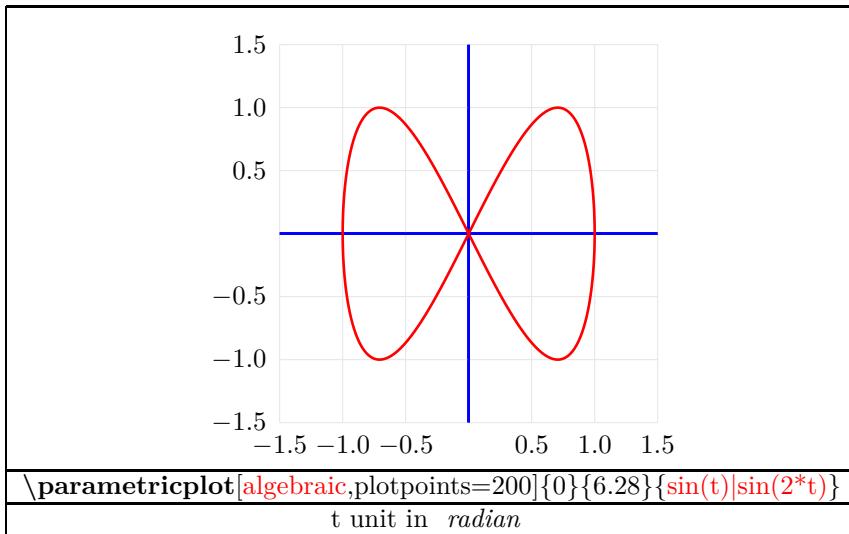
### 28.4 Modules infix-RPN et pst-infixplot [12]





## 28.5 Option algebraic

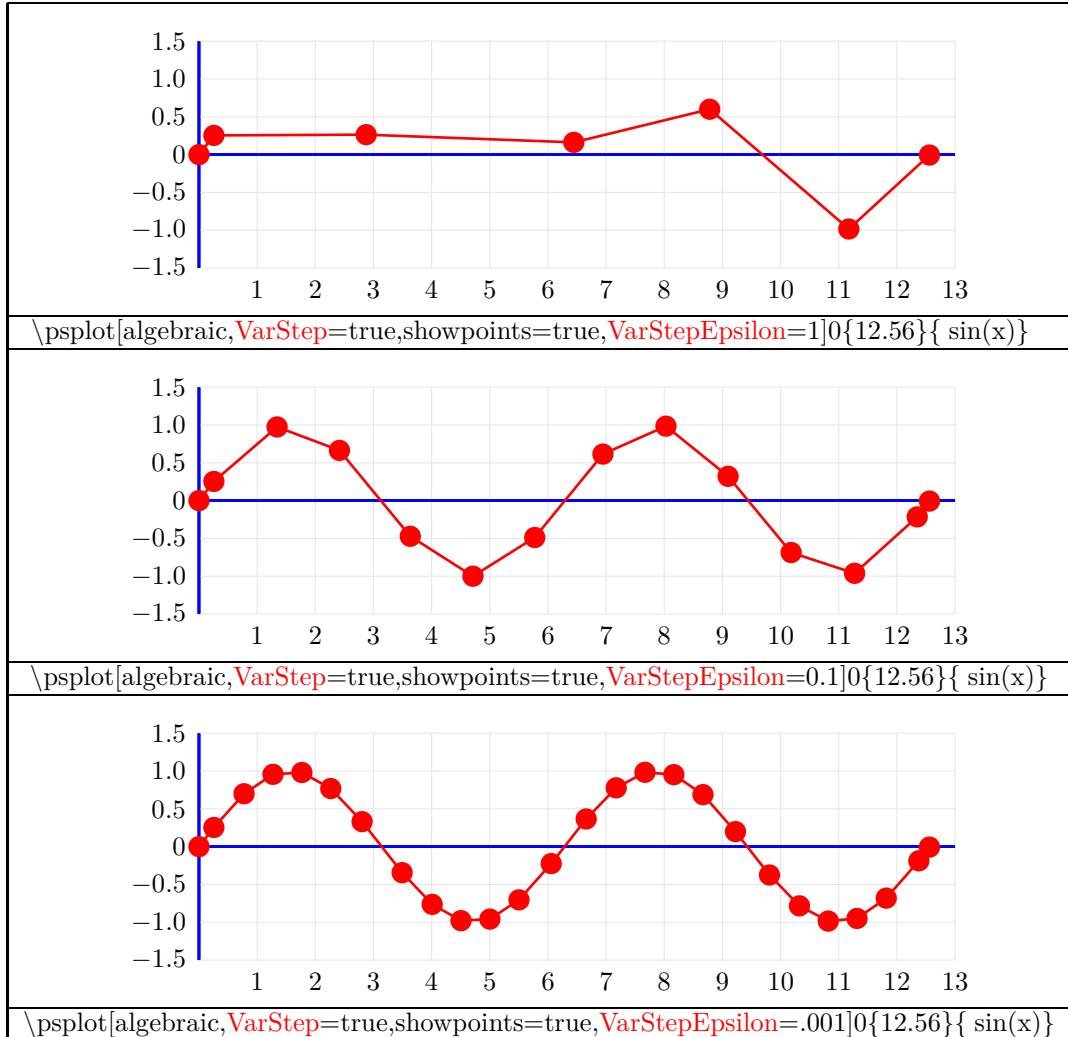




```
\parametricplot[algebraic,plotpoints=200]{0}{6.28}{sin(t)|sin(2*t)}
```

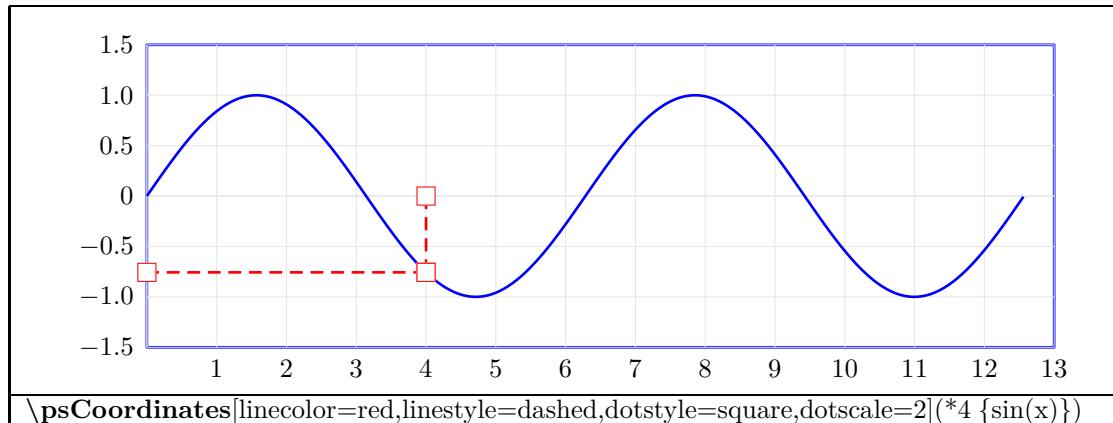
t unit in *radian*

## 28.6 Options VarStep et VarStepEpsilon



## 29 Tools for graph

### 29.1 Coordinates of a point

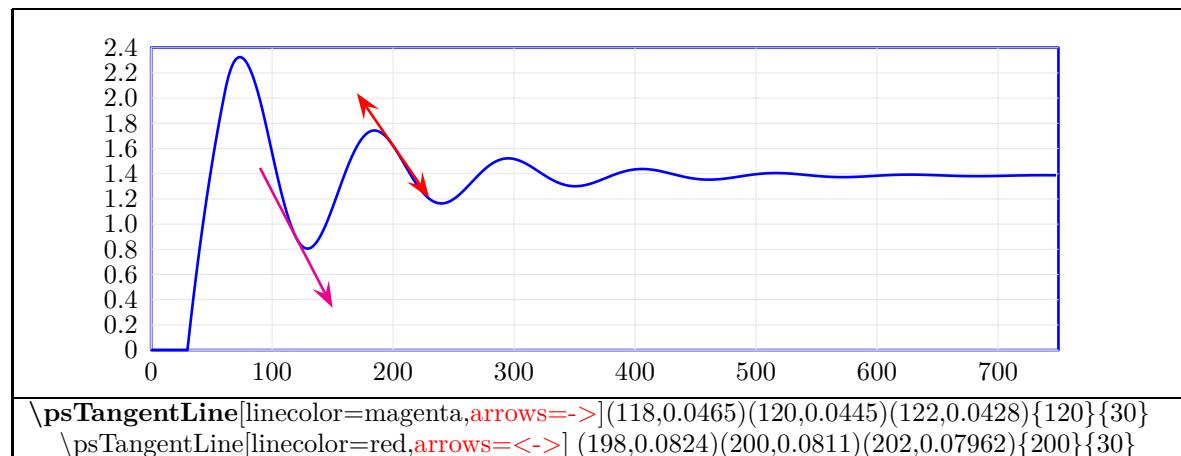


### 29.2 Tangente [2]

#### 29.3 Tangent

##### 29.3.1 Tangent to a data file curve

```
\psTangentLine[Options] (x1,y1)(x2,y2)(x3,y3){x}{dx}
```



### 29.3.2 Tangent to a function curve [2]

syntax : `\psplotTangent * [Options] {x}{dx}{function}`

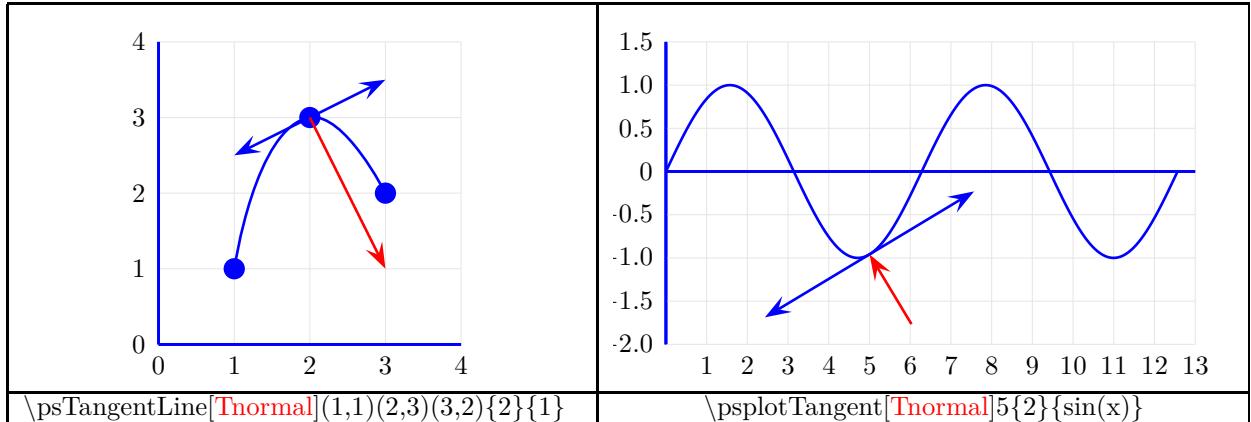
Command without asterisk
<code>\psplotTangent[linecolor=red,arrows=&lt;-&gt;]{\psPiH}{2}{sin(x)}  \psplotTangent[linecolor=magenta,arrows=&lt;-&gt;]{\psPi}{2}{sin(x)}  \psplotTangent[linecolor=green,arrows=-&gt;]{\psPiTwo}{3}{sin(x)}</code>
Command with asterisk
<code>\psplotTangent*[linecolor=red,arrows=&lt;-&gt;]{\psPiH}{2}{sin(x)}  \psplotTangent*[linecolor=magenta,arrows=&lt;-&gt;]{\psPi}{2}{sin(x)}  \psplotTangent*[linecolor=green,arrows=-&gt;]{\psPiTwo}{3}{sin(x)}</code>

### 29.3.3 Tangent to a polar curve [2]

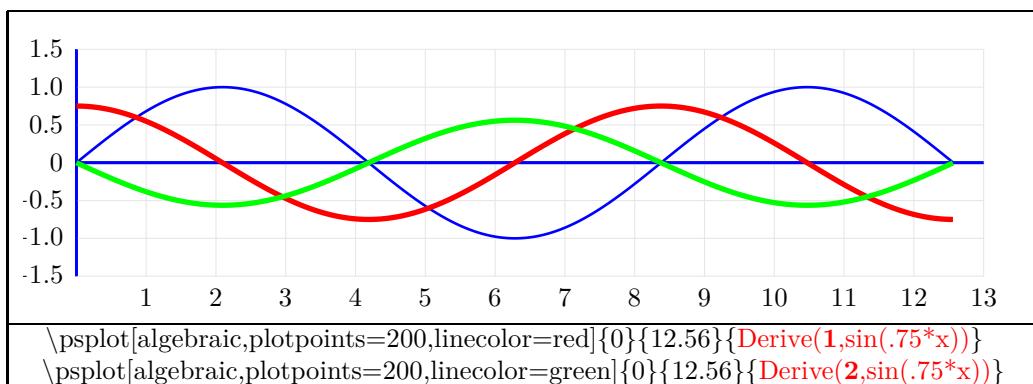
Command without asterisk	Command with asterisk
<code>\psplotTangent[polarplot,linecolor=red,arrows=-&gt;]{2}{3}{6*sin(2*x)}<sup>1</sup></code>	

1. `arrowscale=2,algebraic=true,linewidth=2pt`

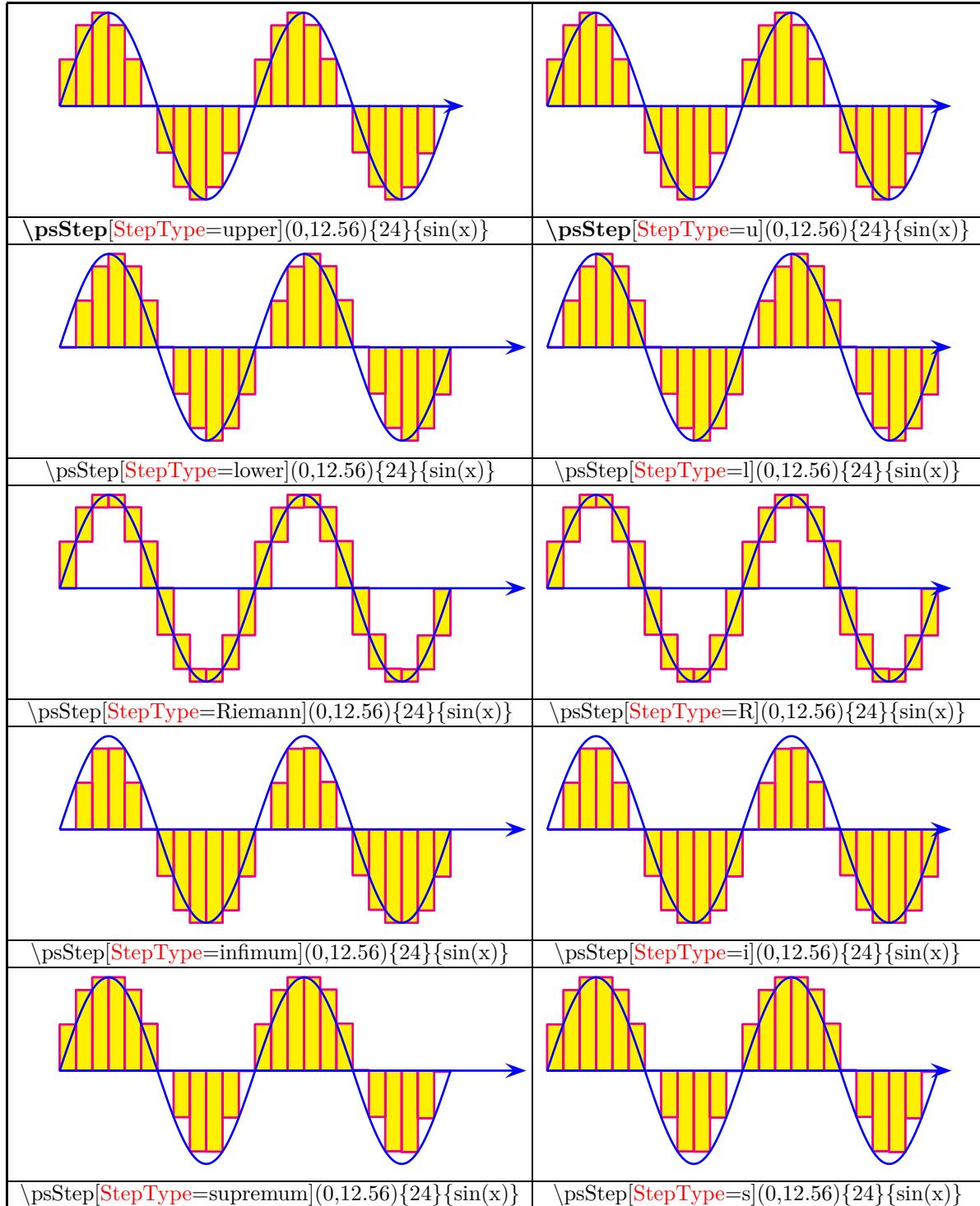
### 29.3.4 Normal of the tangent line [2]



### 29.3.5 Derivatives of a function [2]

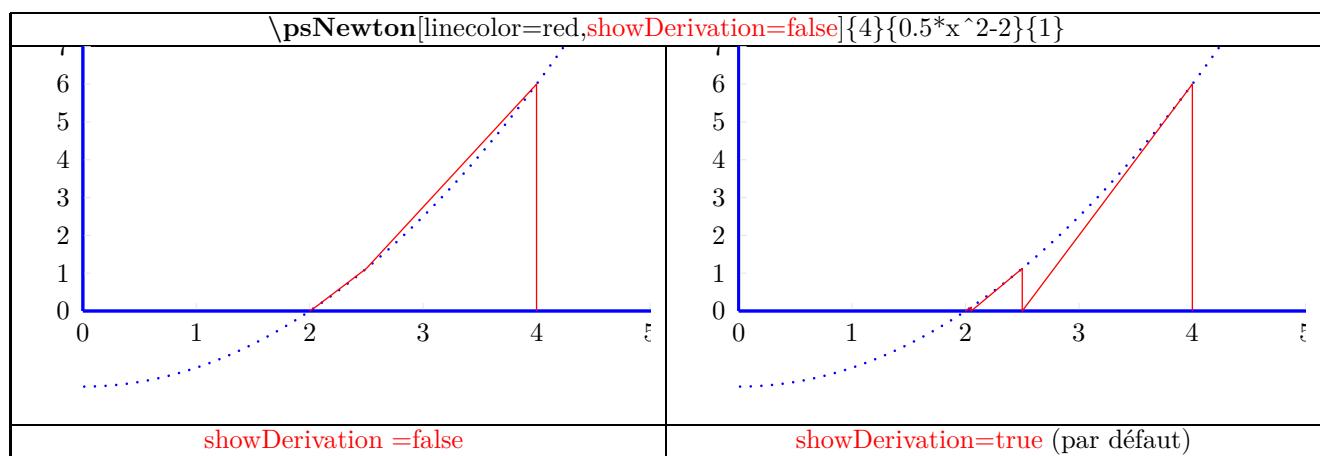
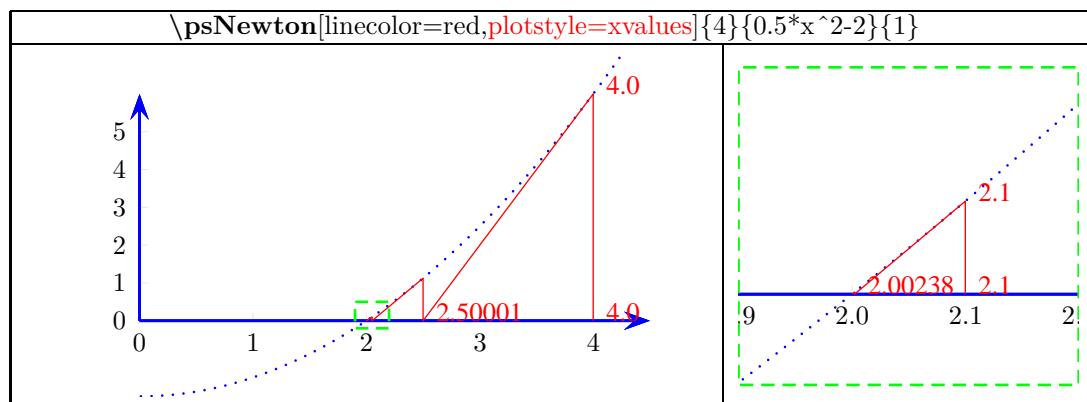
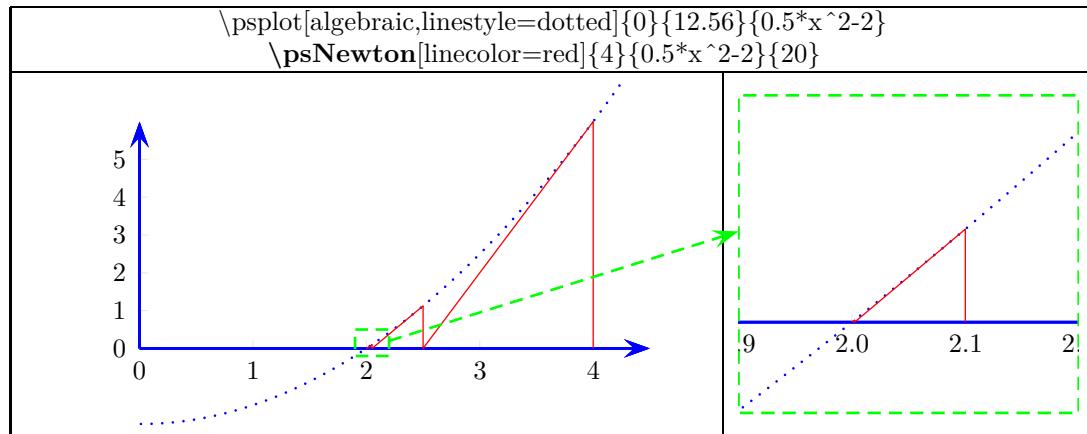


### 29.3.6 Riemann integral [2]



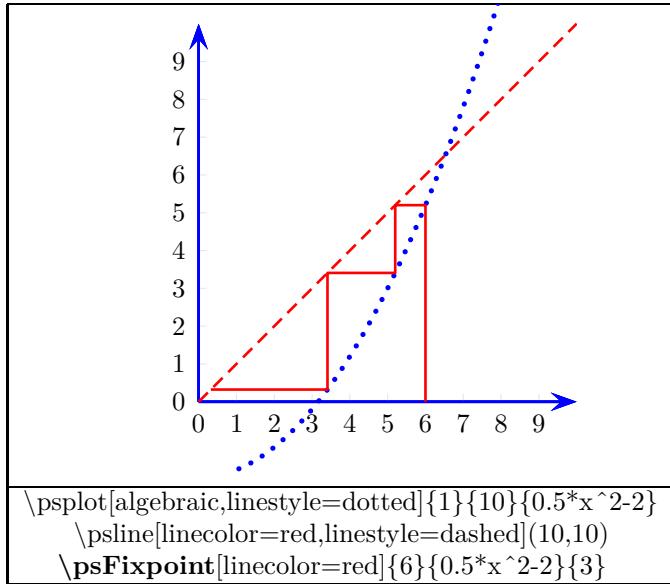
### 29.3.7 Newton method [18]

syntax : \psNewton [Options] {x0} {f(x)} {number of iteration}

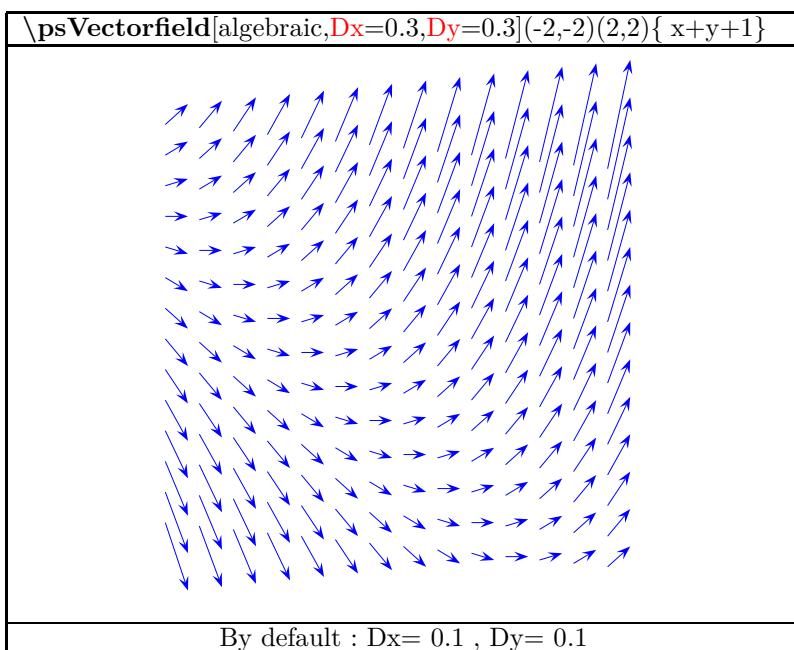
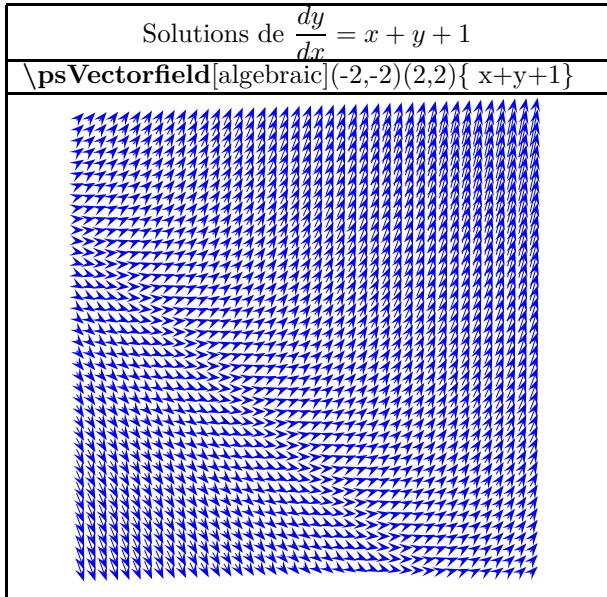


## 29.4 Macro psFixpoint [18]

syntax : \psFixpoint [Options] { $x_0$ }{{f(x)}}{number of iteration}

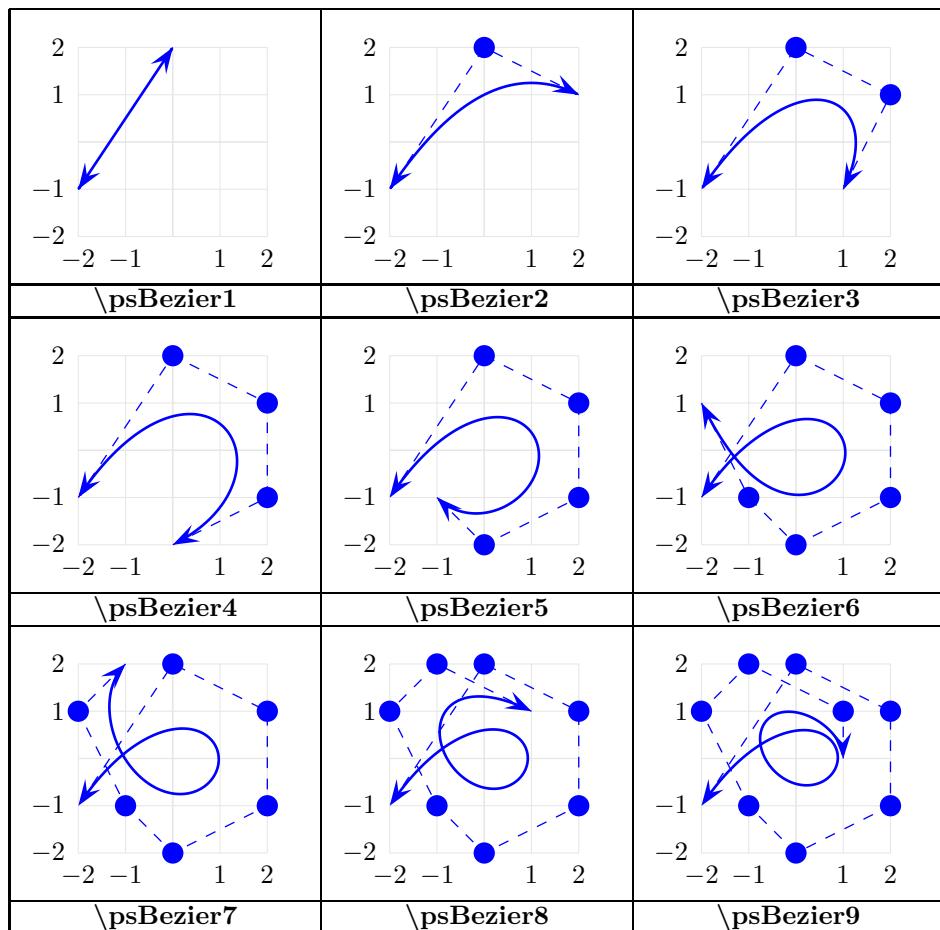


## 29.5 Macro psVectorfield [18]



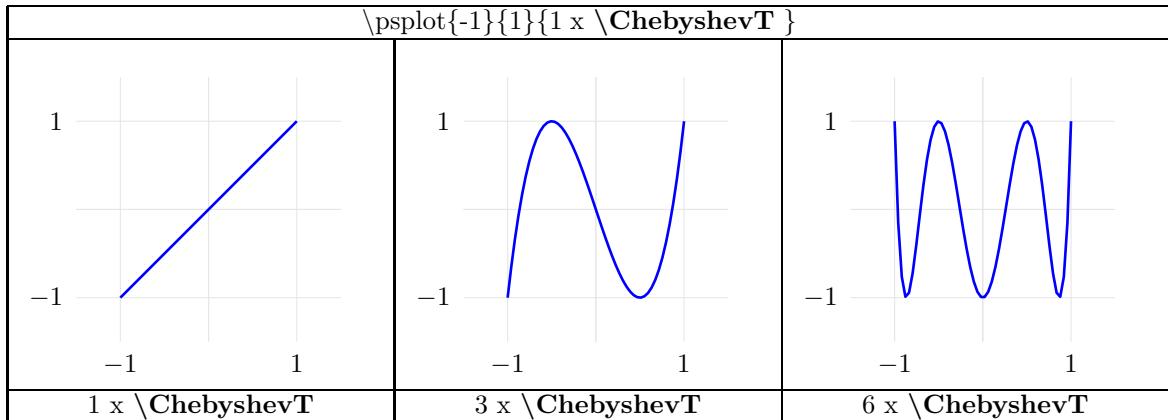
## 30 mathematical functions

### 30.1 Bezier curve

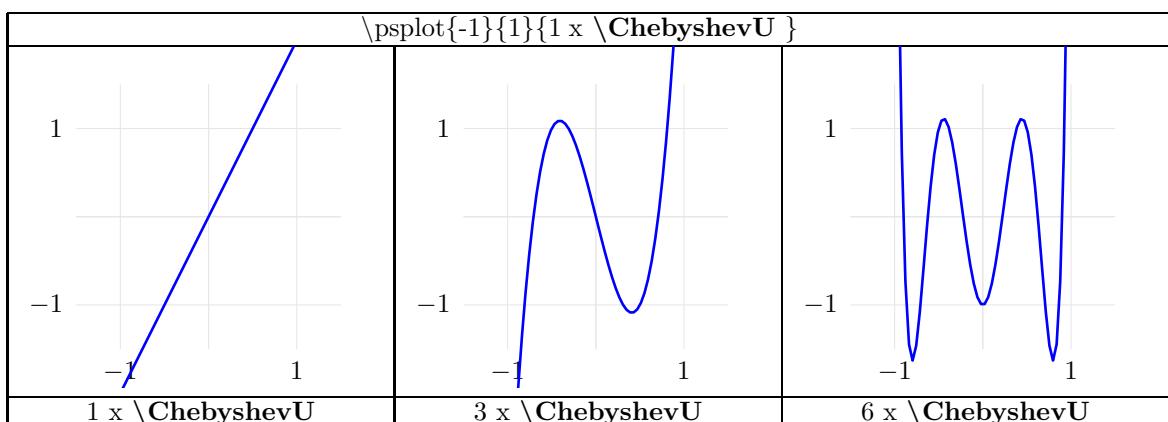


## 30.2 Chebyshev polynomial

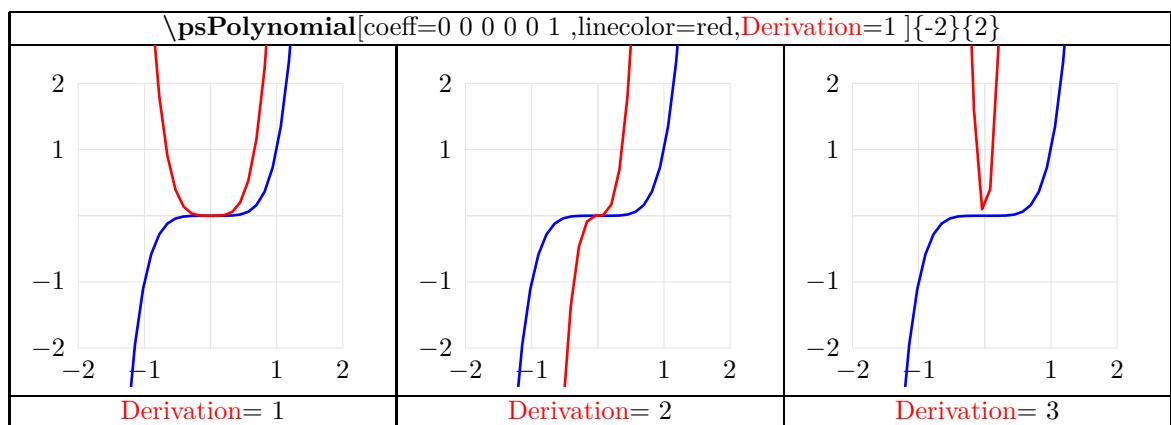
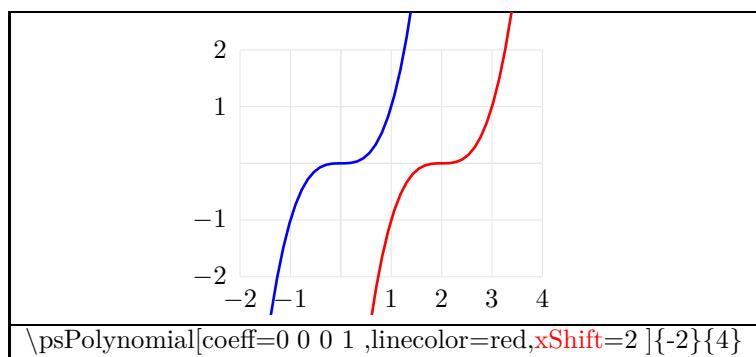
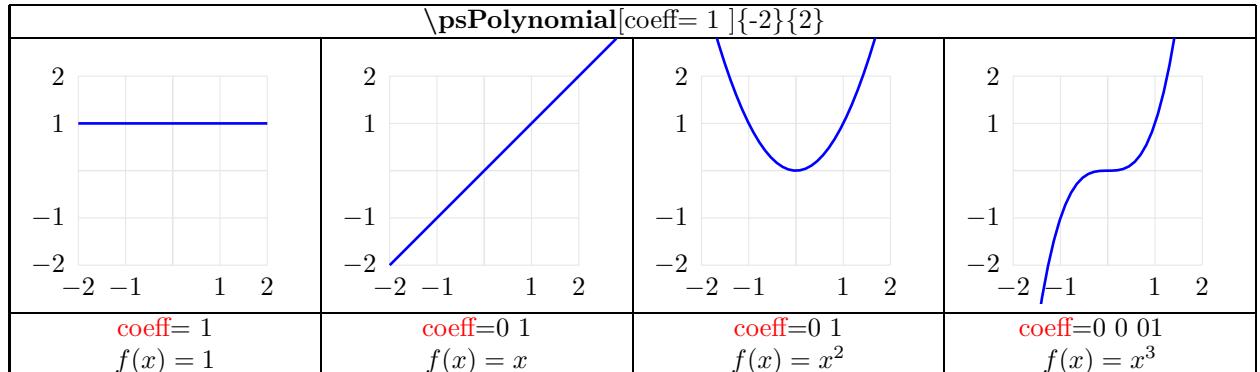
### 30.2.1 Polynôme de première espèce

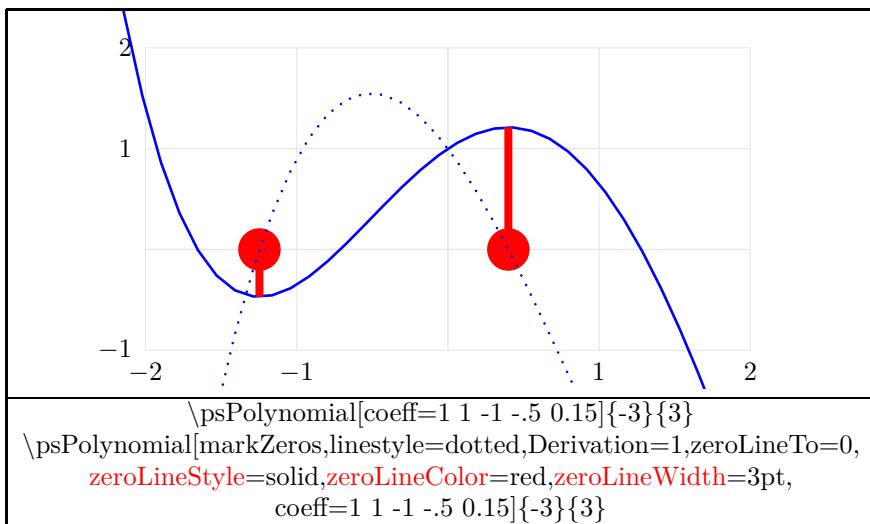
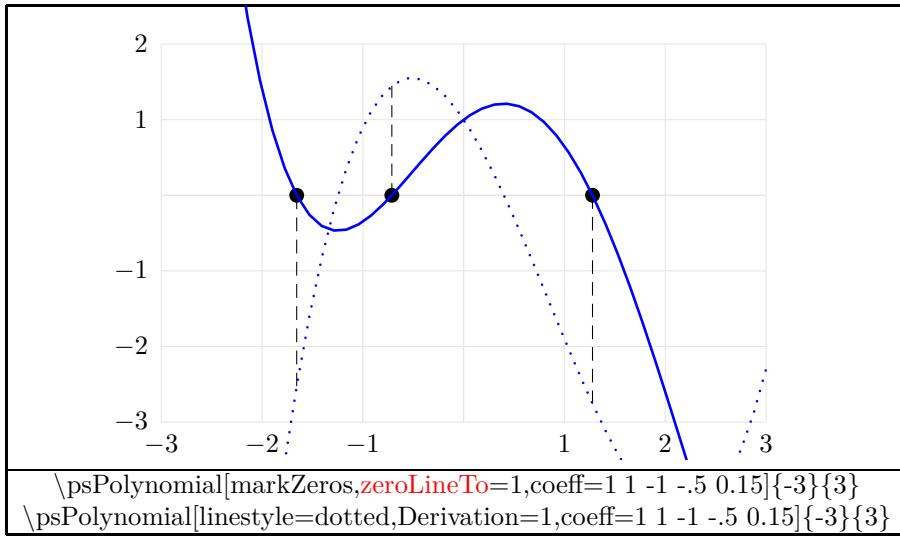
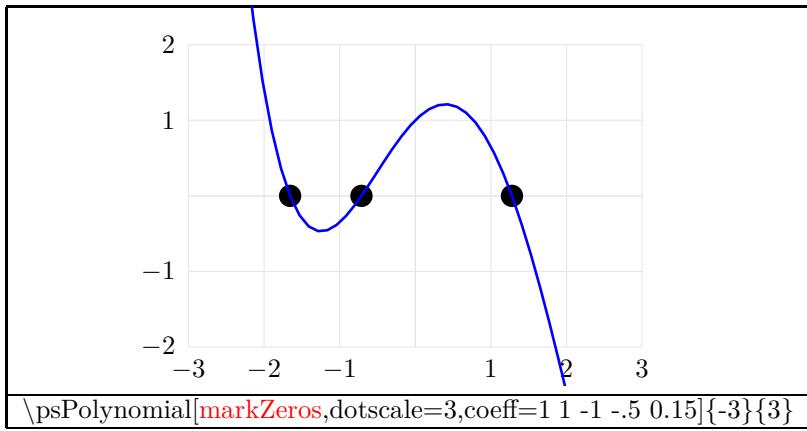


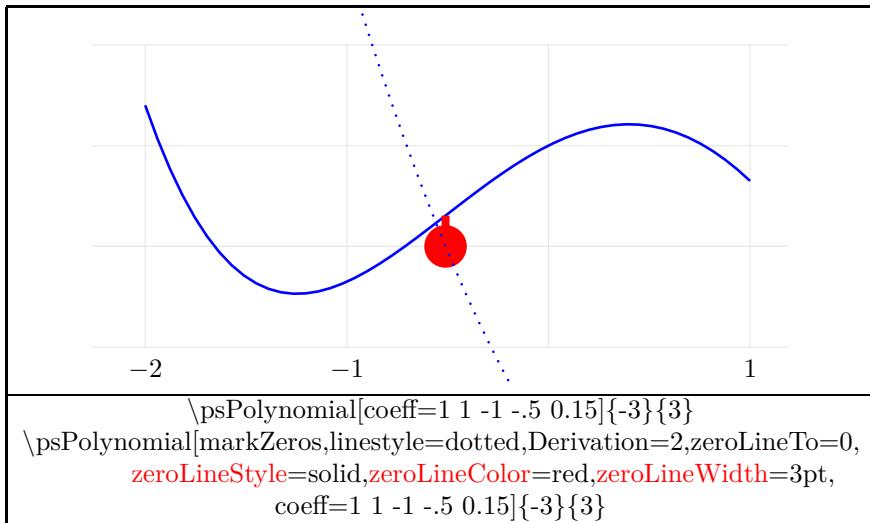
### 30.2.2 Polynôme de deuxième espèce



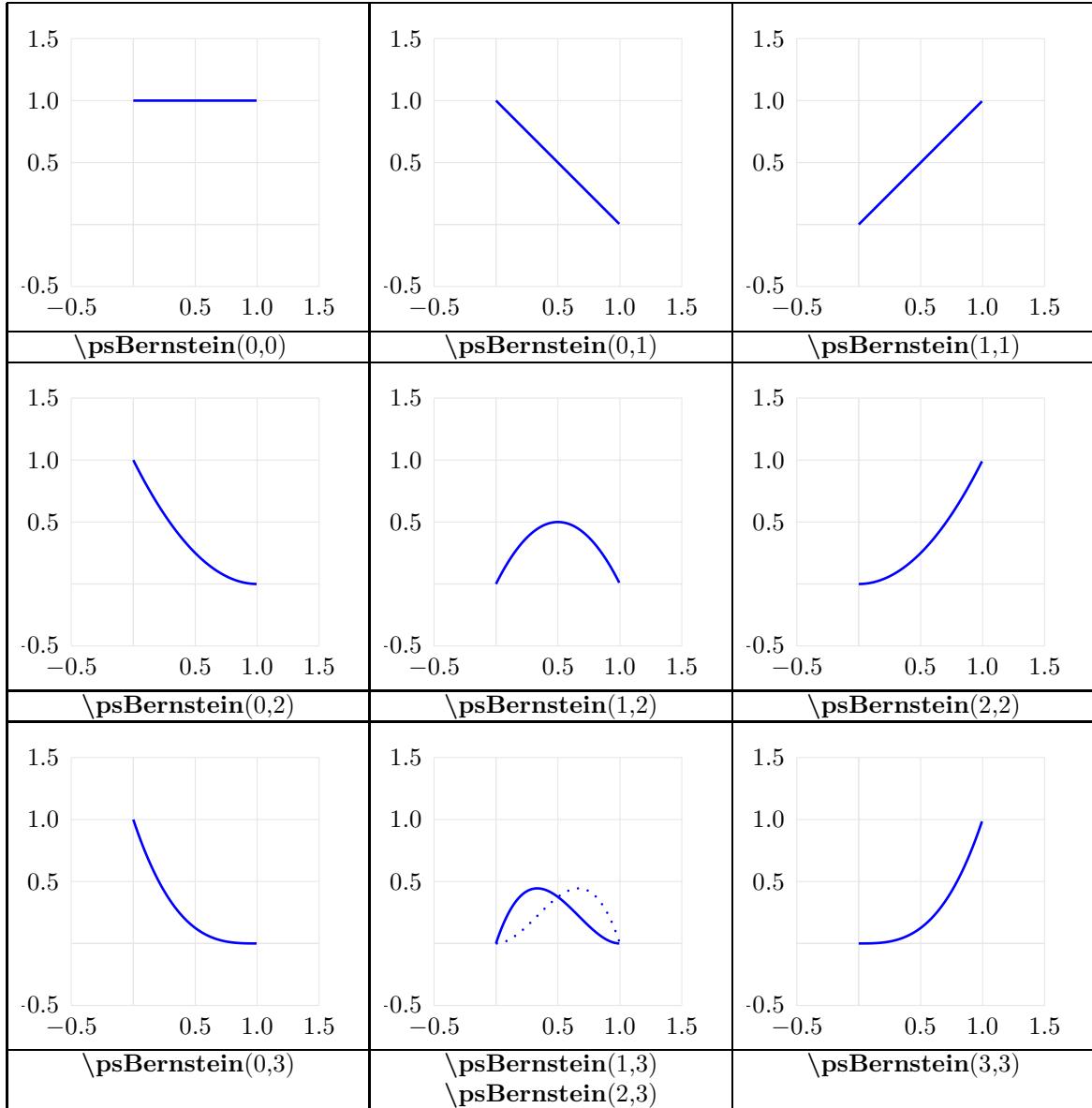
### 30.3 Function plynomial

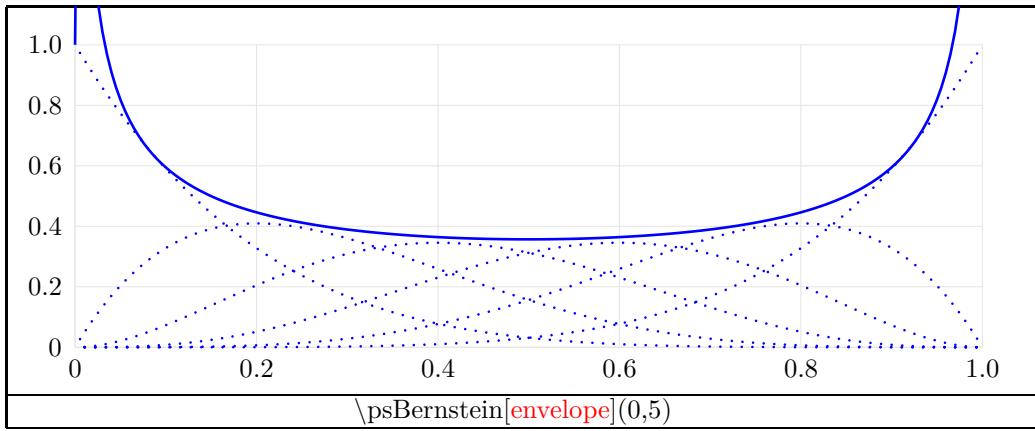






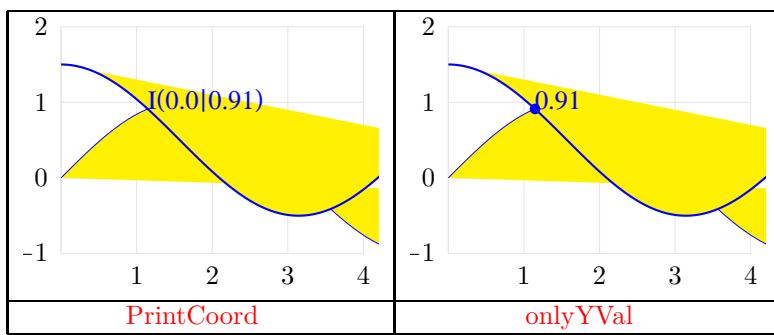
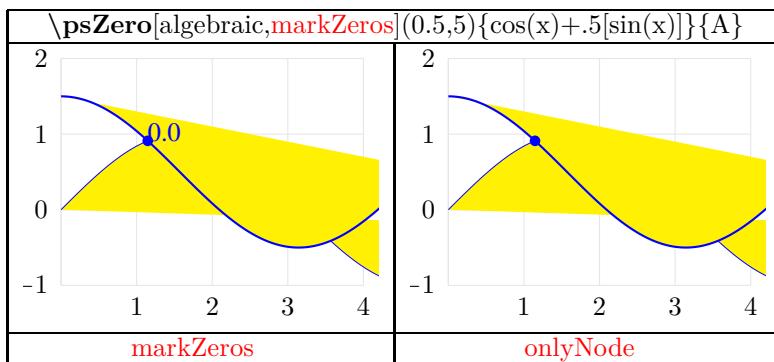
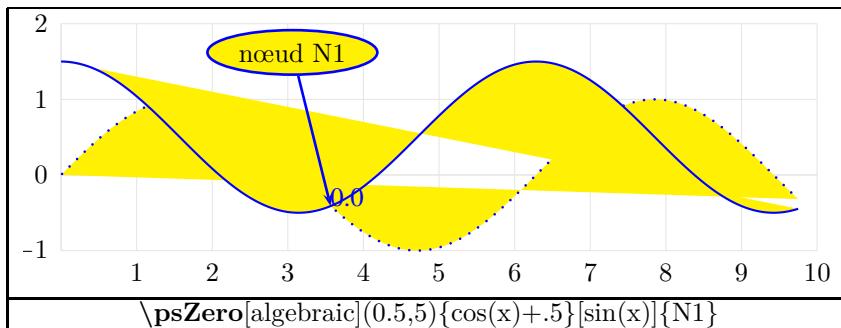
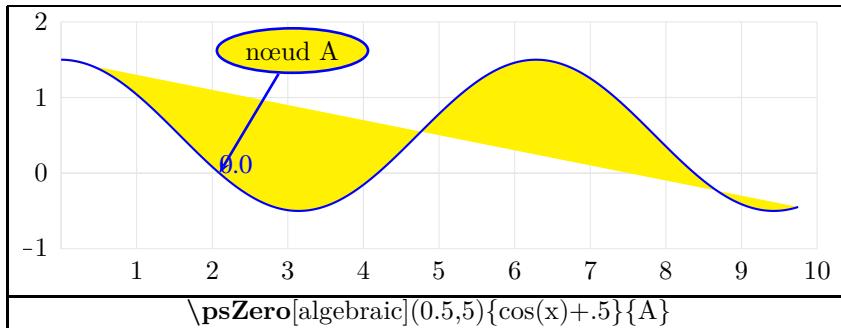
### 30.4 Bernstein polynomial

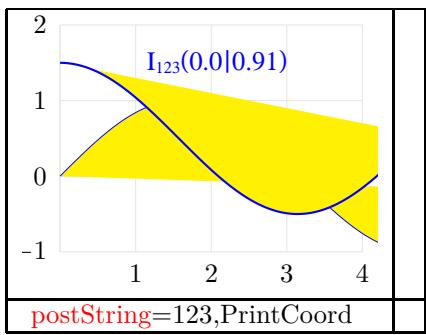
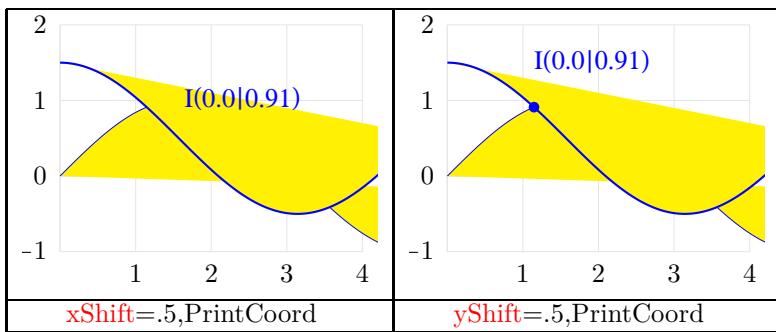
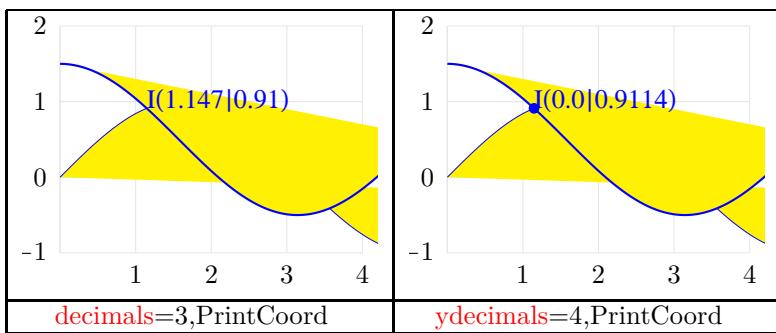
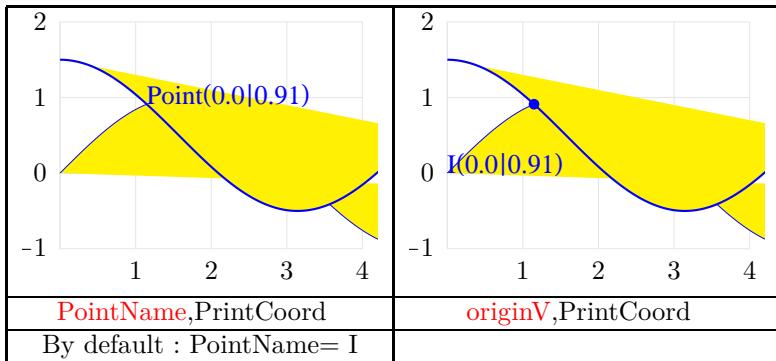




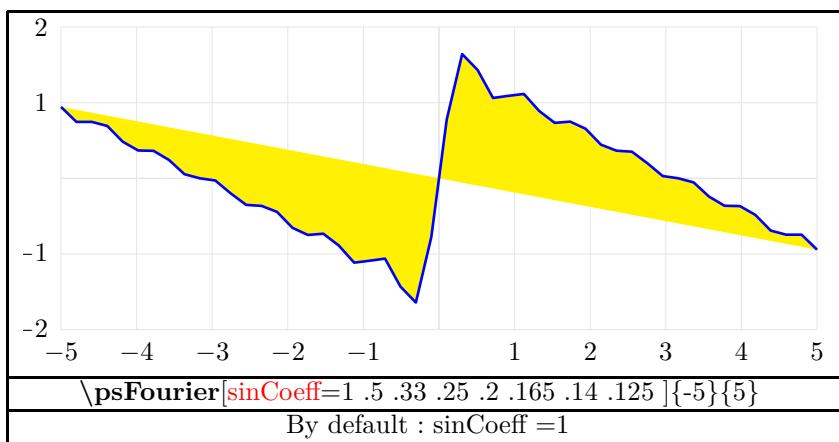
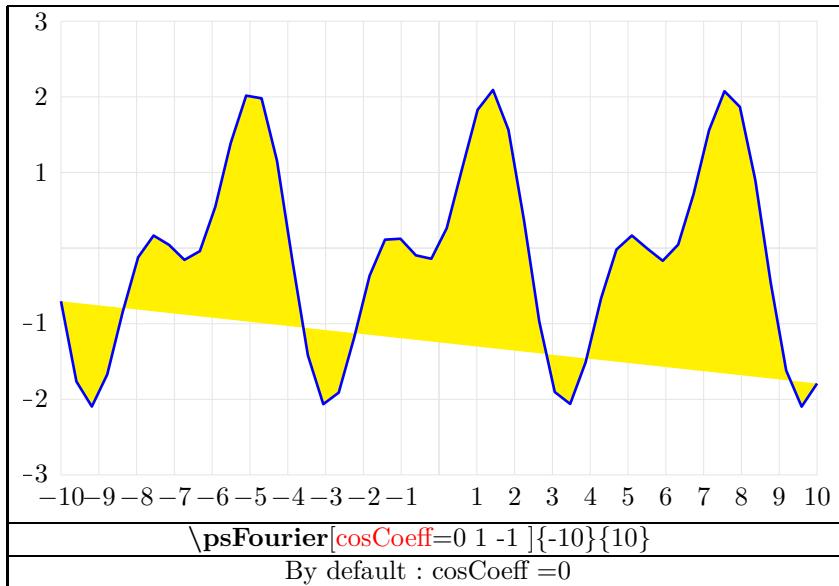
fonction

### 30.5 Zeros or intersections

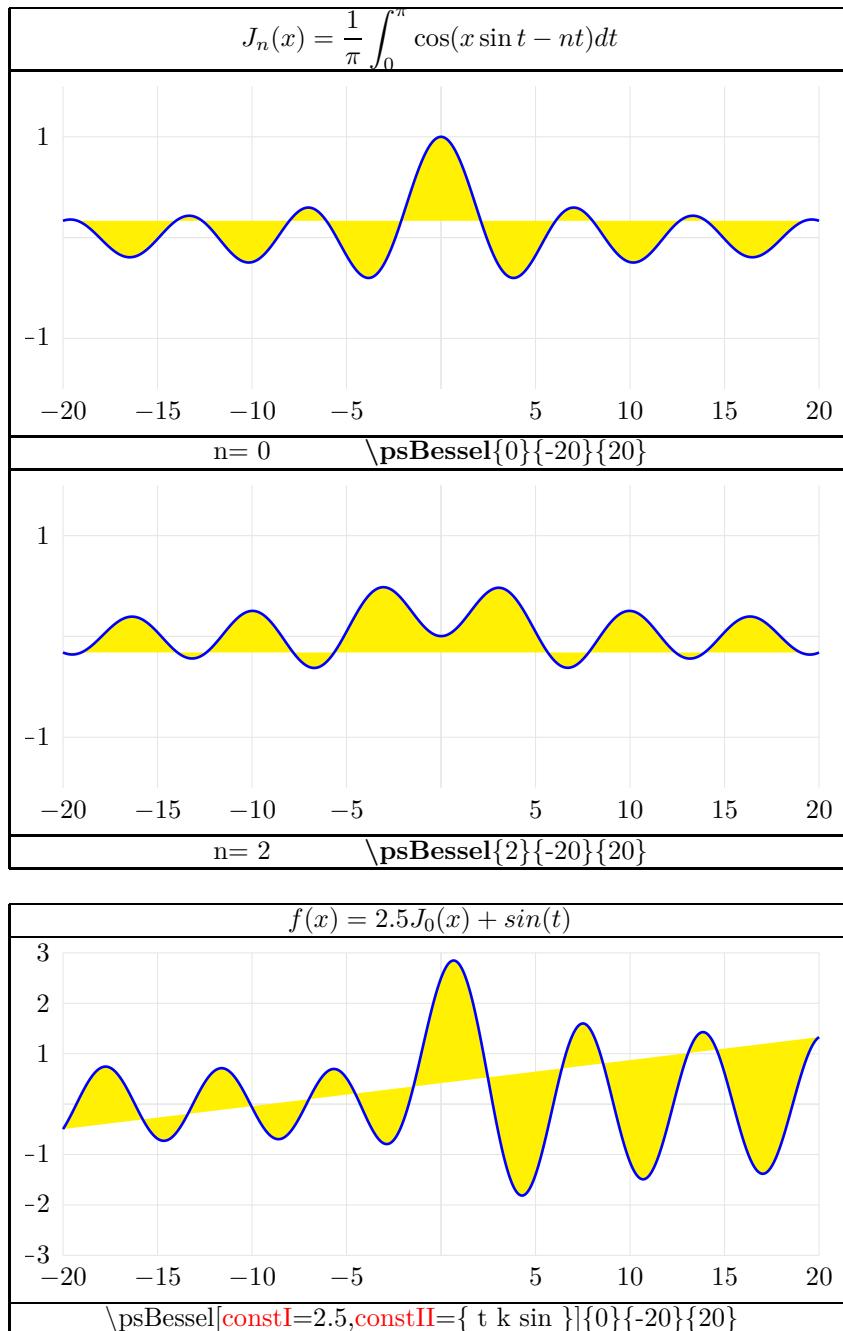




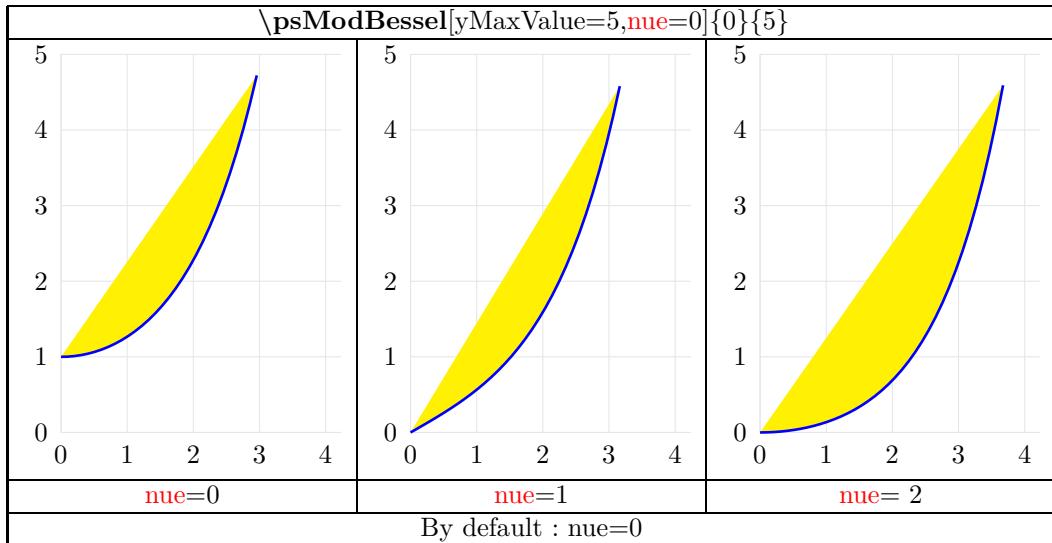
### 30.6 Fourier



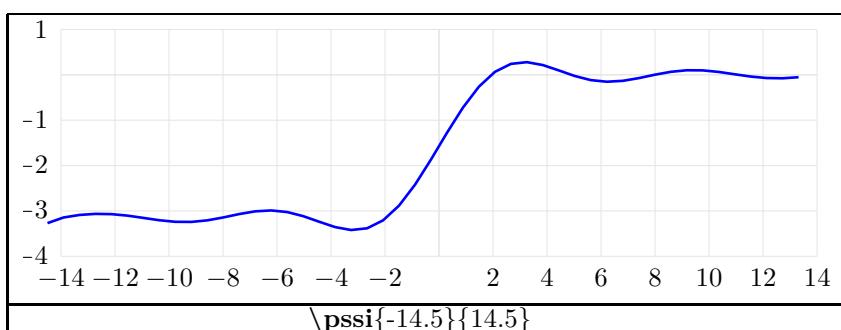
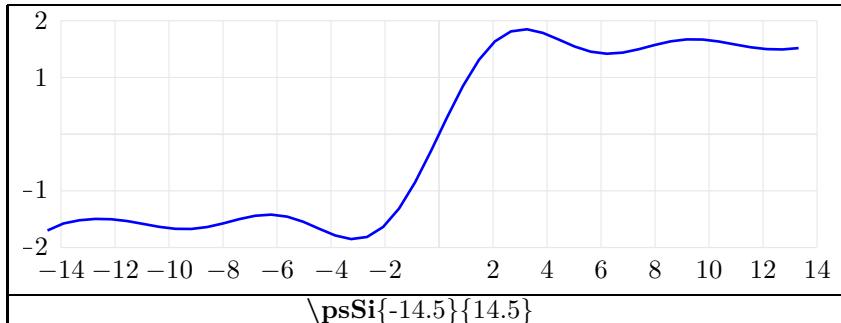
### 30.7 Bessel



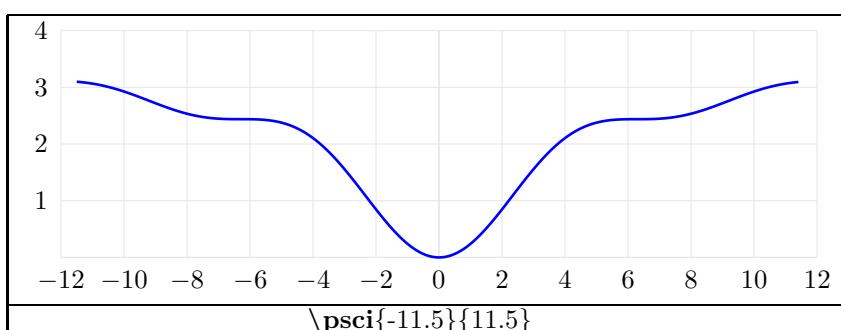
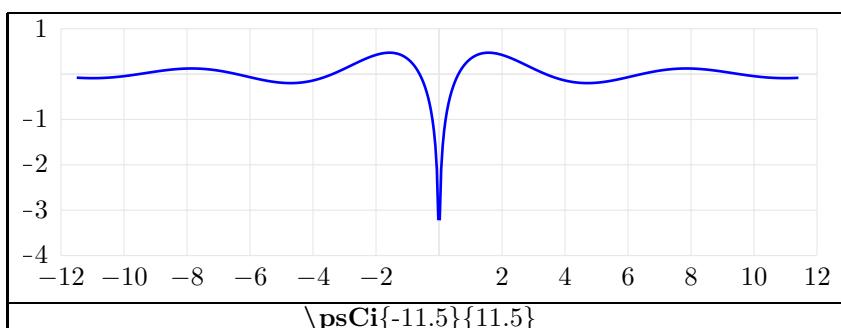
### 30.8 modified Bessel



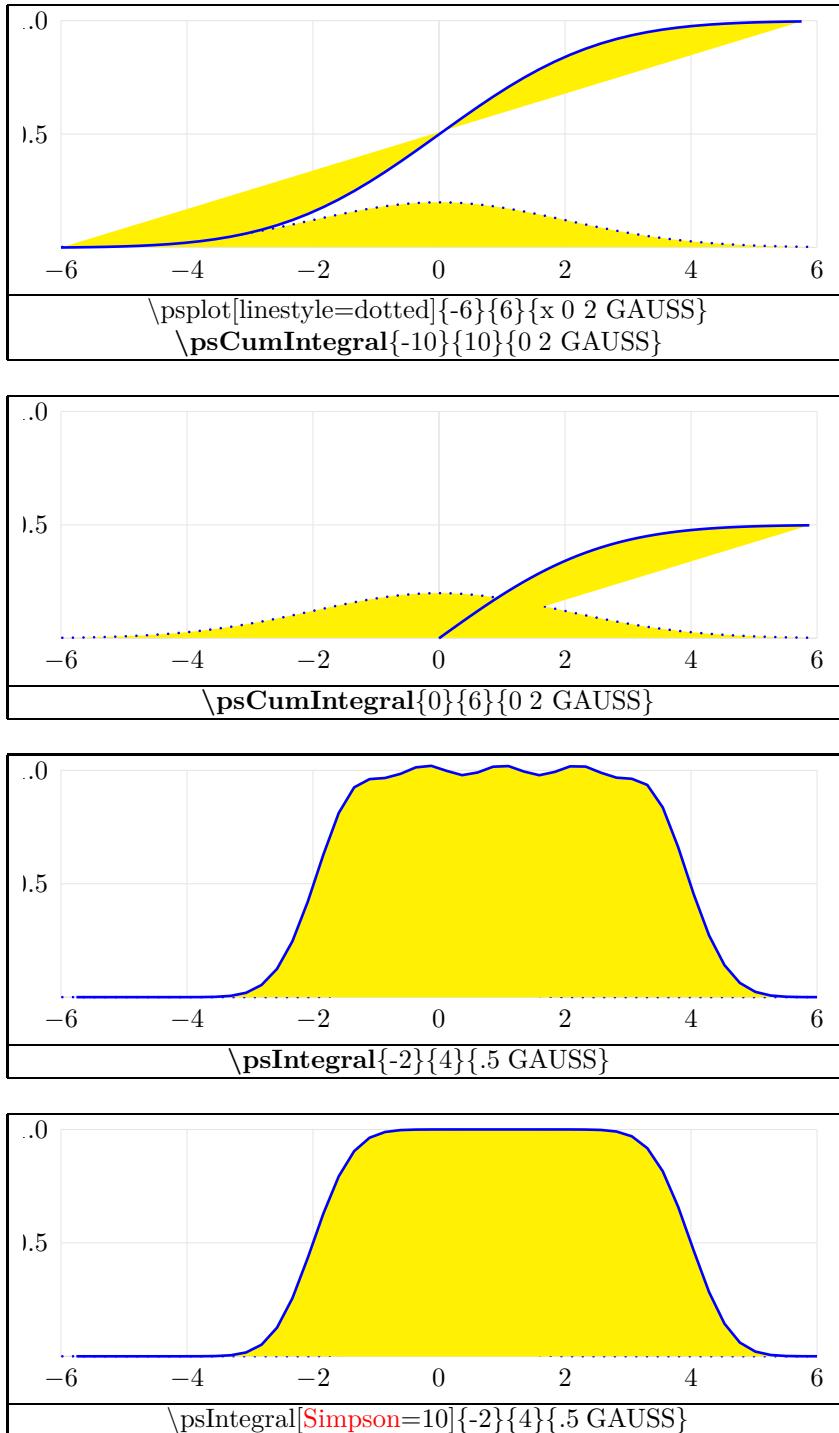
### 30.9 Integral sinus

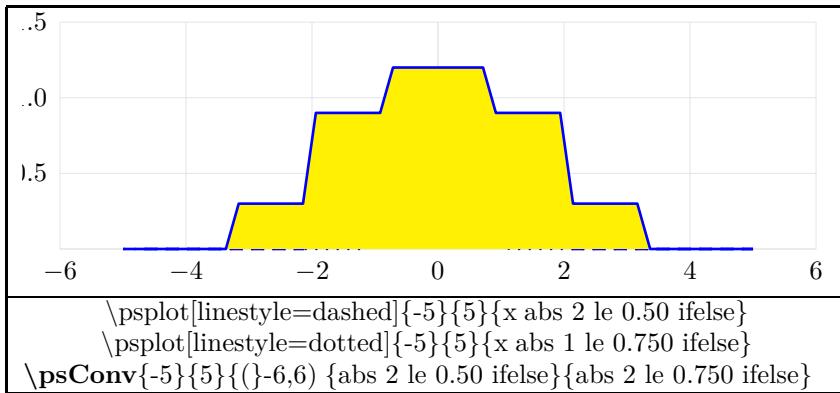


### 30.10 Integral cosinus

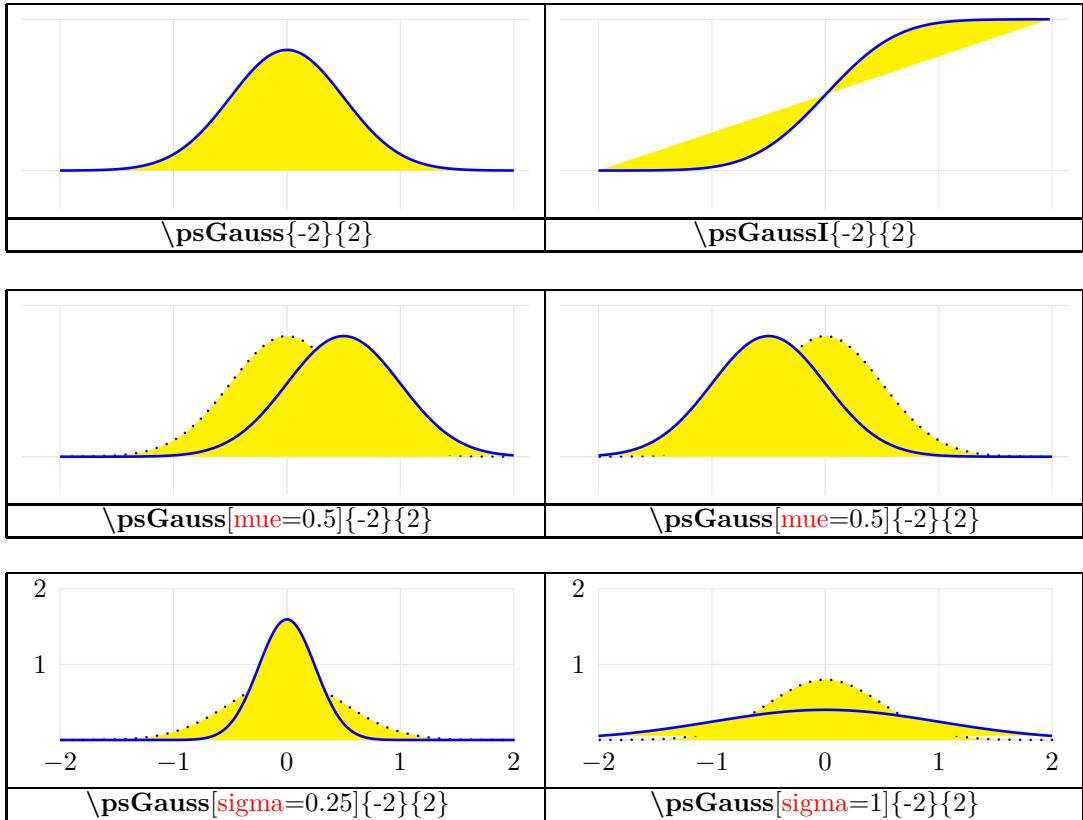


### 30.11 Integration and convolution

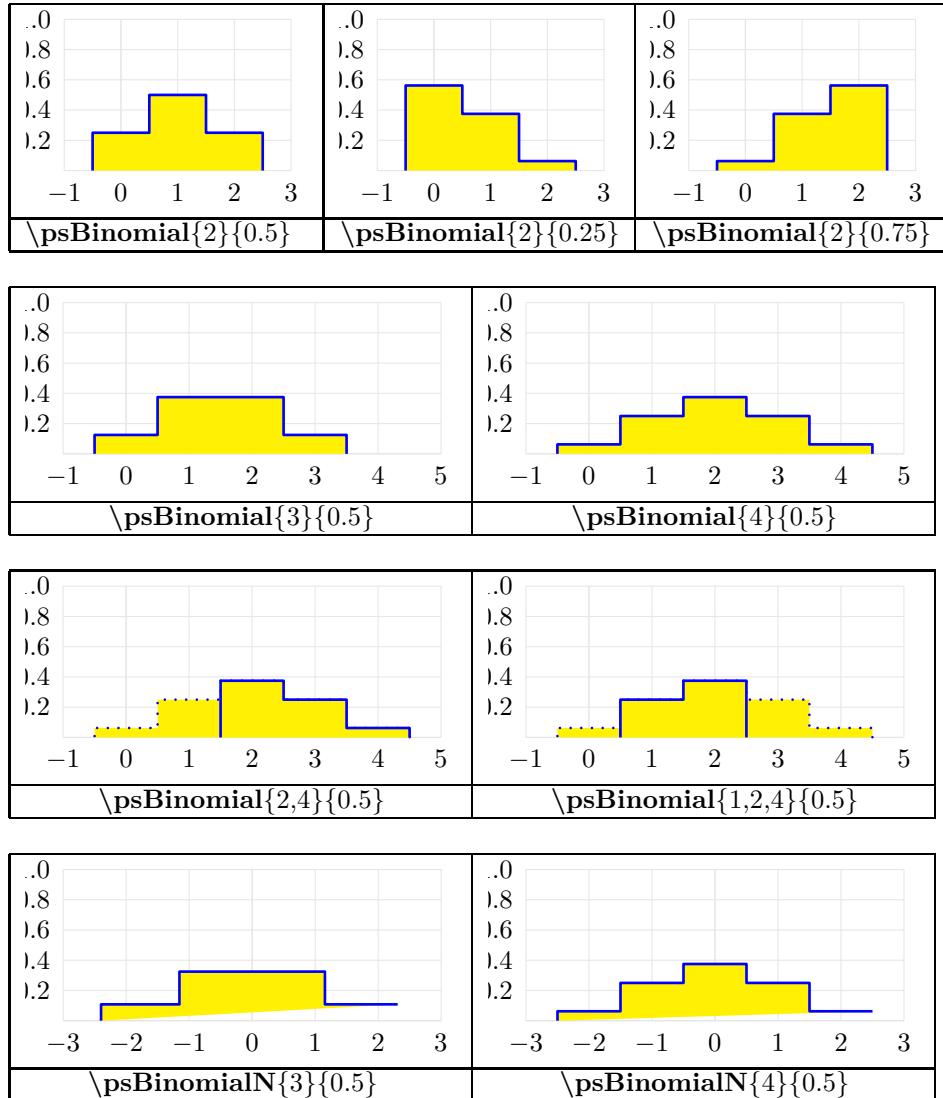




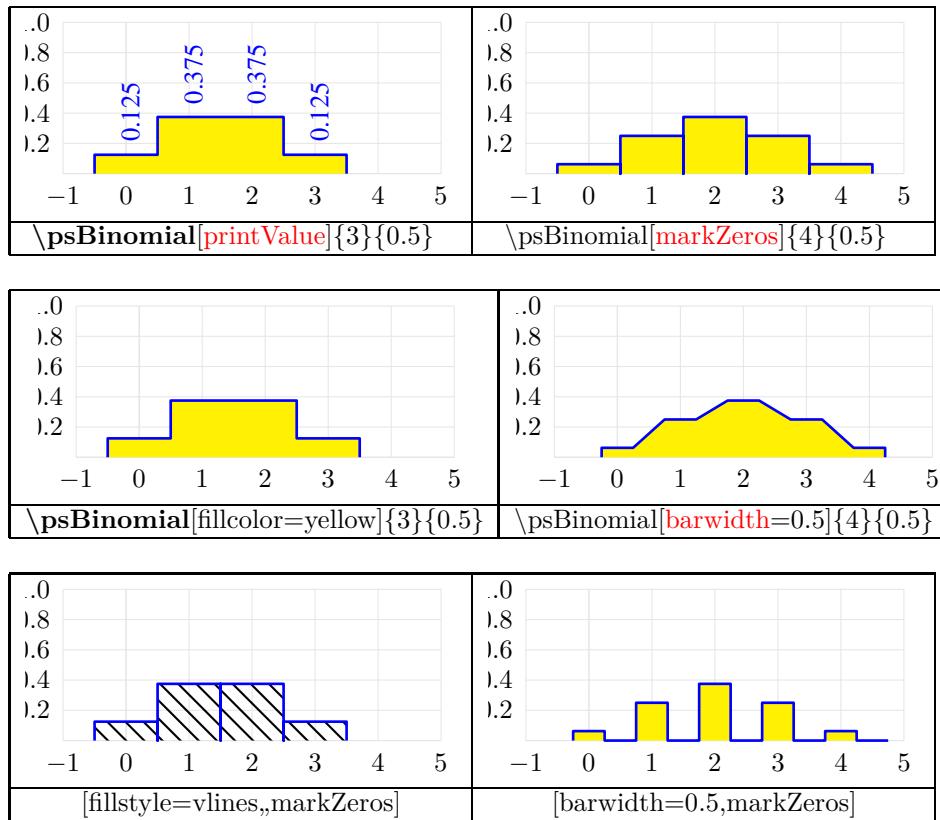
### 30.12 Gauss Distribution



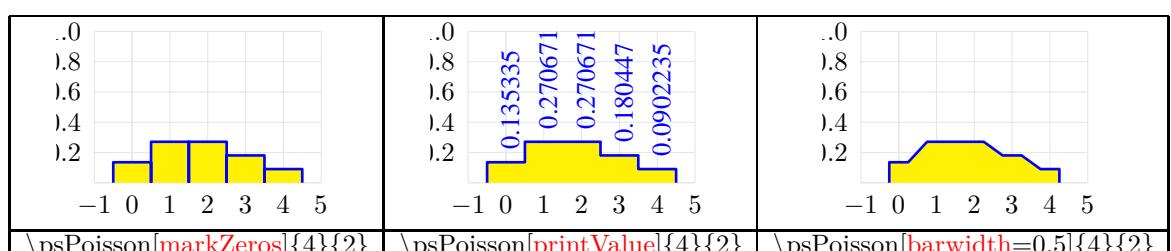
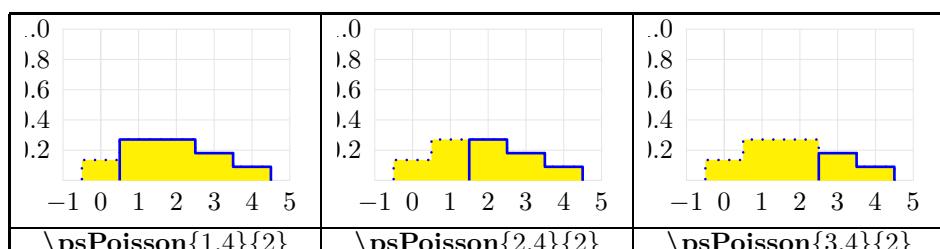
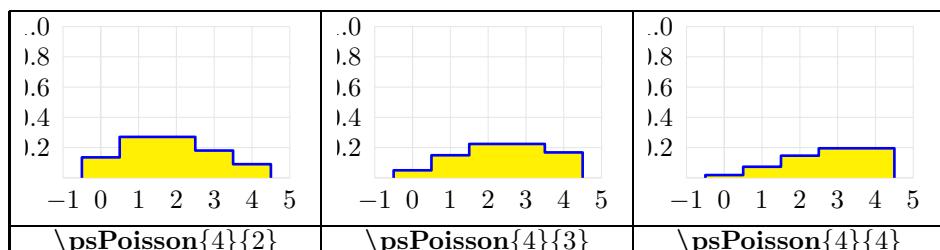
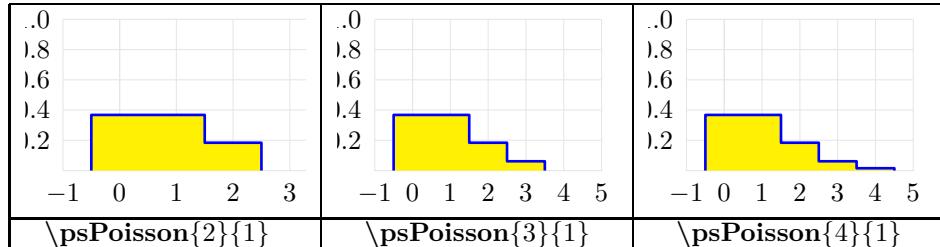
### 30.13 Binomial Distribution



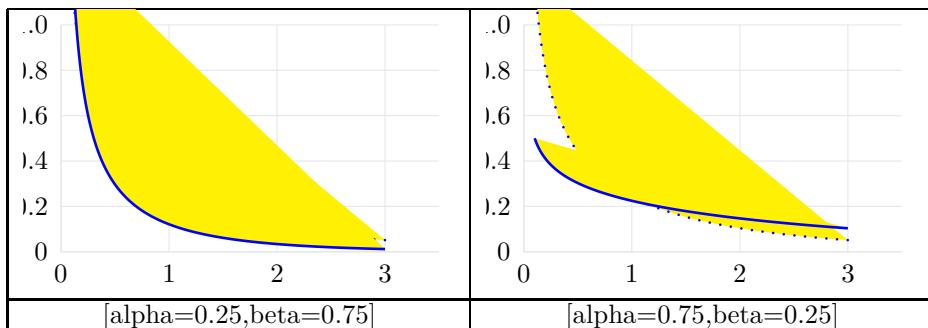
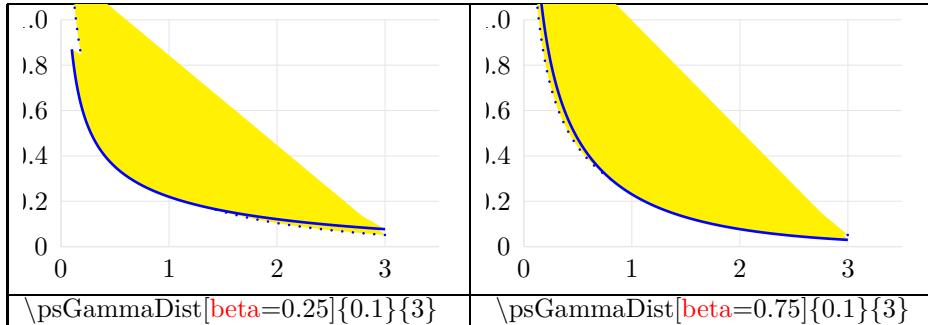
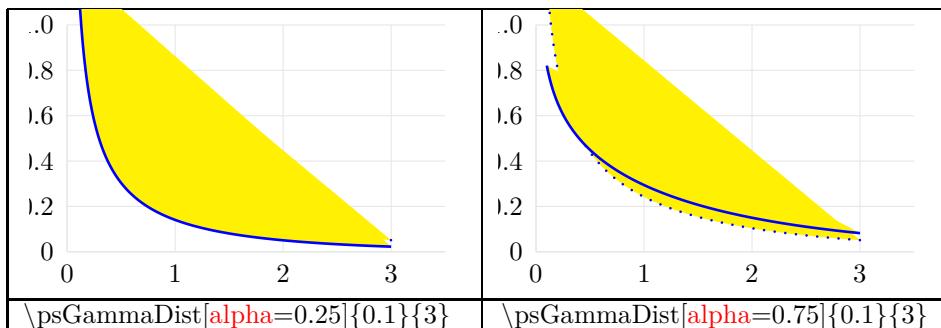
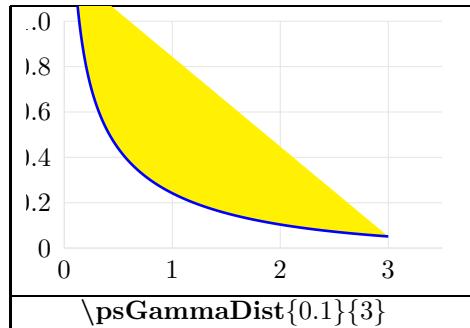
### 30.13.1 paramètres



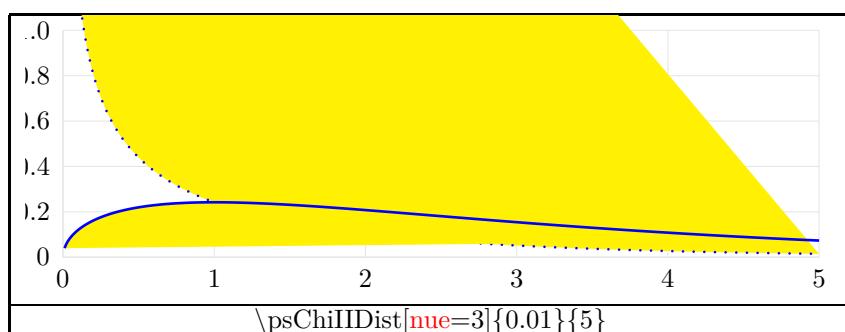
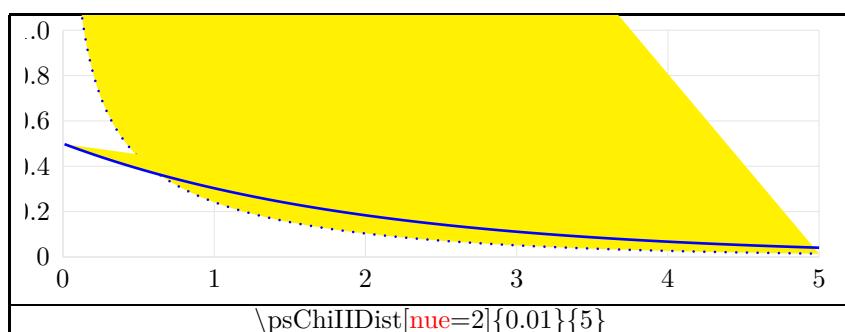
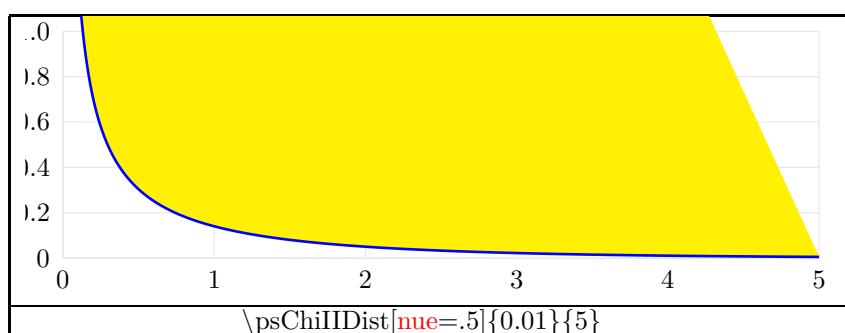
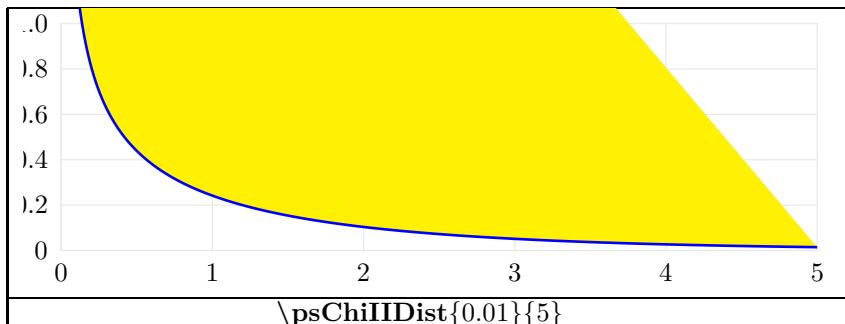
### 30.14 Poisson Distribution



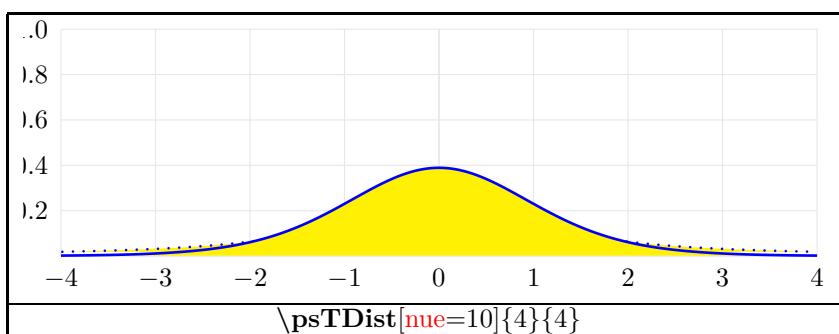
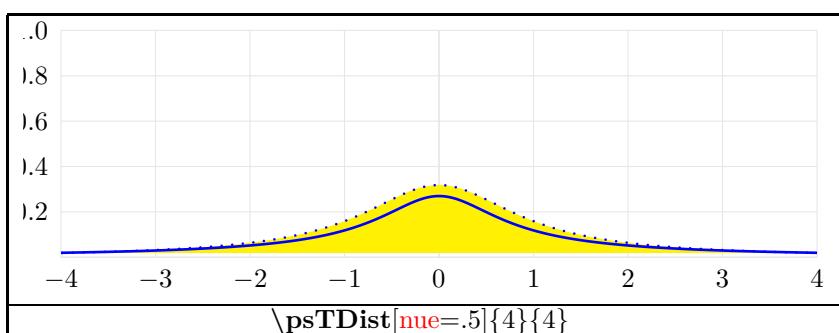
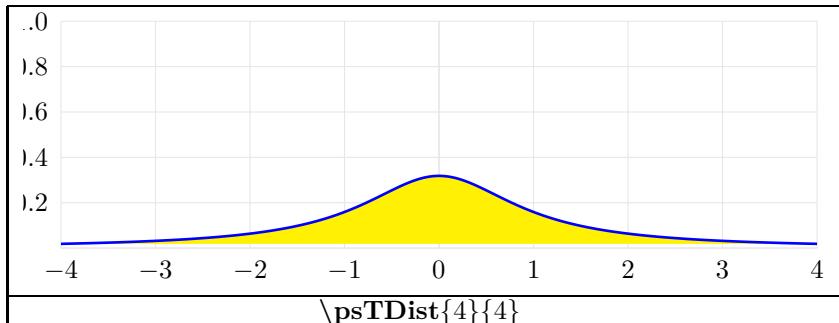
### 30.15 Gamma Distribution



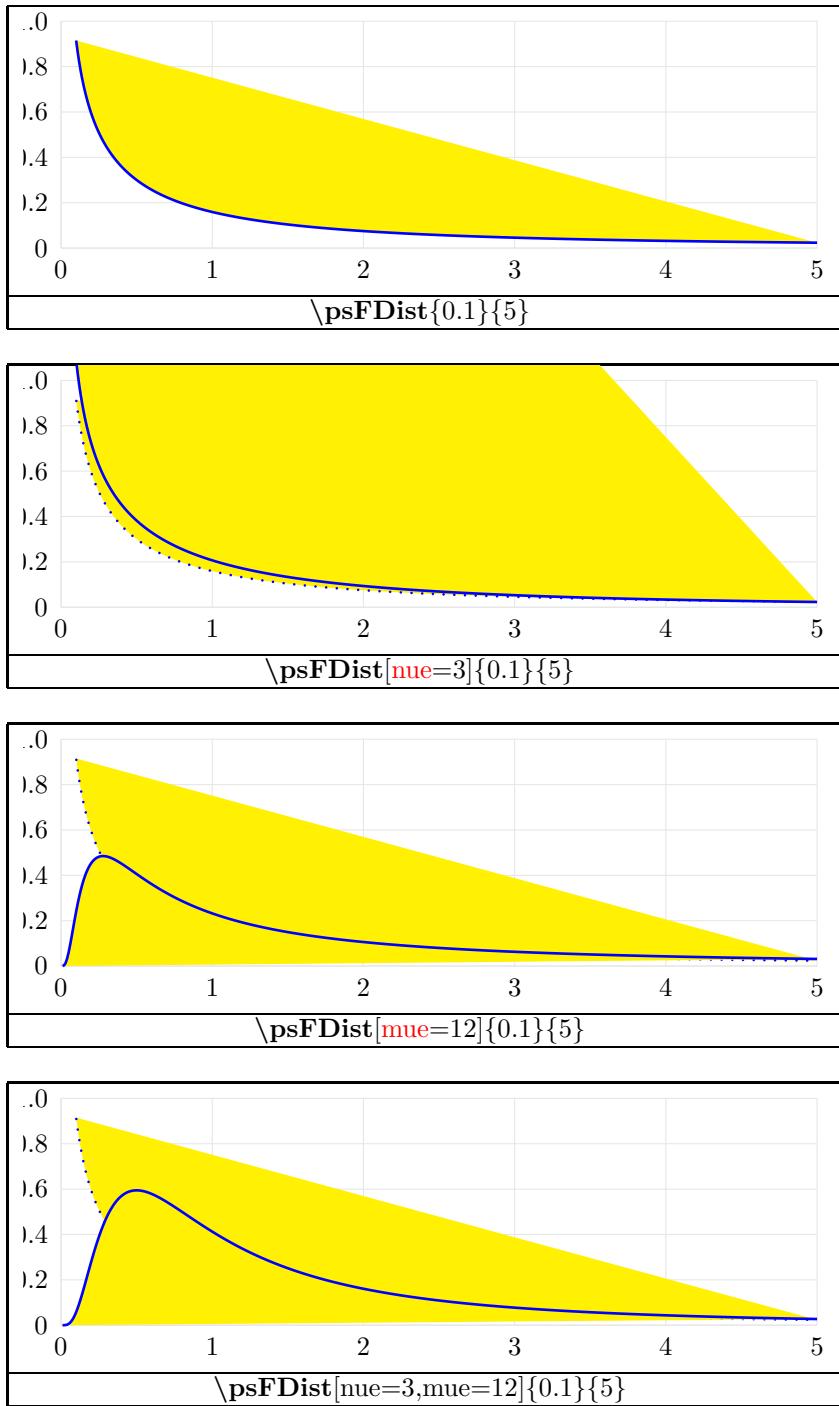
### 30.16 $\chi^2$ Distribution



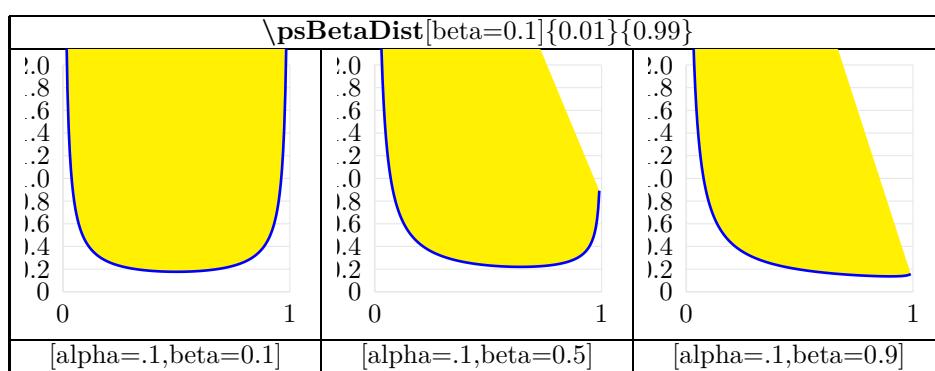
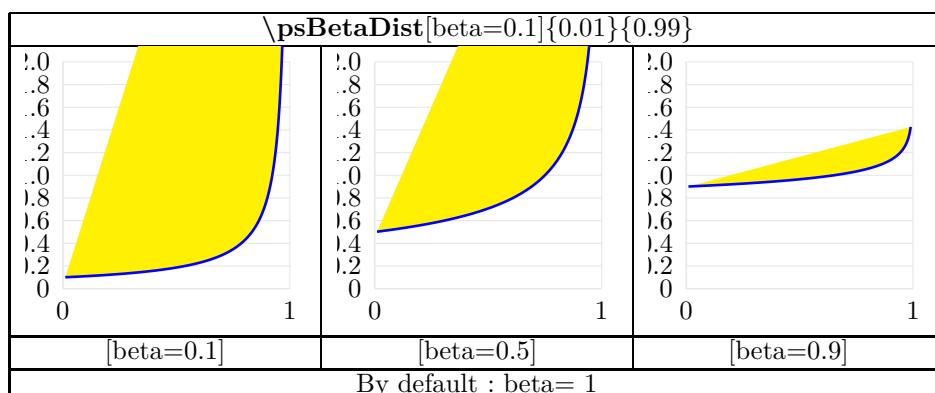
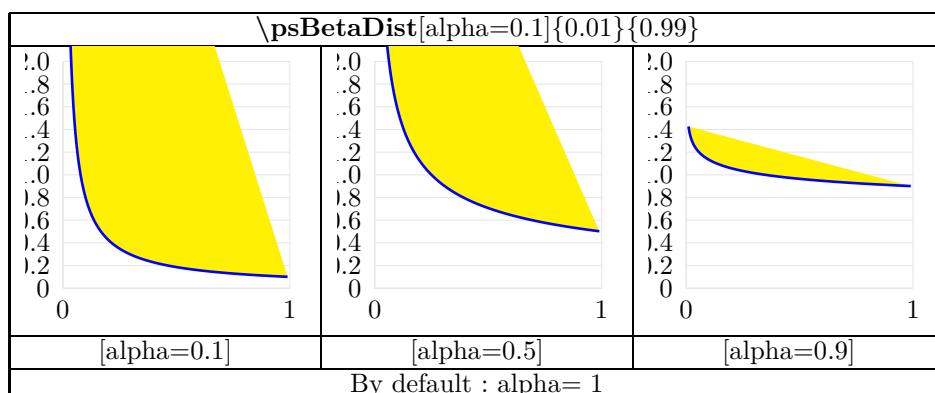
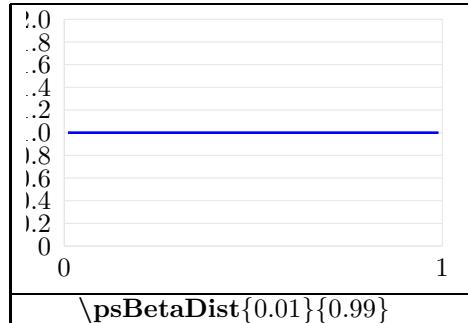
### 30.17 Student Distribution



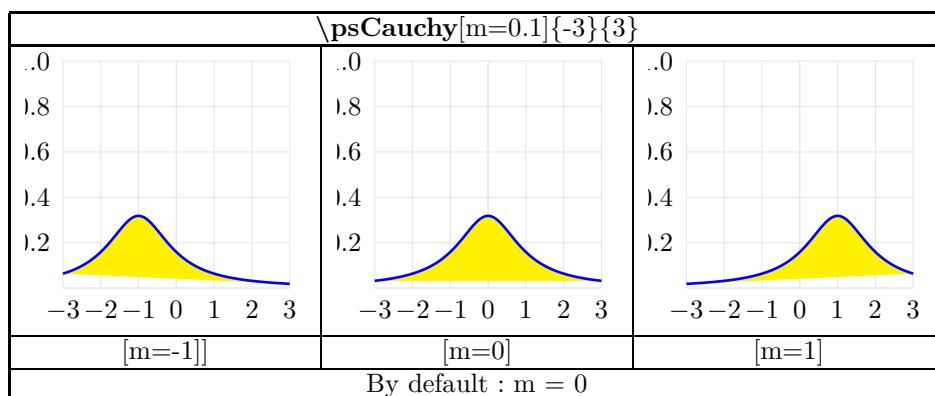
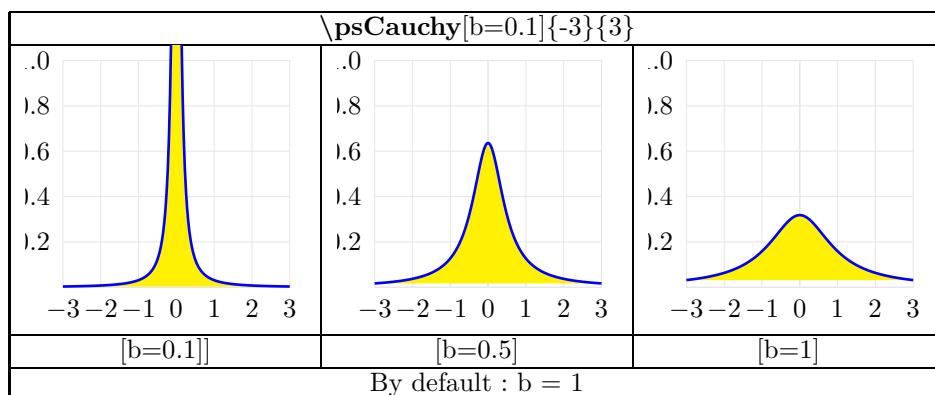
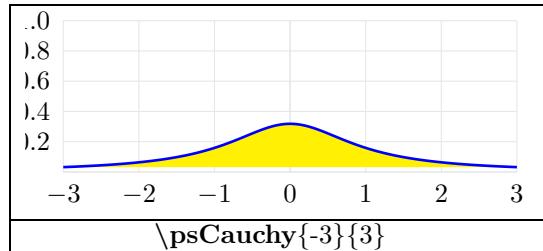
### 30.18 F Distribution

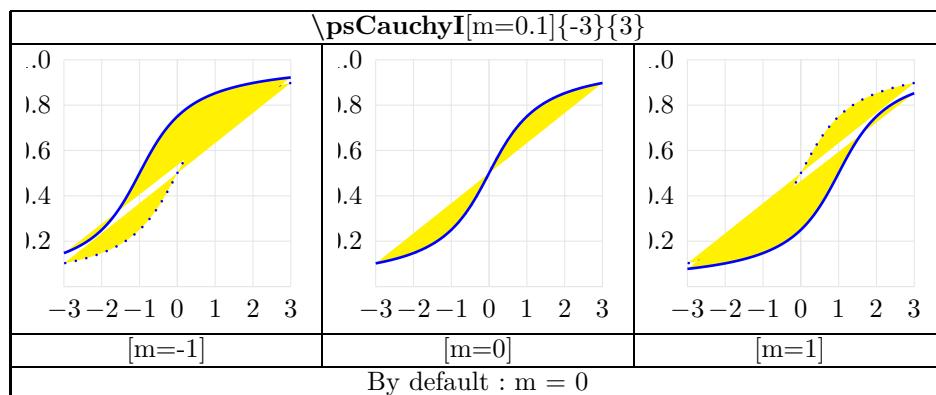
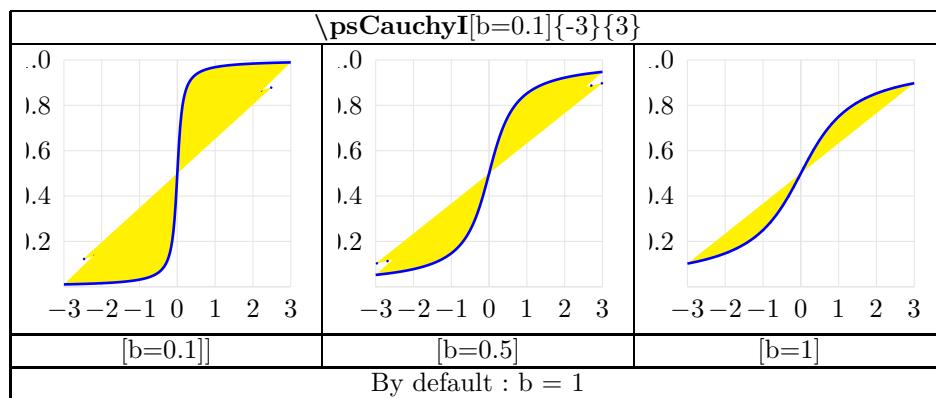
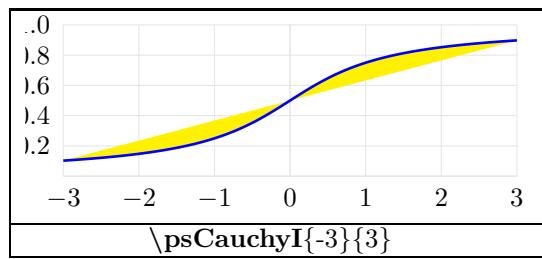


### 30.19 Beta Distribution

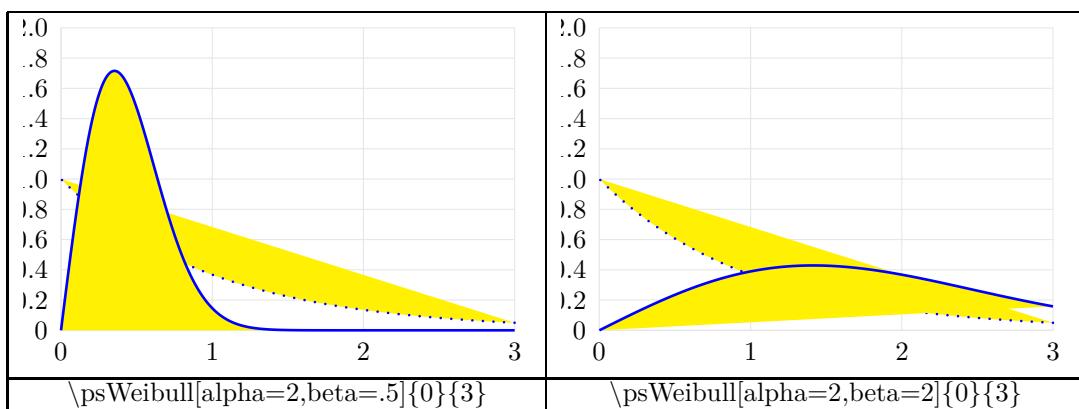
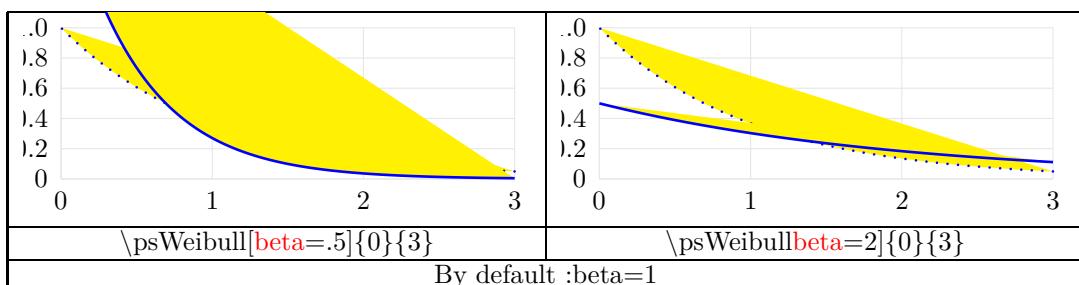
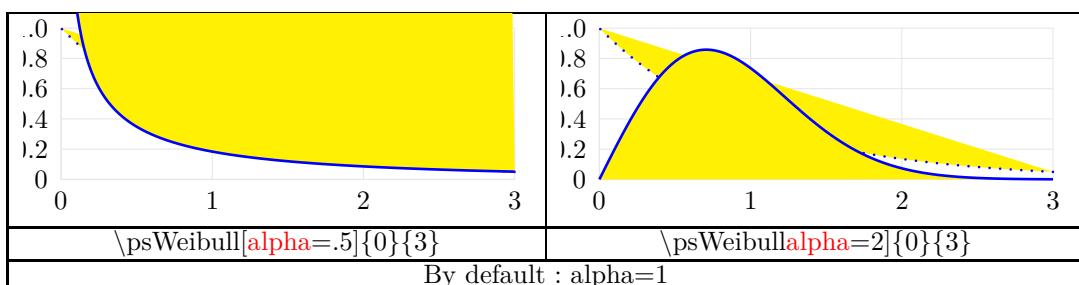
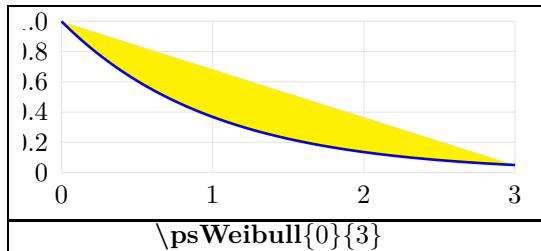


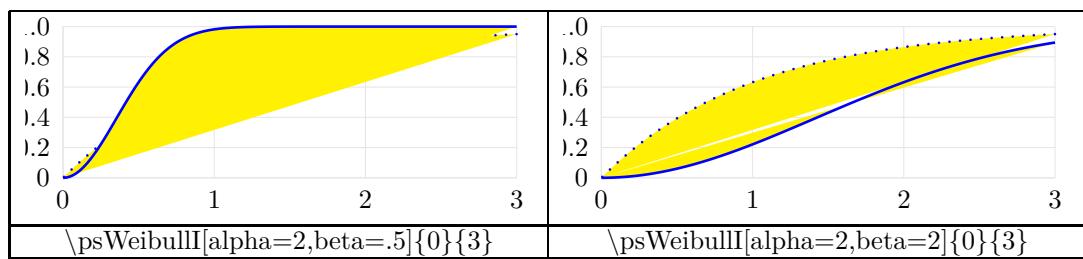
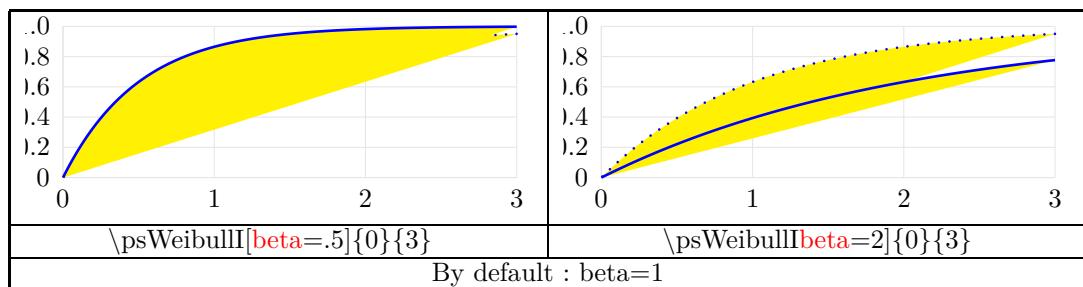
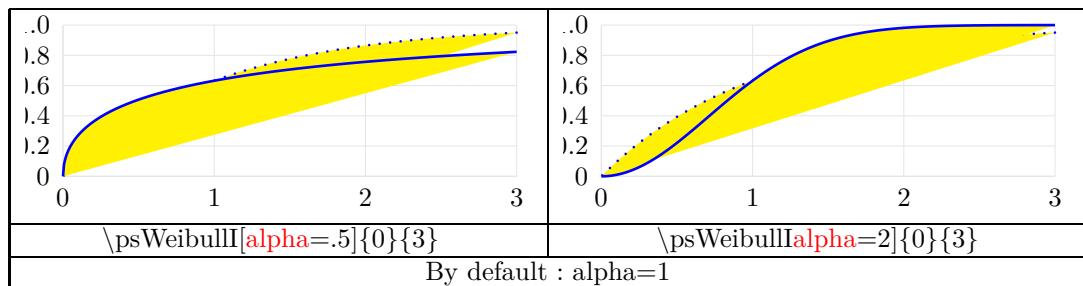
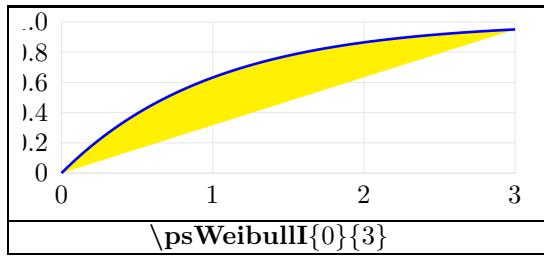
### 30.20 Cauchy Distribution



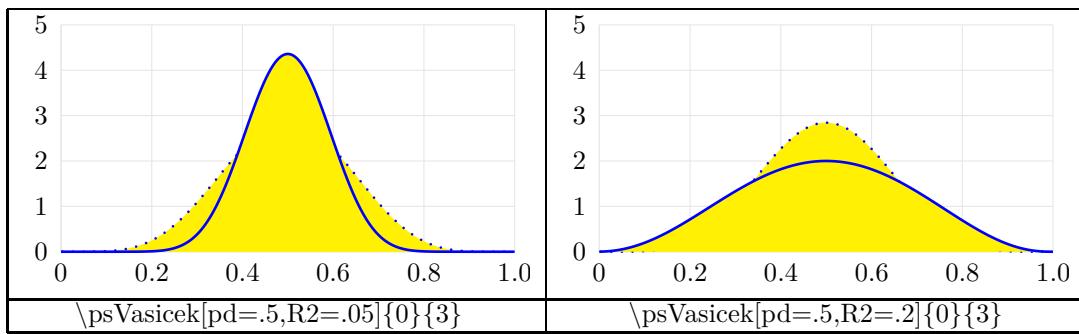
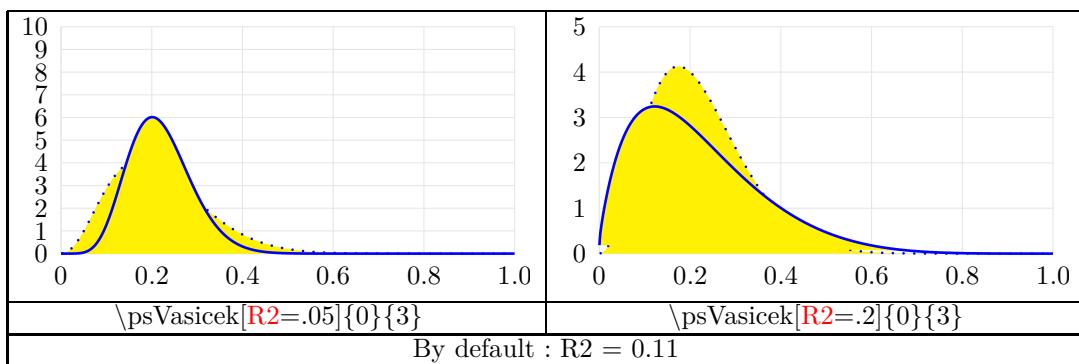
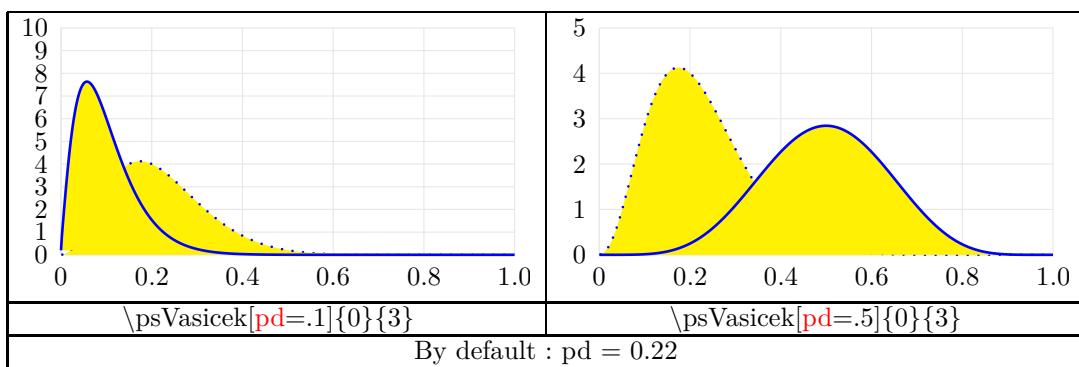
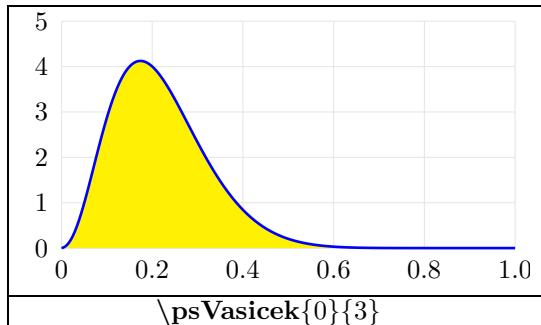


### 30.21 Weibull Distribution

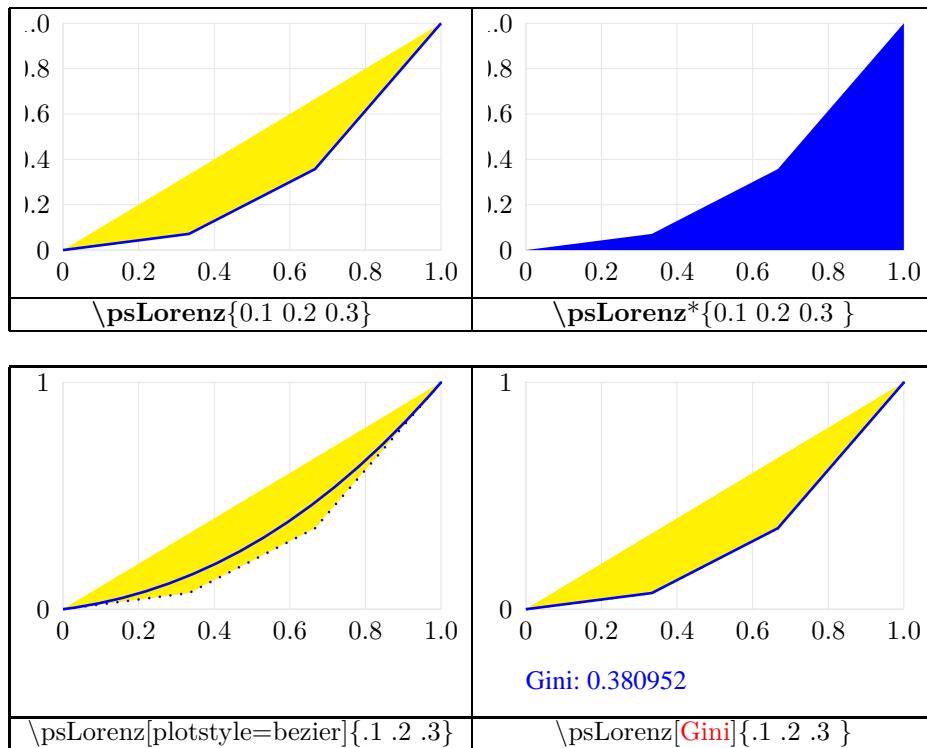




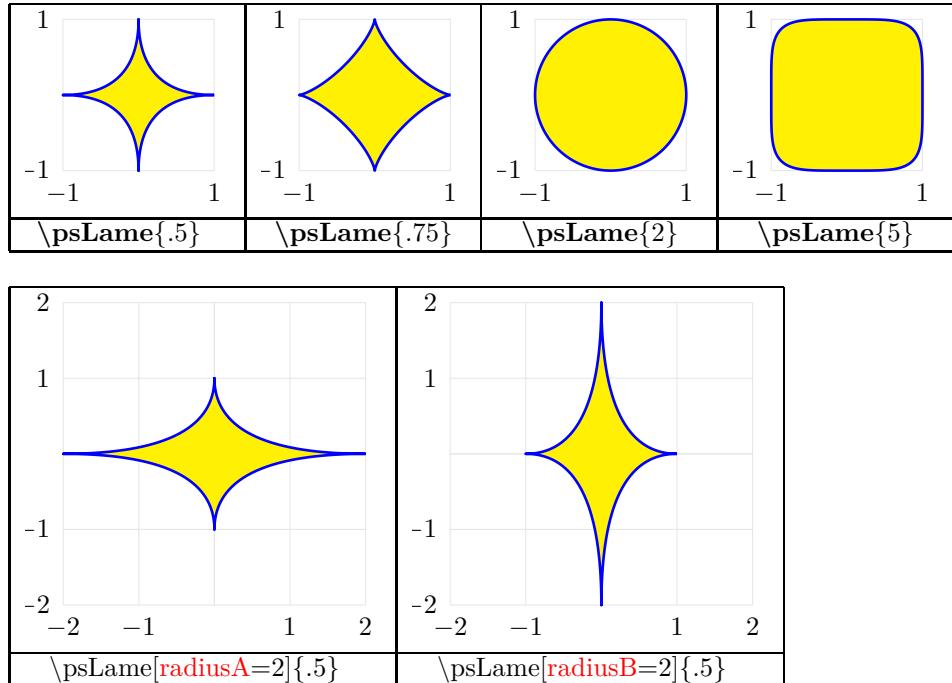
### 30.22 Vasicek Distribution



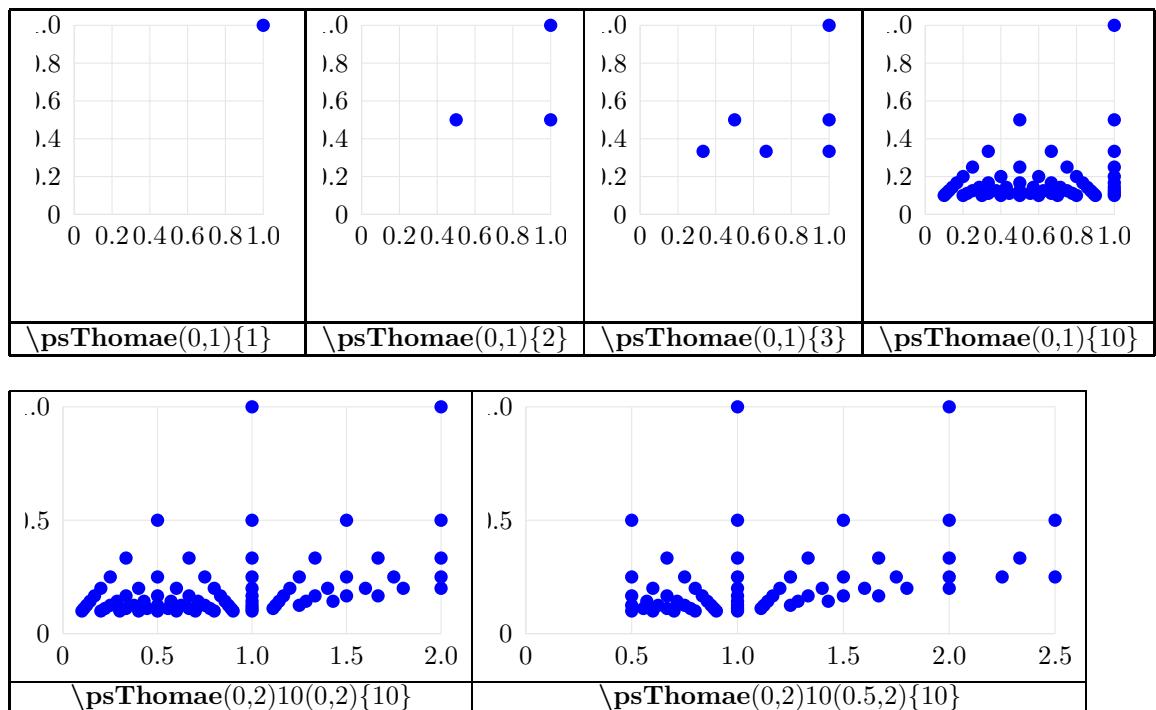
### 30.23 Lorenz curve



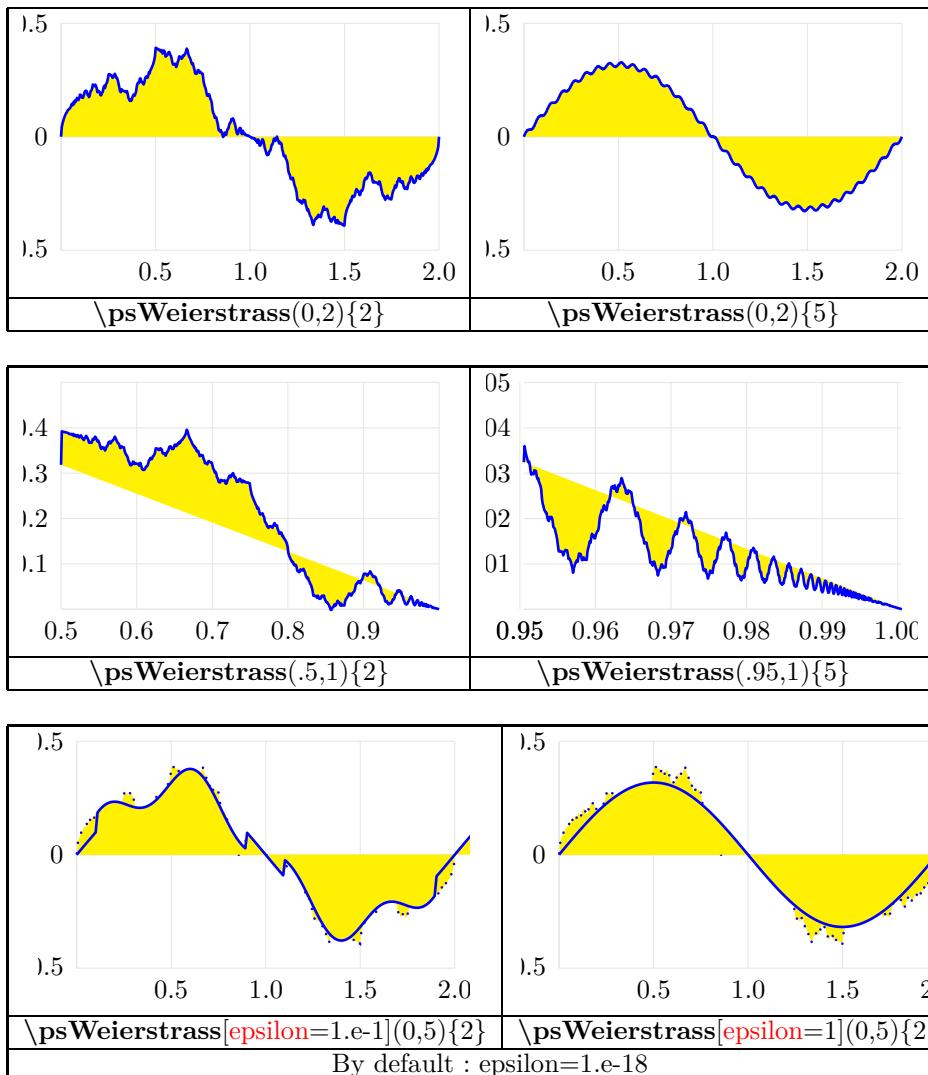
### 30.24 Lame curve



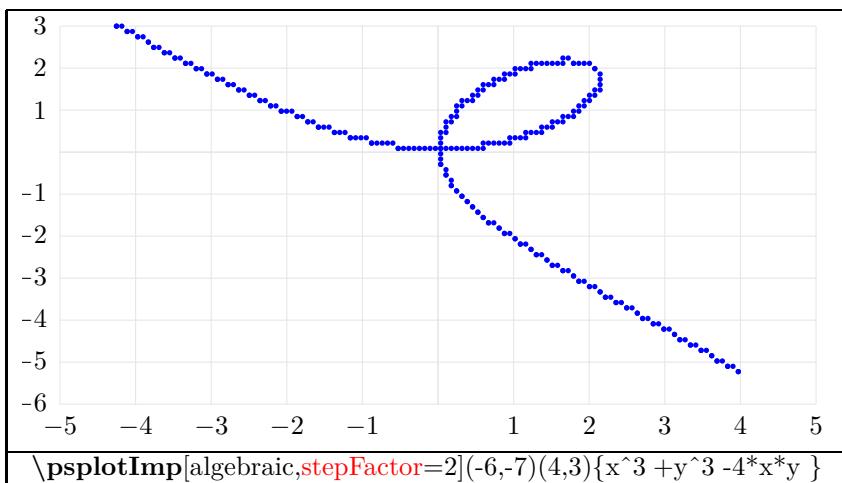
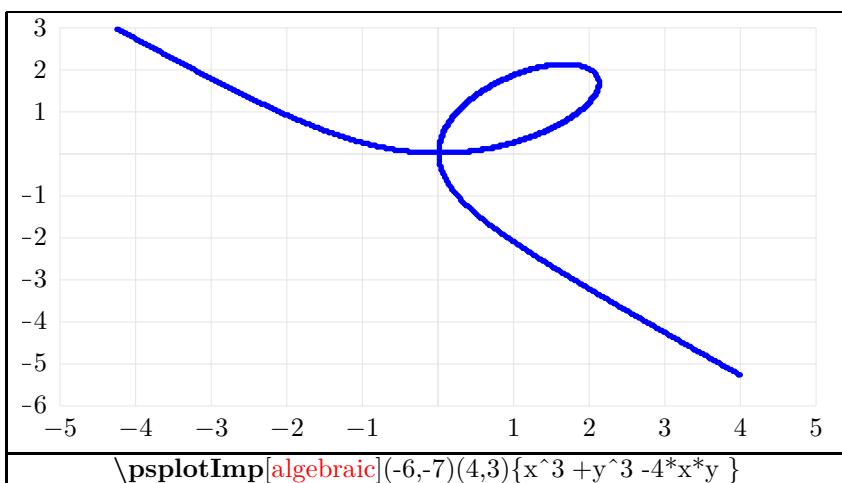
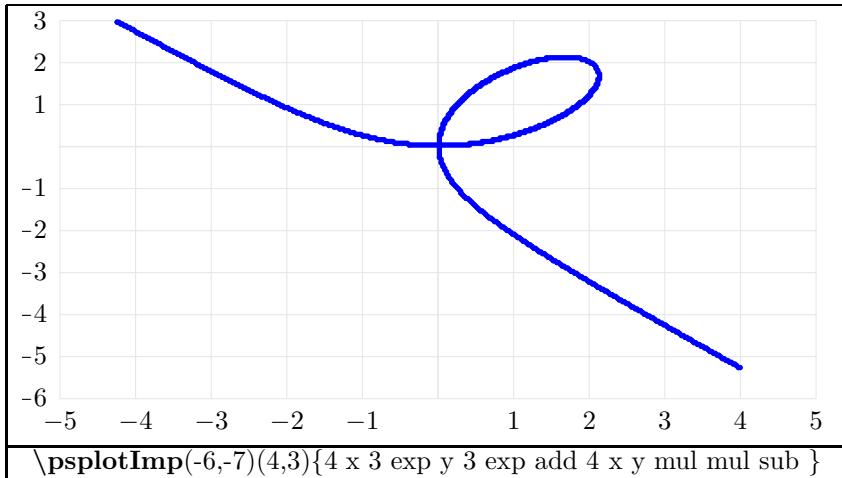
### 30.25 Thomae curve

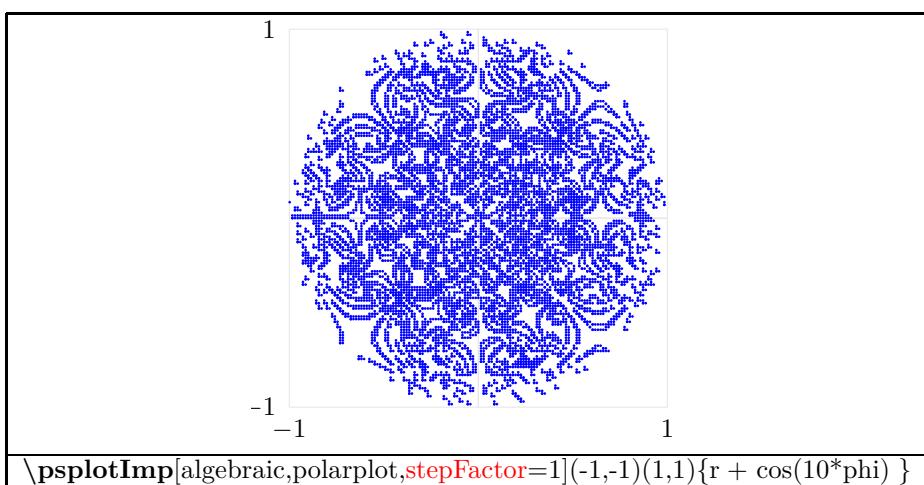
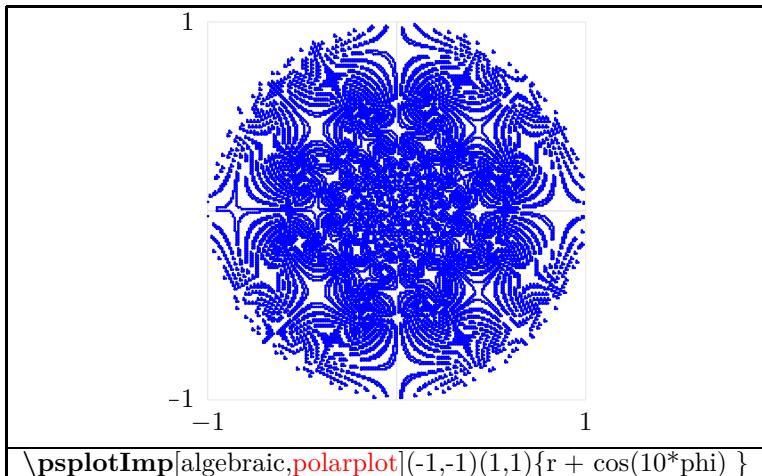


### 30.26 Weierstrass curve

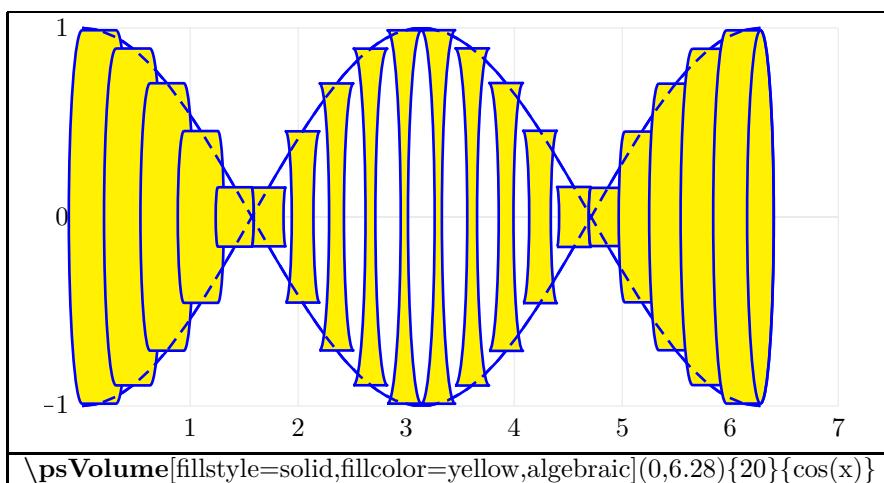
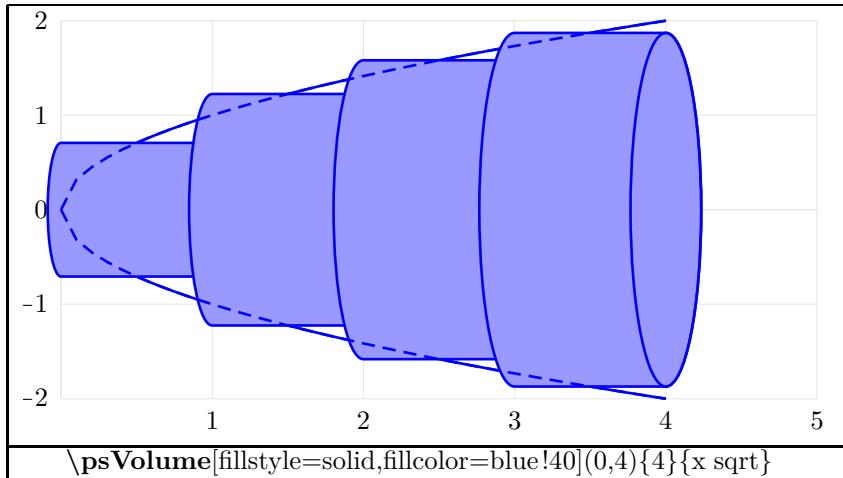


### 30.27 implicit defined functions



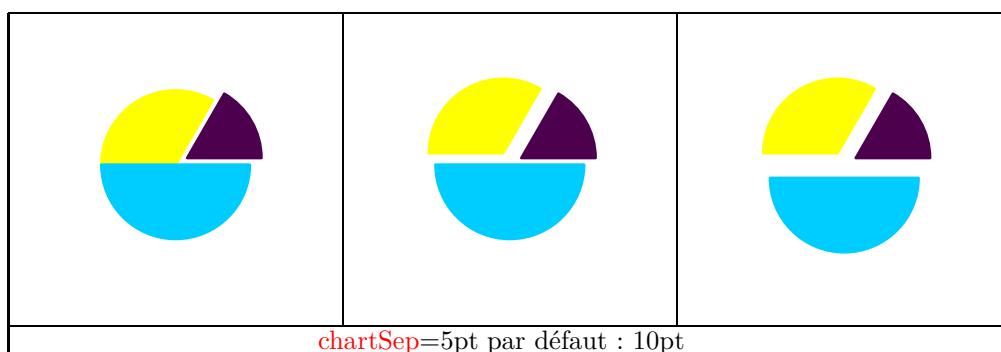
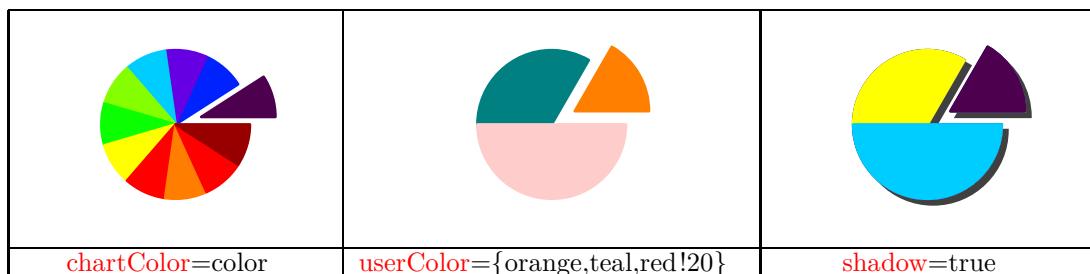
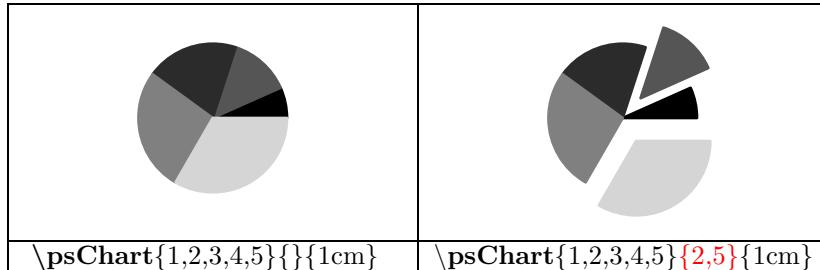


### 30.28 Rotating functions

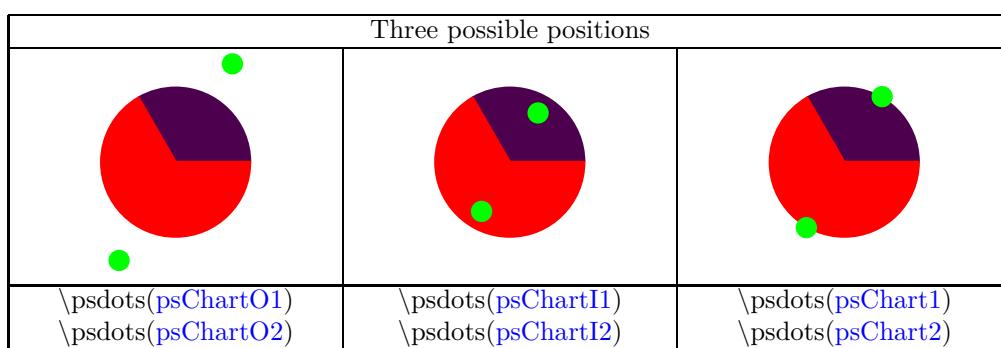


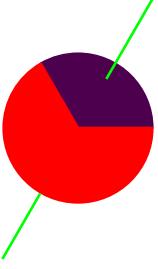
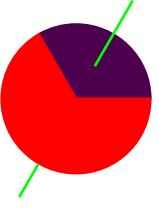
## 31 Pie chart

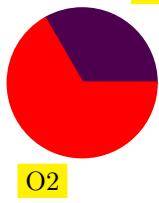
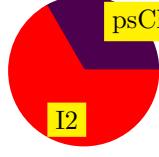
Syntax : \psChart[options]{value list}{list shifted values}{radius}

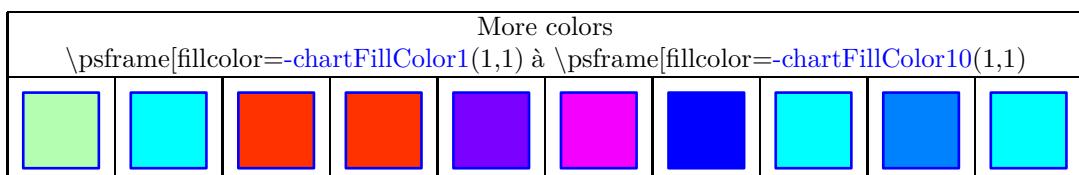
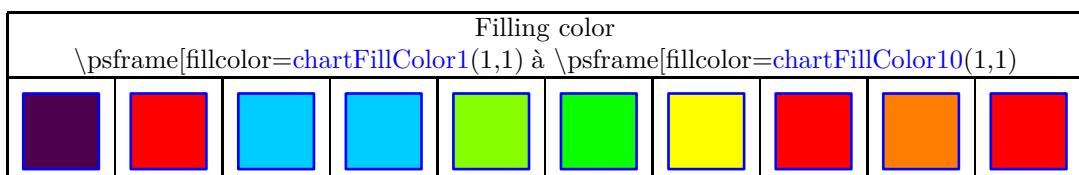
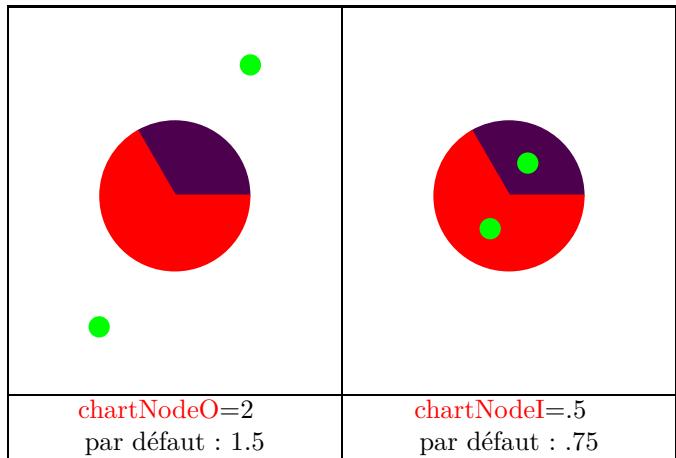


### 31.1 Labels



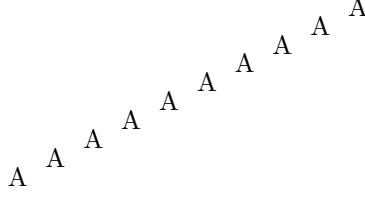
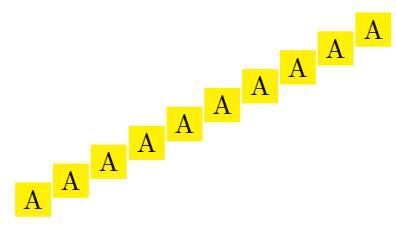
Connection of the points	
	
\pcline(psChartO1)(psChartI1) \pcline(psChartO2)(psChart2)	\ncline{psChartO1}{psChartI1} \ncline{psChartO2}{psChart2}

labels attachment points	
 psChartO1 O2	 psChartI1 I2
\rput*[l](psChartO1){psChartO1} \rput*[l](psChartO2){O2}	\rput*[l](psChartI1){psChartI1} \rput*[l](psChartI2){I2}

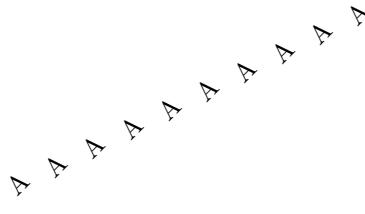


## 32 Repetitions

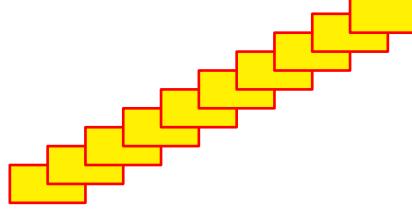
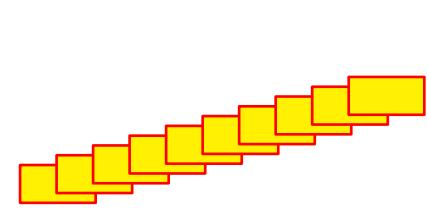
### 32.1 Multirput [1]

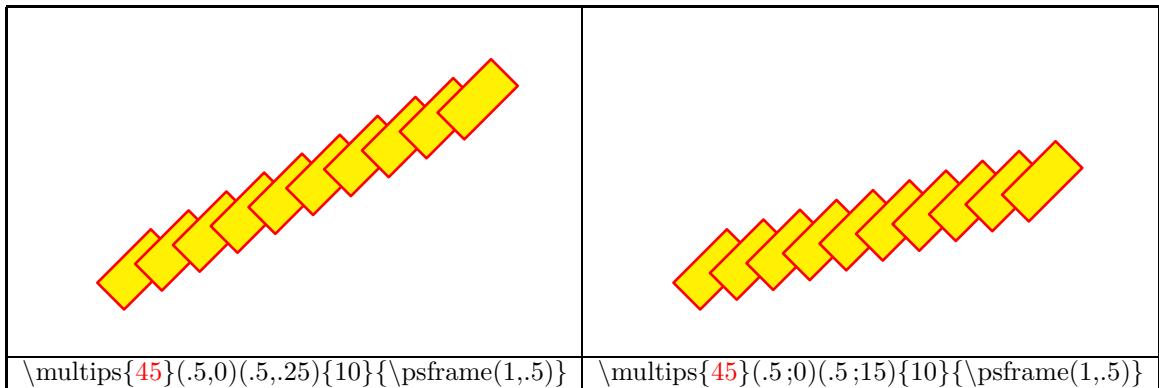
	
$\backslash \text{multirput}(0.5,0)(0.5,0.25)\{10\}\{A\}$	$\backslash \text{multirput}^*(0.5,0)(0.5,0.25)\{10\}\{A\}$
origin shift 10 times	

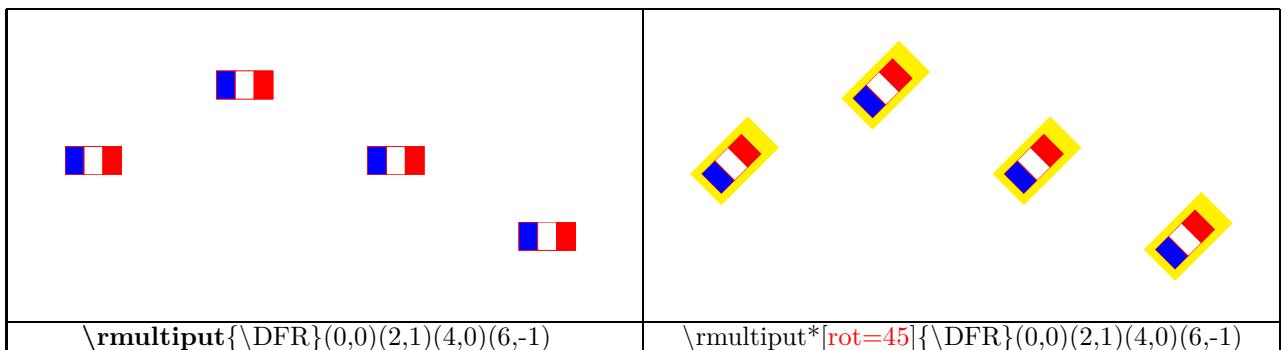
	
$\backslash \text{multirput}\{45\}(0.5,0)(0.5,0.25)\{10\}\{A\}$	$\backslash \text{multirput}^*\{45\}(0.5,0)(0.5,0.25)\{10\}\{A\}$

### 32.2 multis [1]

	
$\backslash \text{multis}(0.5,0)(0.5,0.25)\{10\}\{\backslash \text{psframe}(1,.5) \}$	$\backslash \text{multis}(0.5 ;0)(0.5;15)\{10\}\{\backslash \text{psframe}(1,.5) \}$
origin shift 10 times	polar coordinates

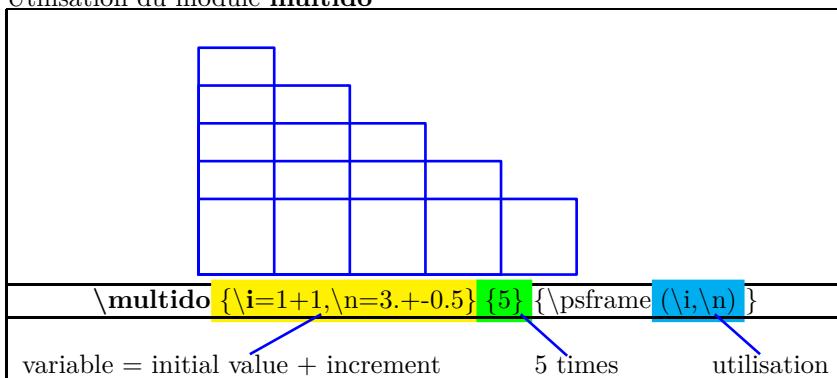


### 32.3 rmultiput [2]



### 32.4 Multido [1] [24]

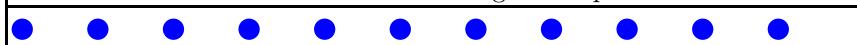
Utilisation du module **multido**



variables types	
initial	dimension
d ou D	length
i ou I	integer
n ou N	real
r ou R	real

### 32.5 Commande psforeach [15]


<code>\psforeach{\nA}{0, 1, 1.5, 3, 5,10}{\psdot[dotscale=2](\nA,0)}</code>
variable      list of values      action

list of values at a regular step

<code>\psforeach{\nA}{0, 1,...,10}{\psdot[dotscale=2](\nA,0)}</code>

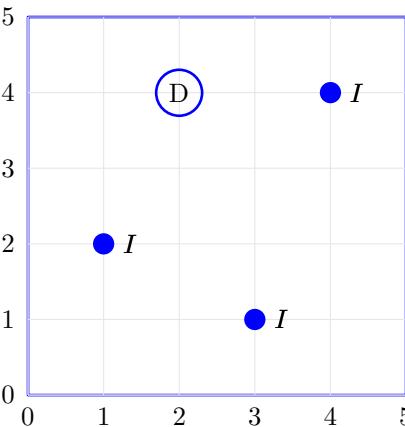
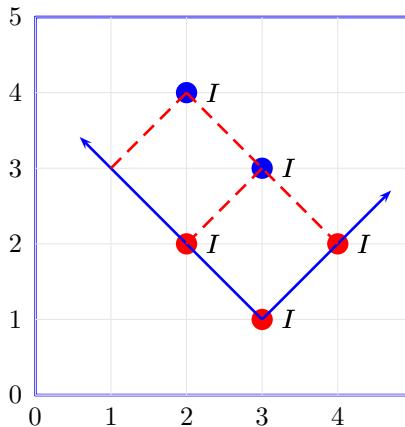
use of the index number
0      1      2      3                  4                  5
<code>\psforeach{\nA}{0, 1, 1.5, 2.25, 5,10}{\rput(\nA,0){\the\psLoopIndex}}</code>

## 33 Geometry

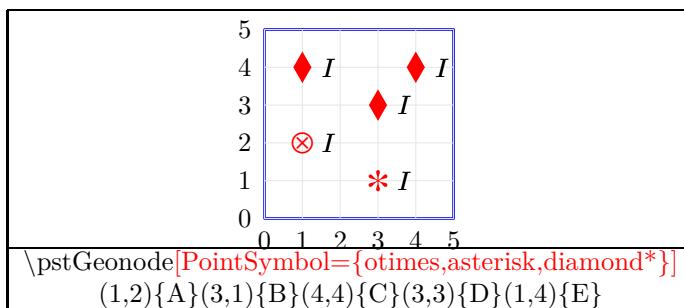
Utilisation du module **pst-eucl** (consultez le fichier **pst-eucl-doc.pdf**)

### 33.1 Basic elements

#### 33.1.1 Points

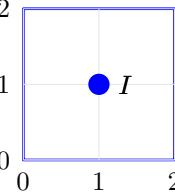
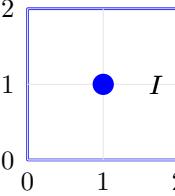
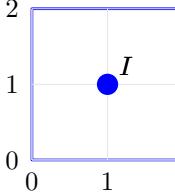
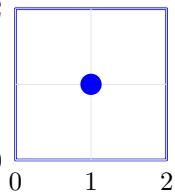
default axes	personalized axes
	
\pstGeonode(1,2){A}(3,1){A\_1}(4,4){C} \cnodeput{0}{2,4}{D}{D} <sup>1</sup>	\pstGeonode(3,1){A}(2,2){B}(4,2){C} \pstOIJGeonode(1,1){E}{A}{B}{C}(2,1){D}

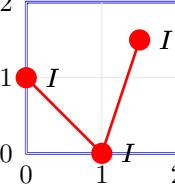
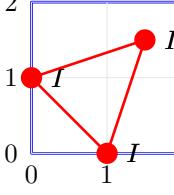
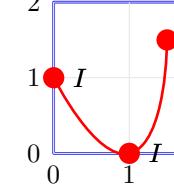
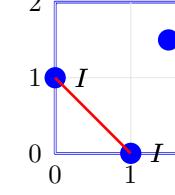
Point type			
parameter	sample <sup>2</sup>	parameter	sample
*	● I	o	○ I
+	+ I	x	× I
asterisk	* I	oplus	⊕ I
otimes	⊗ I		— I
triangle	△ I	triangle*	▲ I
square	□ I	square*	■ I
diamond	◇ I	diamond*	◆ I
pentagon	◆ I	pentagon*	◆◆ I



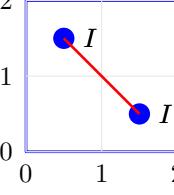
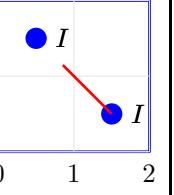
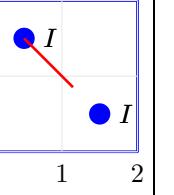
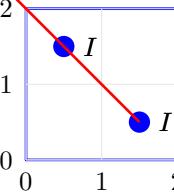
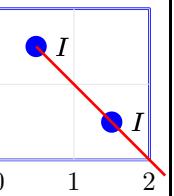
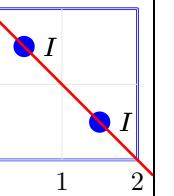
1. other possible nodes see page 37

2. linecolor=blue,fillcolor=yellow,dotscale=2

\pstGeonode[PointNameSep=.7cm](1,1){A}			
			
By default	PointNameSep=.7cm	PosAngle=45	PointName=none
By default= 1em	By default= 0		

\pstGeonode[CurveType=polyline](0,1){A}(1,0){B}(1.5,1.5){C}			
			
CurveType=polyline	CurveType=polygon	CurveType=curve	\ncline{A}{B}^{-1}

### 33.1.2 Lines

\pstLineAB[nodesepA=.5]{A}{B}		
		
By default	[nodesepA=0.5]	[nodesepB=0.5]
		
[nodesepA=-1]	[nodesepB=-1]	[nodesep=-1]

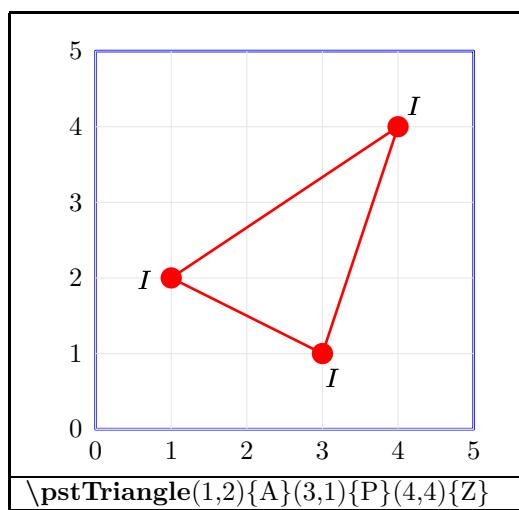
1. other possibilities see page 40

### 33.1.3 Marks

\pstSegmentMark[SegmentSymbol=pstslash]{A}{B}			
pstslash [6]	pstslashh [6]	pstslashhh [6]	MarkCros [6]
MarkHash [6]	MarkHashh [6]	MarkHashhh [6]	MarkCross [6]

\pstSegmentMark[MarkAngle=90]{A}{B}		
MarkAngle=90	MarkHashLength=.5	MarkHashSep=.5
By default : 45	By default : 1.25mm	By default : .625mm

### 33.1.4 Triangles

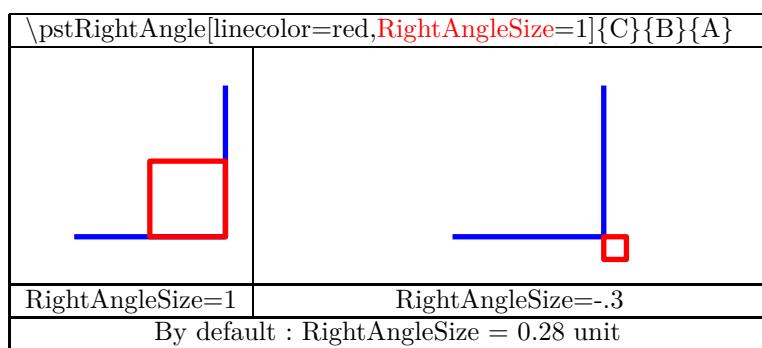
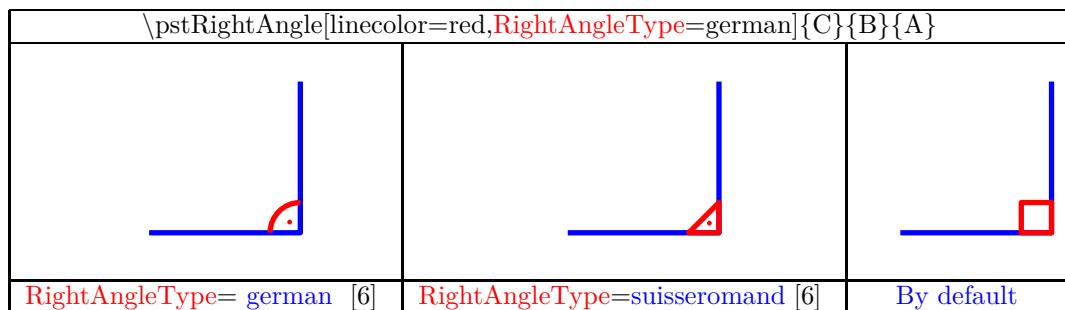
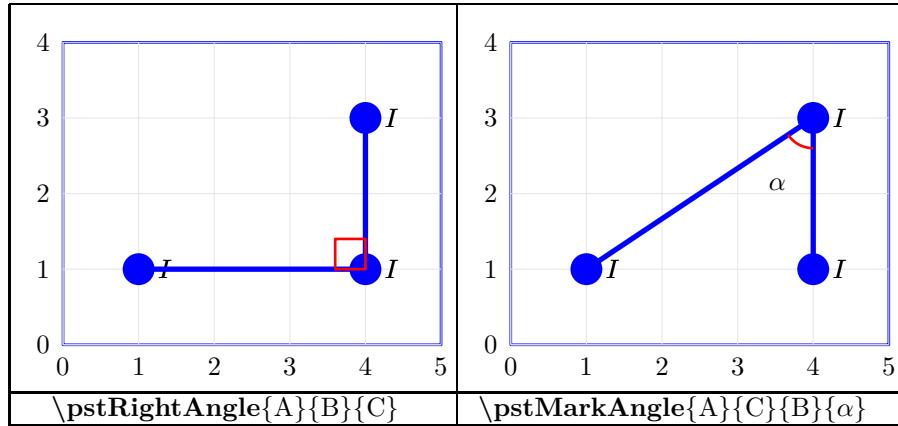


\pstTriangle[PointName=none](0.5,1){A}(1.5,0.5){B}(1,1.5){C}		
PointName=none	PointName=sommet	» A REVOIR «
PointNameA=none	PointNameB=X	PointNameC=sommet

\pstTriangle[PosAngle=45](0.5,1){A}(1.5,0.5){B}(1,1.5){C}			
PosAngle=180	PosAngleA=90	PosAngleB=90	PosAngleC=0
By default : sur la bissectrice			

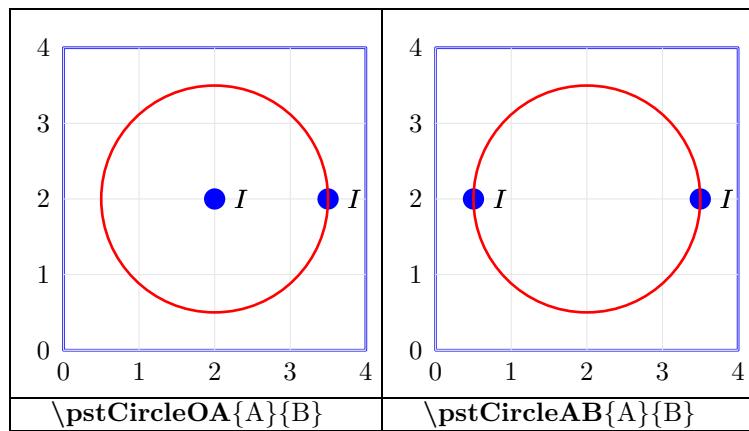
\pstTriangle[PointSymbolA=o](0.5,1){A}(1.5,0.5){B}(1,1.5){C}			
PointSymbolA=o	PointSymbolB=o	PointSymbolC=o	PointSymbol=o

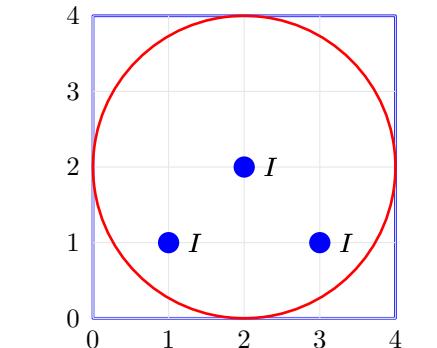
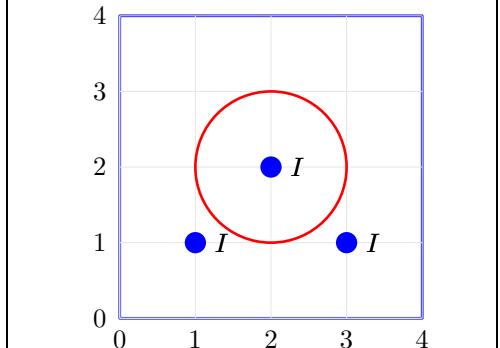
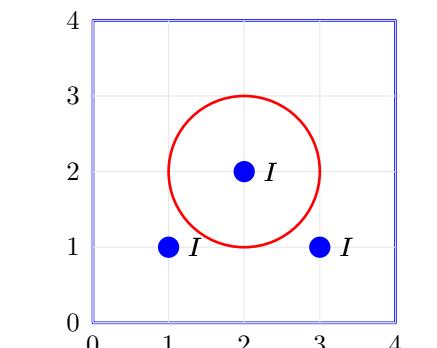
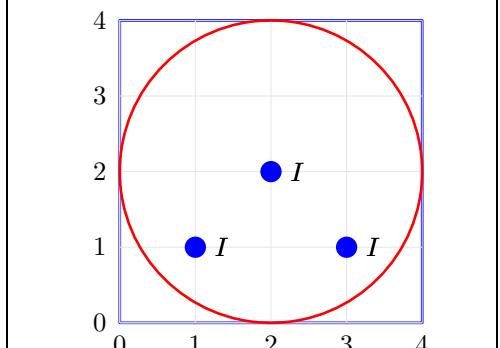
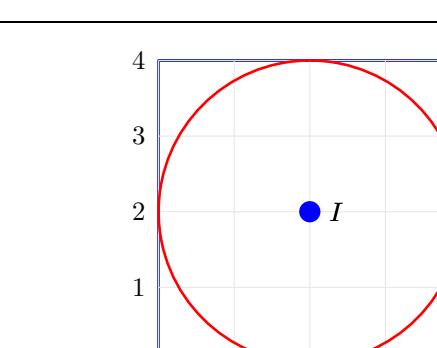
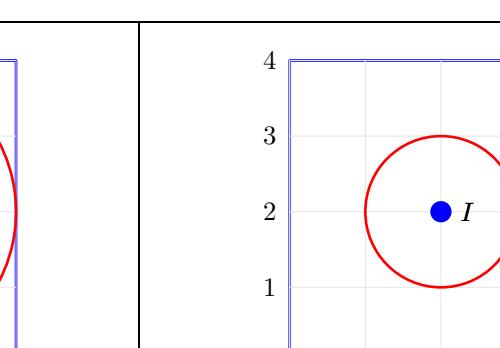
### 33.1.5 Angles



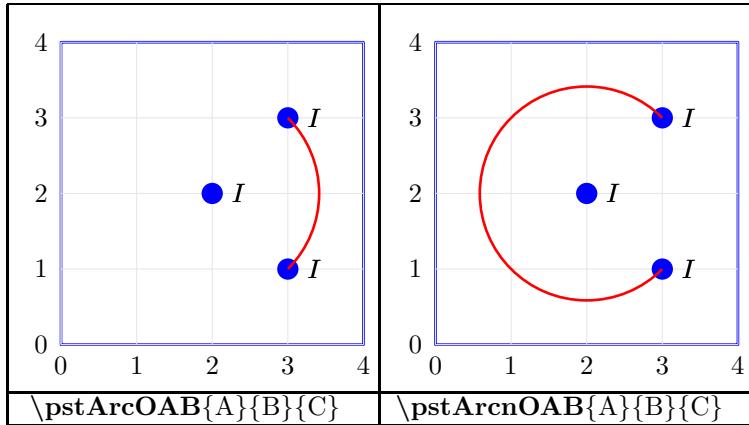
\pstMarkAngle[LabelSep=.5]{A}{C}{B}{\$\alpha\$}			
By default	LabelSep=.3cm	LabelAngleOffset=10	LabelAngleOffset=-10
	By default : 1	By default : 0	By default : 0
LabelRefPt=c	Mark=MarkCros	MarkAngleRadius=.8	arrows=> By default : .4 ,MarkAngleRadius=.8

### 33.1.6 circles

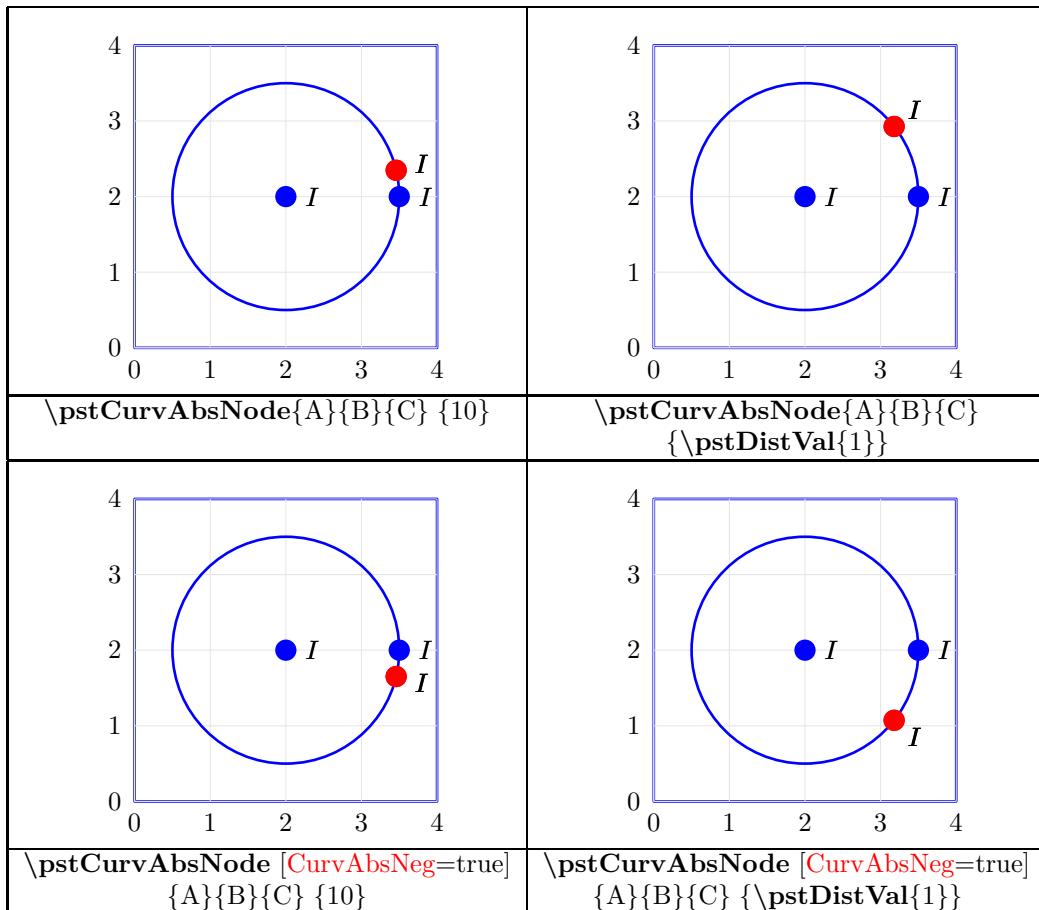


	
\pstCircleOA[ Radius=pstDistAB{B}{C}] {A}{}{}	\pstCircleOA[ Diameter=pstDistAB{B}{C}] {A}{}{}
	
\pstCircleOA[DistCoef=.5 Radius=pstDistAB{B}{C}] {A}{}{}	\pstCircleOA[DistCoef=2 Diameter=pstDistAB {B}{C}] {A}{}{}
	
\pstCircleOA[Radius=pstDistVal{2}] {A}{}{6}	\pstCircleOA[Diameter=pstDistVal{2}] {A}{}{}

### 33.1.7 Arcs



### 33.2 Point on circle



### 33.2.1 Generic curve

$\backslash$ pstGeonode(2,2){A} (3,1){B\_1} (3,3){B\_2} (1,3){B\_3} {()1,1}B\_4	
$\backslash$ pstGenericCurve{B\_}{2}{4}	$\backslash$ pstGenericCurve [GenCurvFirst=A] {B\_}{1}{4}
$\backslash$ pstGenericCurve[GenCurvLast=A] {B\_}{1}{4}	$\backslash$ pstGenericCurve[GenCurvInc=2] {B\_}{1}{5}

## 33.3 Geometric transformations

### 33.3.1 Central symmetry

$\backslash$ pstSymO[linecolor=red] {A}{B}	$\backslash$ pstSymO[linecolor=Vert] {A}{B}[D]	$\backslash$ pstSymO[linecolor=red] {A}{B,C}[D,E]

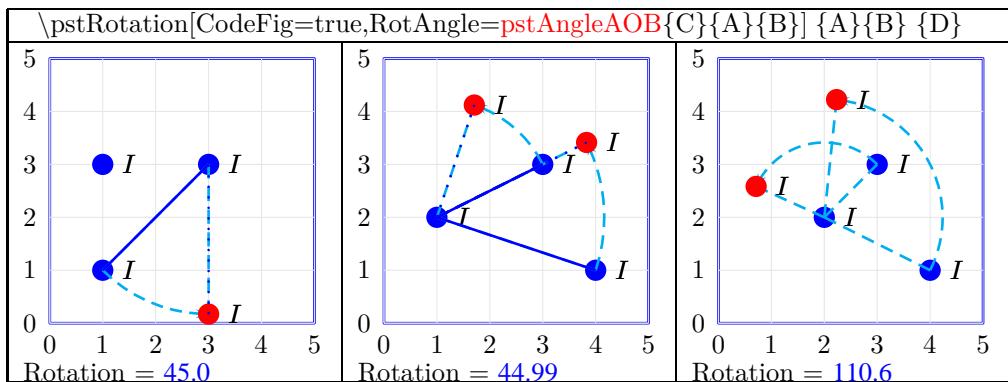
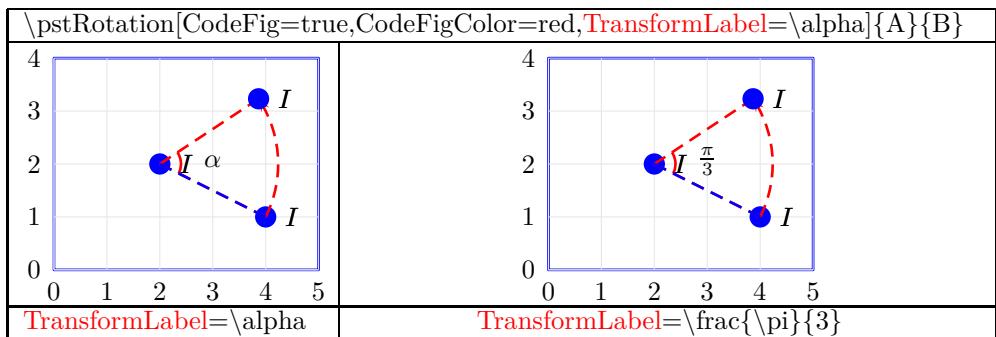
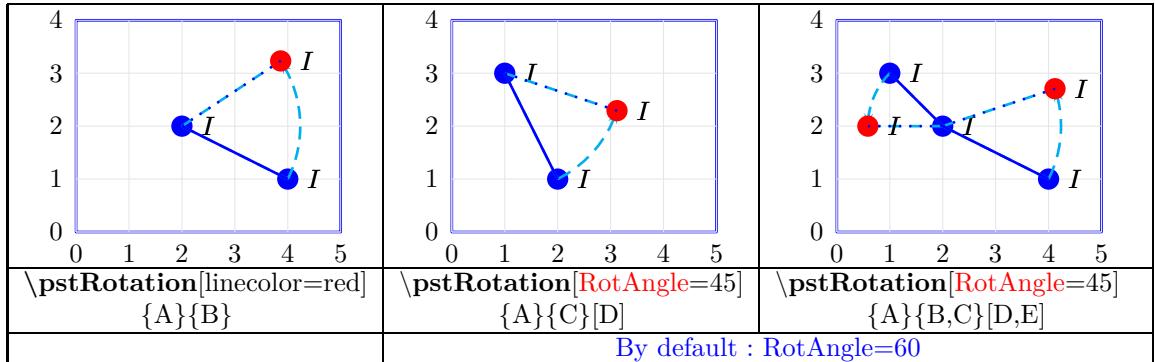
\pstSymO[CodeFig=true]{A}{B,C}[D,E]	\pstSymO[CodeFig=true,CodeFigColor=red]{A}{B,C}[D,E]
By default : CodeFig = false	By default : CodeFigColor = cyan
\pstSymO[CodeFig=true,CodeFigStyle=dotted]{A}{B,C}[D,E]	\pstSymO[CodeFig=true,CodeFigStyle=solid]{A}{B,C}[D,E]
By default : CodeFigStyle = dashed	

Autres options possibles : PointSymbol PosAngle PointName PointNameSep  
PtNameMath

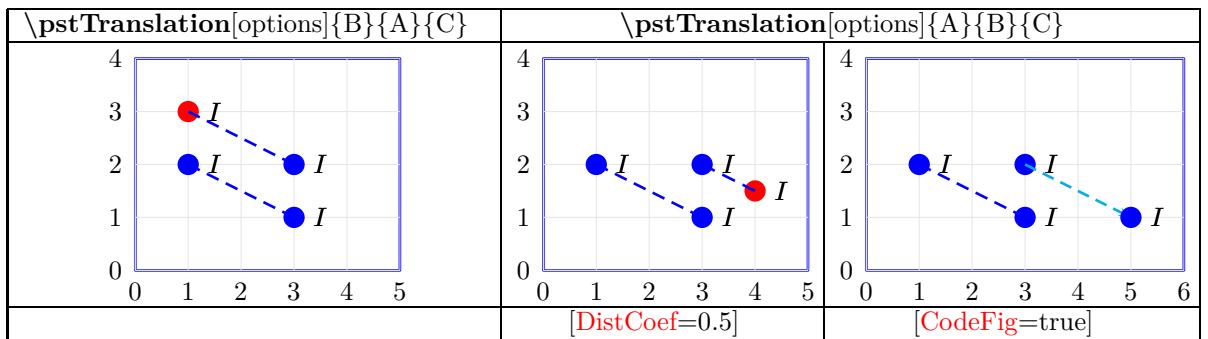
### 33.3.2 Orthogonal symmetry

\pstOrtSym[options]{A}{B}{C}	
[linecolor=red]	[CodeFig=true,CodeFigColor=red]
	By default : CodeFigColor=cyan

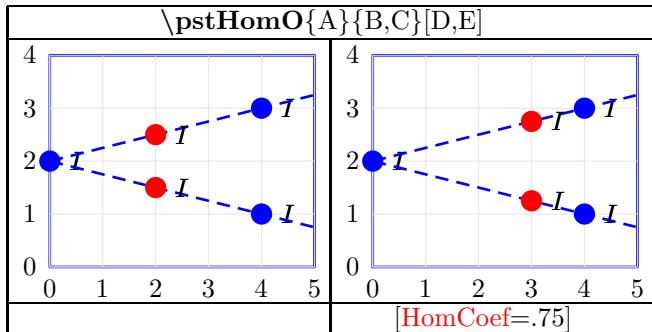
### 33.3.3 Rotation



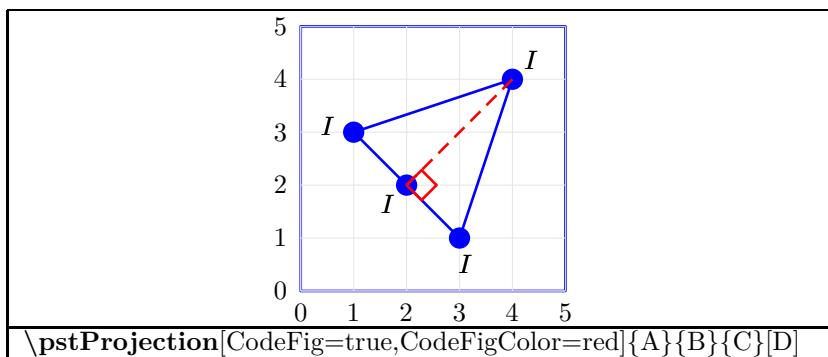
### 33.3.4 Translation



### 33.3.5 Homothetie

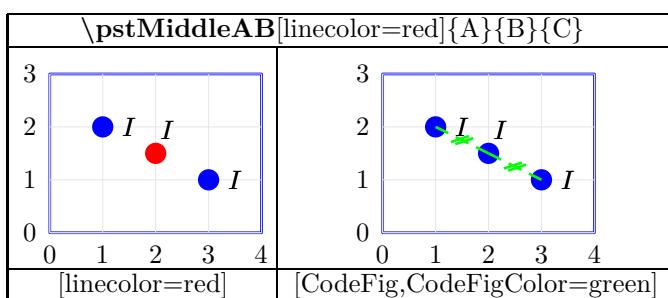


### 33.3.6 Orthogonal projection

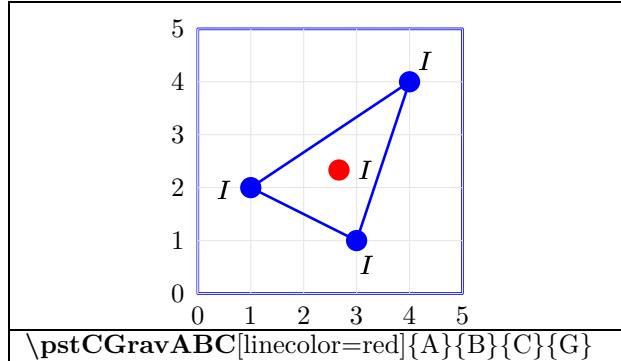


## 33.4 Particular constructions

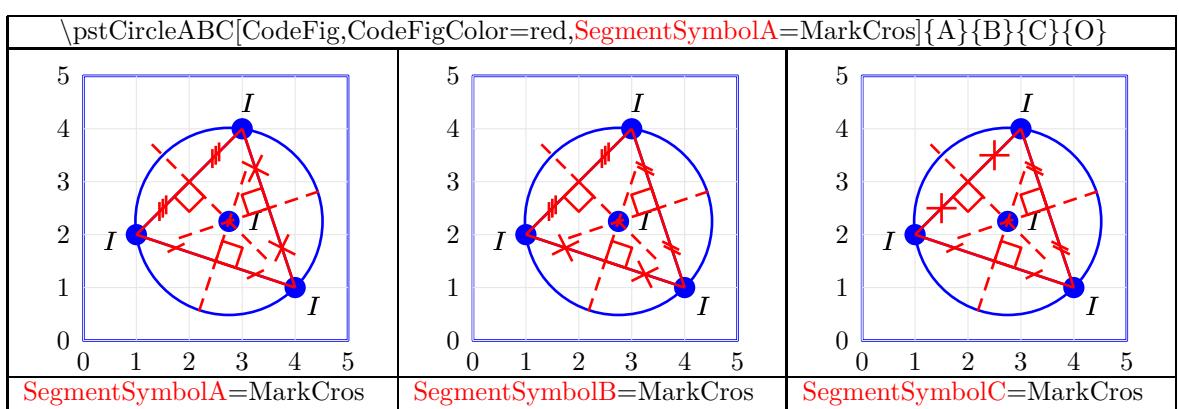
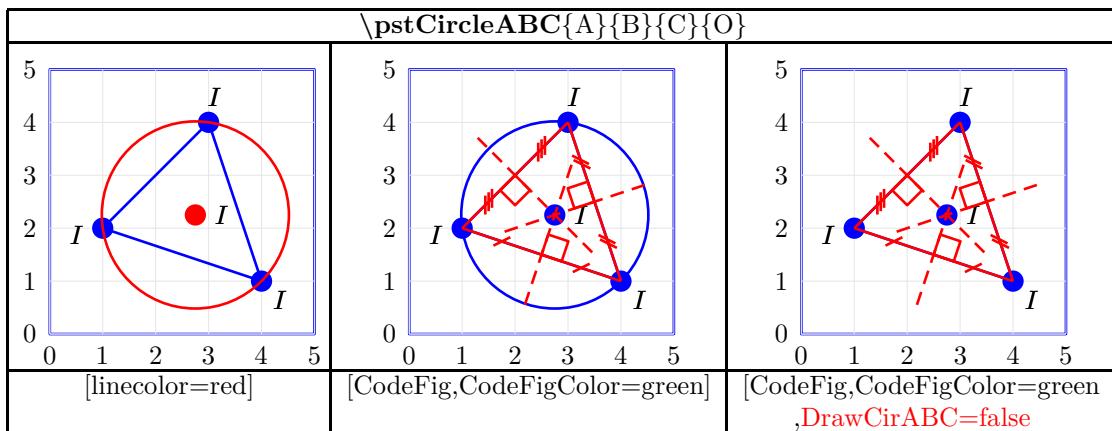
### 33.4.1 midpoint



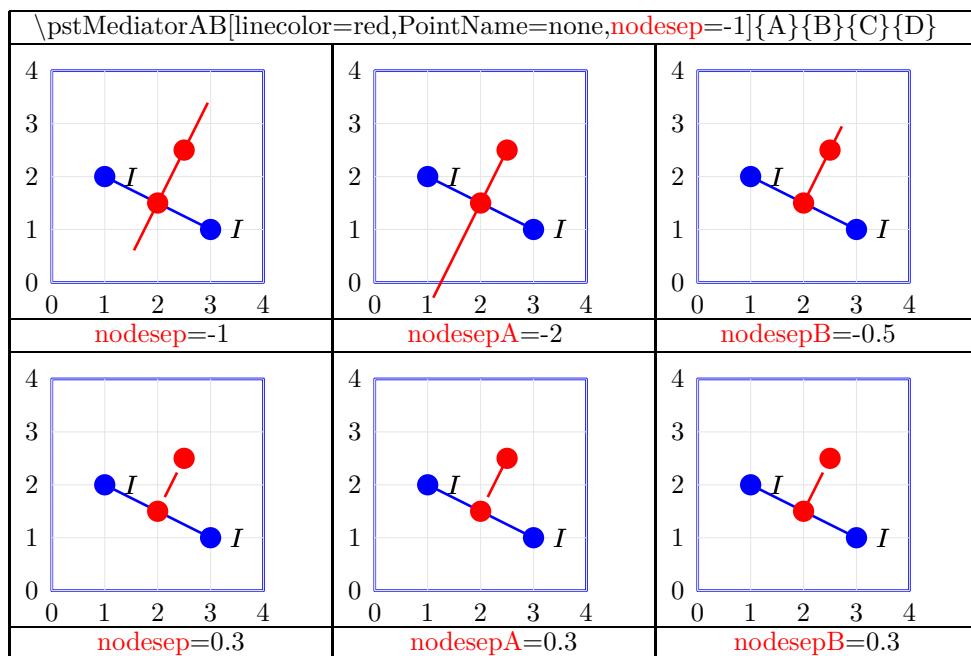
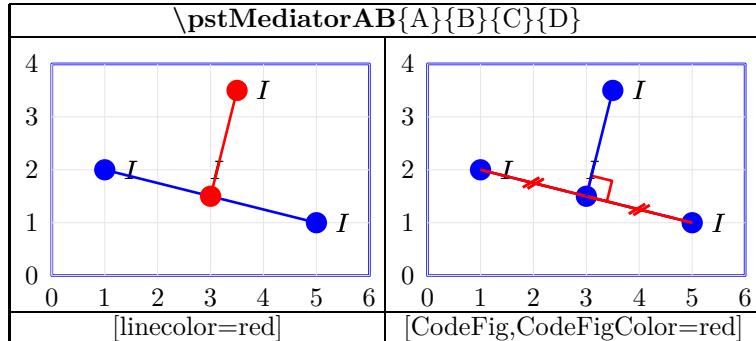
### 33.4.2 Center of gravity of a triangle



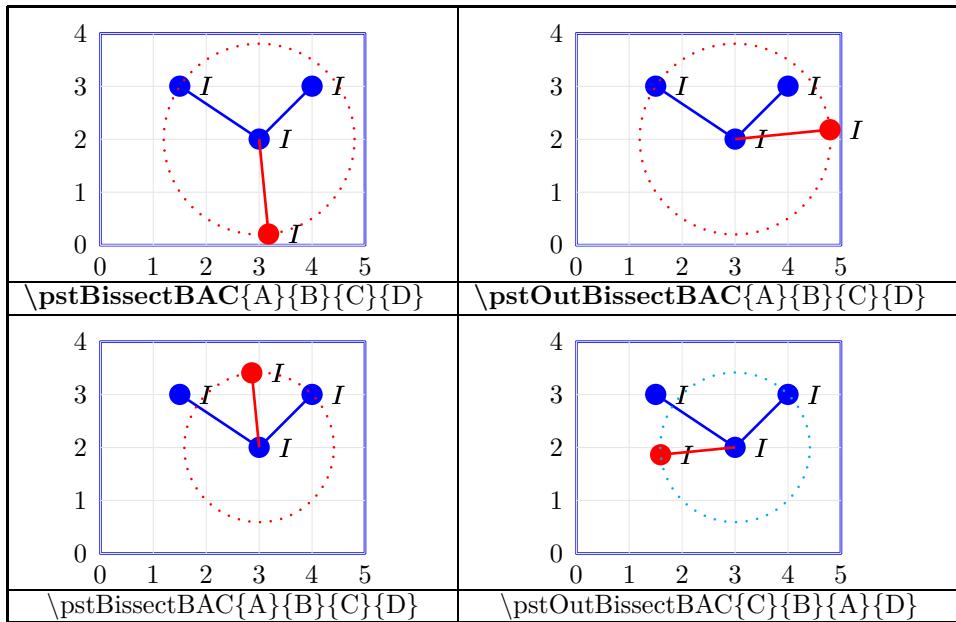
### 33.4.3 Circumcenter of a triangle



### 33.4.4 Perpendicular to a line

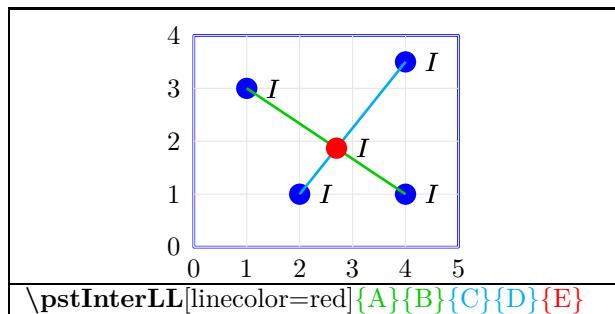


### 33.4.5 Bissector

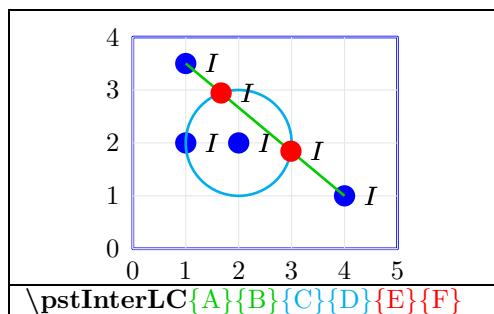


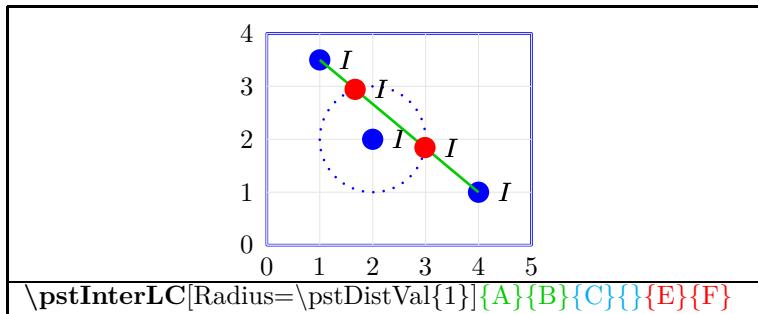
### 33.5 Intersections [6]

#### 33.5.1 Intersection of two lines

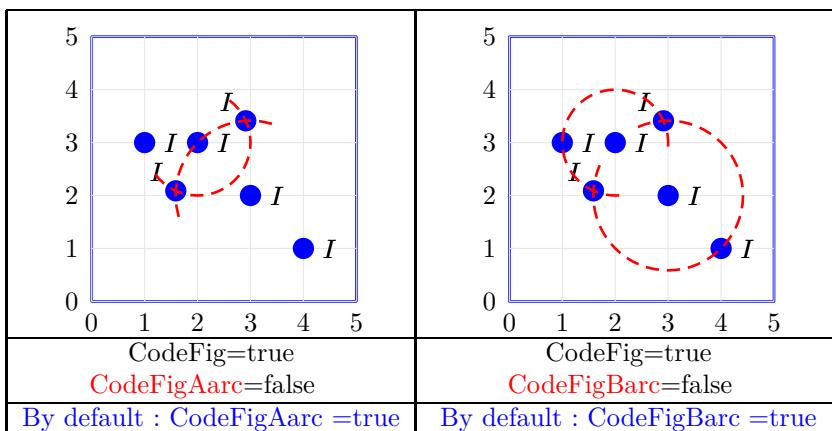
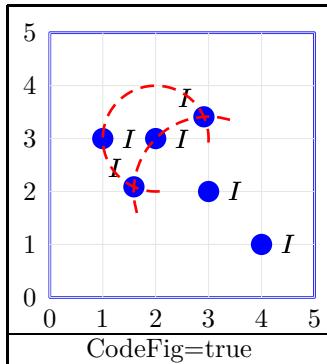
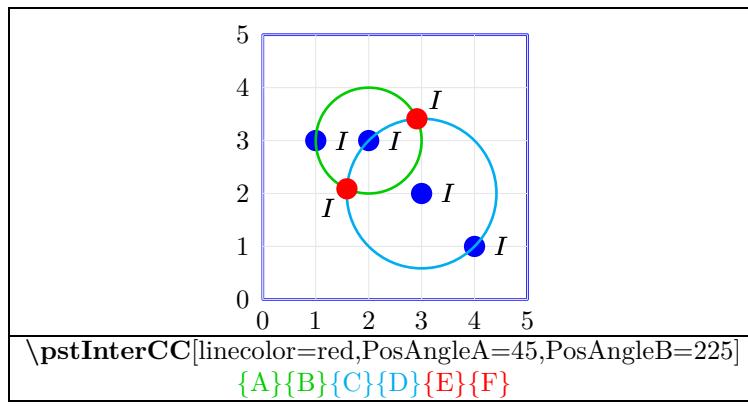


#### 33.5.2 Intersection of a line and a circle

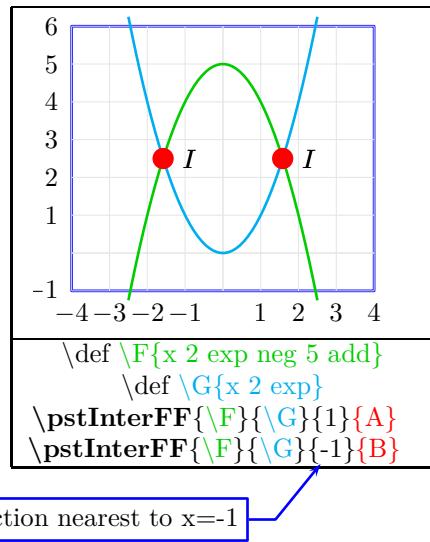




### 33.5.3 Intersection of two circles

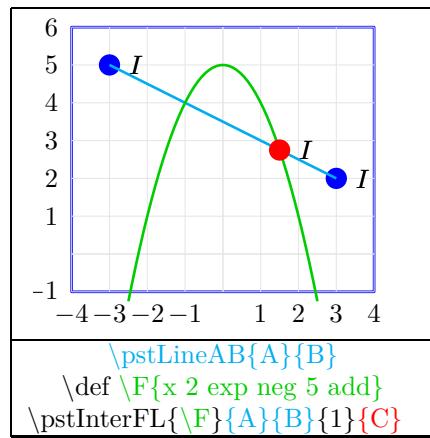


### 33.5.4 Intersection of two plots

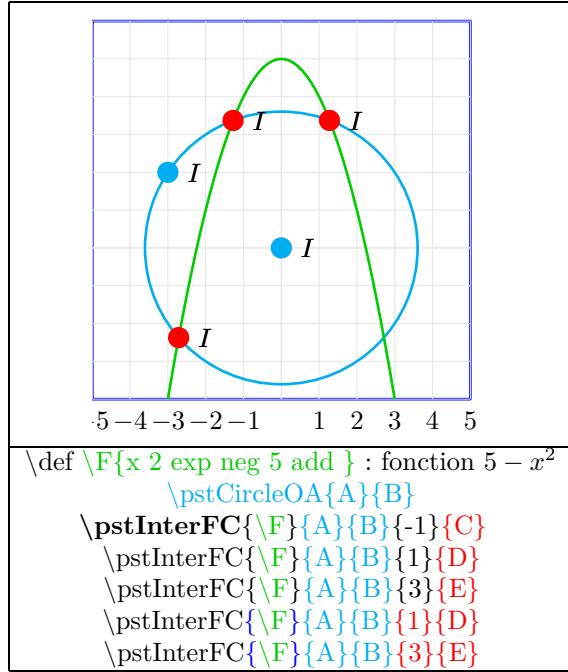


point of intersection nearest to  $x=-1$

### 33.5.5 Intersection of a line and a curve

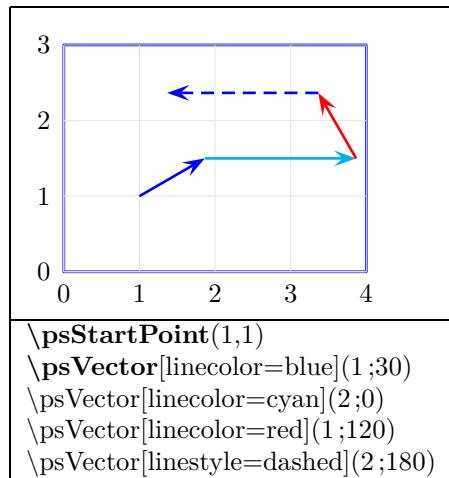


### 33.5.6 Intersection of a circle and a curve

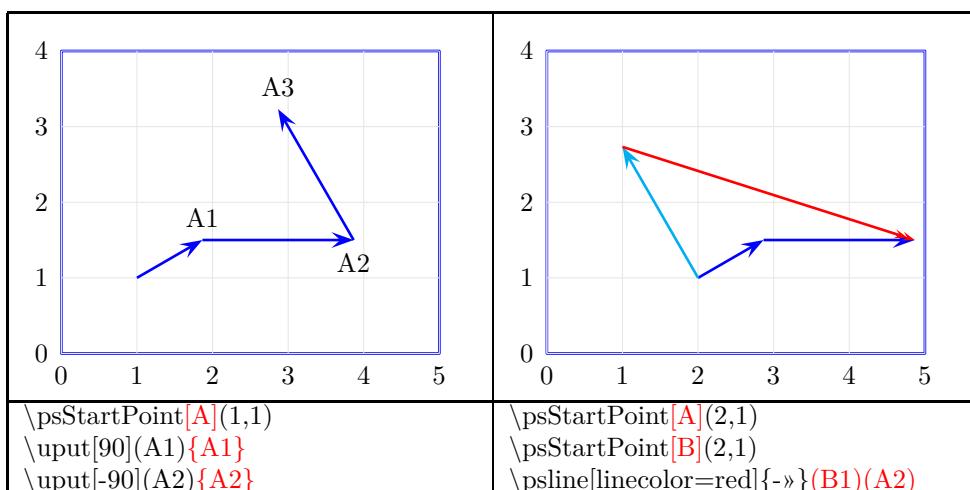
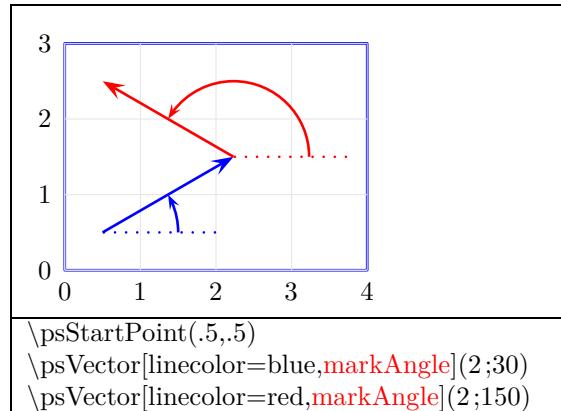


## 34 Vectors

### 34.1 Vectors chain



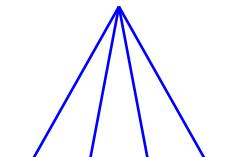
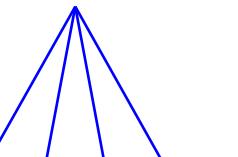
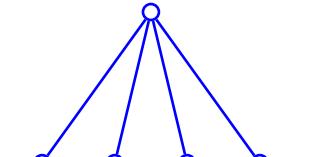
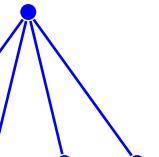
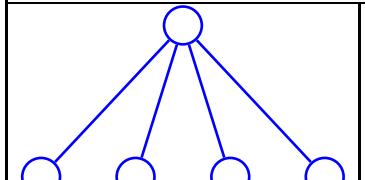
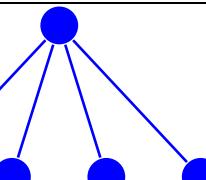
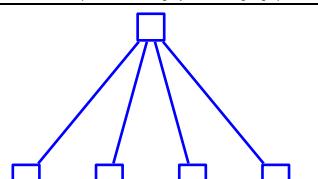
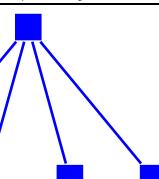
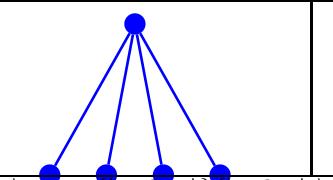
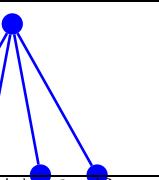
## 34.2 Options



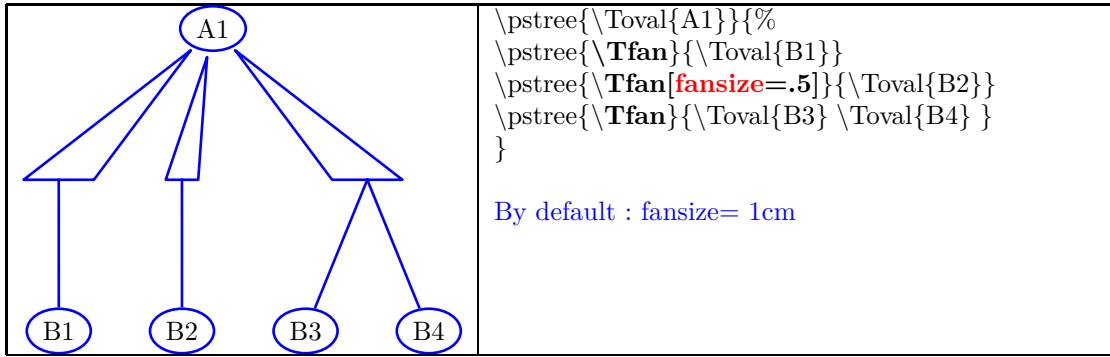
## 35 Trees

### 35.1 structure

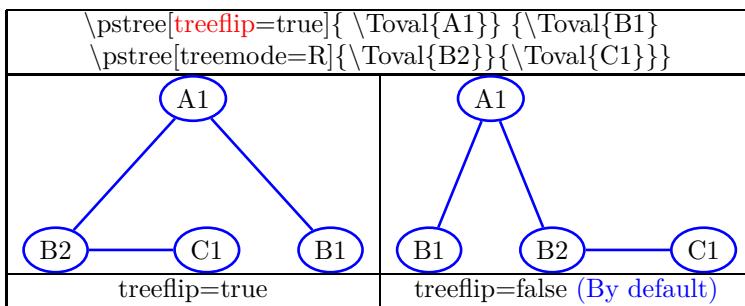
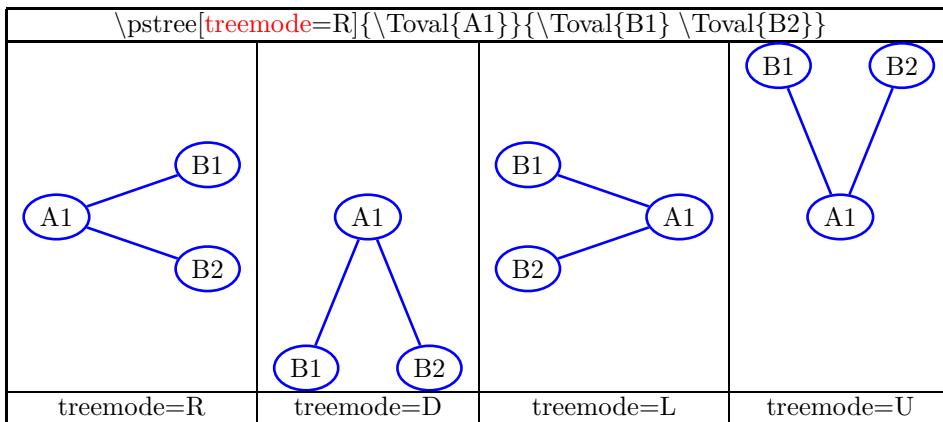
### 35.2 The nodes

without asterisk	with asterisk
	
\pstree{\Tp*}{\Tp* \Tp* \Tp* \Tp*}	
	
\pstree{\Tc*}{\Tc* \Tc* \Tc* \Tc=*}	
	
\pstree{\TC*}{\TC* \TC* \TC* \TC*}	
	
\pstree{\Tf*}{\Tf* \Tf* \Tf* \Tf*}	
	
\pstree{\Tdot*}{\Tdot* \Tdot* \Tdot* \Tdot*}	

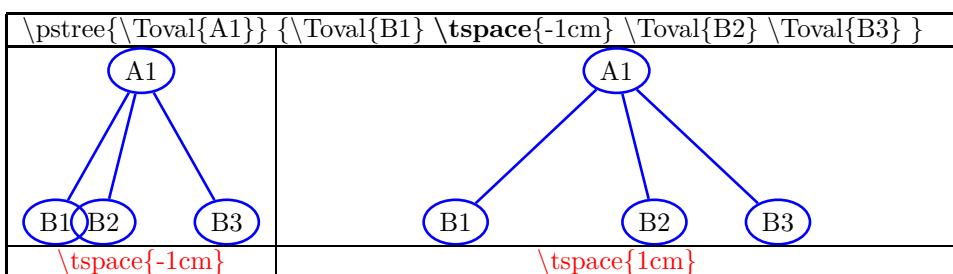
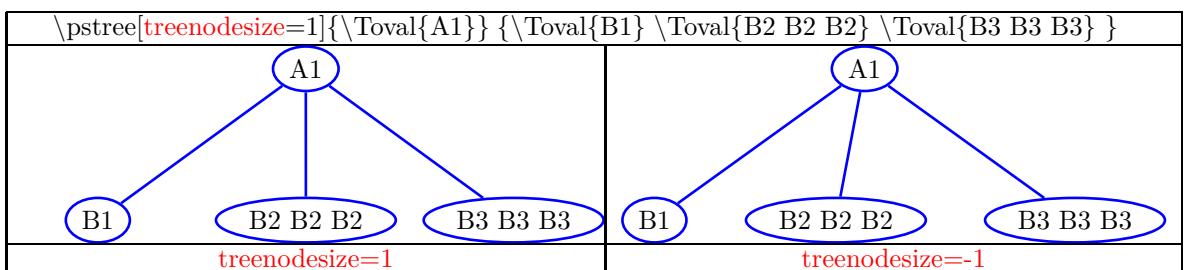
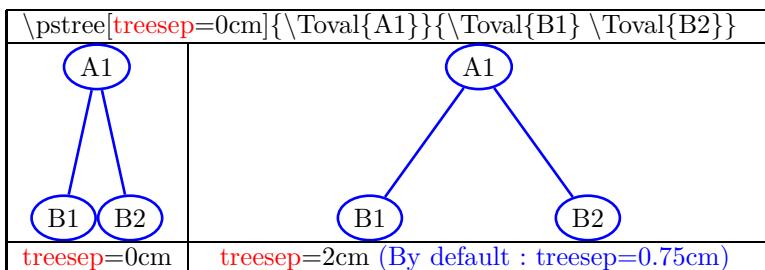
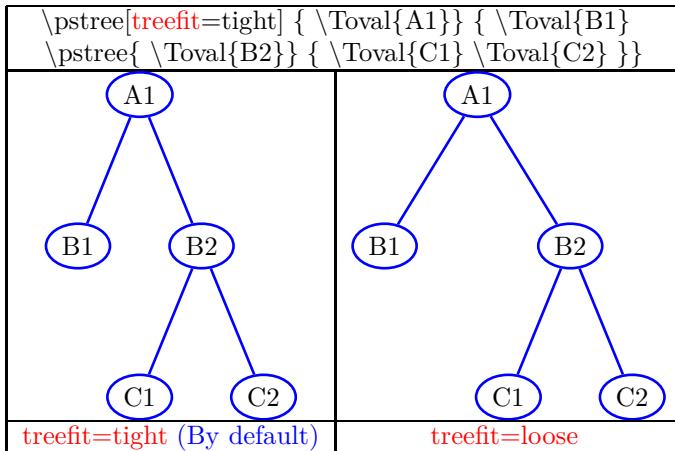
without asterisk	with asterisk
<pre>\pstree{\Tr{A1}}{\Tr{B1} \Tr{B2} \Tr{B3} \Tr{B4}}</pre>	<pre>\pstree{\TR{A1}}{\TR{B1} \TR{B2} \TR{B3} \TR{B4}}</pre>
<pre>\pstree{\Tcircle{A1}}{\Tcircle{B1} \Tcircle{B2} \Tcircle{B3} \Tcircle{B4}}</pre>	<pre>\pstree{\TCircle{A1}}{\TCircle{B1} \TCircle{B2} \TCircle{B3} \TCircle{B4}}</pre>
<pre>\pstree{\Toval{A1}}{\Toval{B1} \Toval{B2} \Toval{B3} \Toval{B4}}</pre>	<pre>\pstree{\Toval{A1}}{\Toval{B1} \Toval{B2} \Toval{B3} \Toval{B4}}</pre>
<pre>\pstree{\Tdia{A1}}{\Tdia{B1} \Tdia{B2} \Tdia{B3} \Tdia{B4}}</pre>	<pre>\pstree{\Tdiam{A1}}{\Tdiam{B1} \Tdiam{B2} \Tdiam{B3} \Tdiam{B4}}</pre>
<pre>\pstree{\Ttri{A1}}{\Ttri{B1} \Ttri{B2} \Ttri{B3} \Ttri{B4}}</pre>	<pre>\pstree{\Ttriam{A1}}{\Ttriam{B1} \Ttriam{B2} \Ttriam{B3} \Ttriam{B4}}</pre>

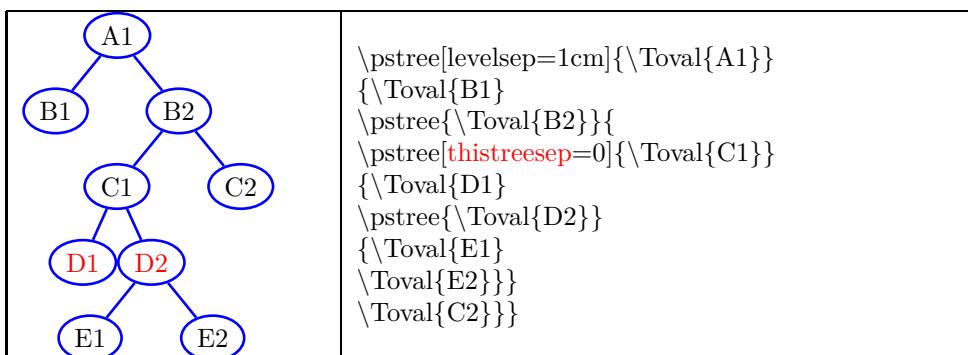
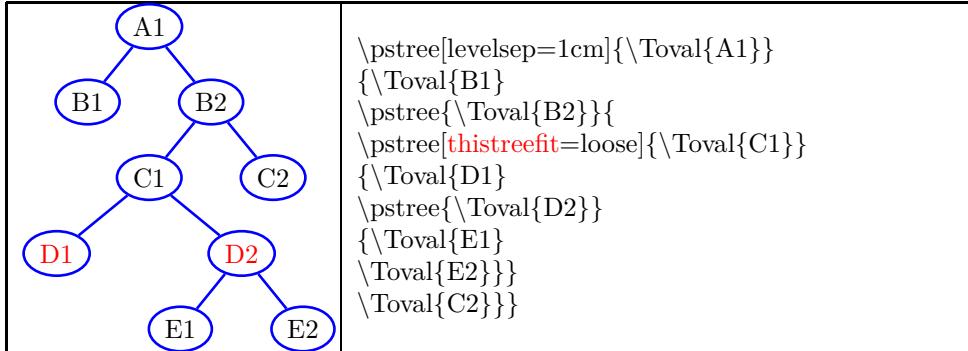


### 35.3 Orientation

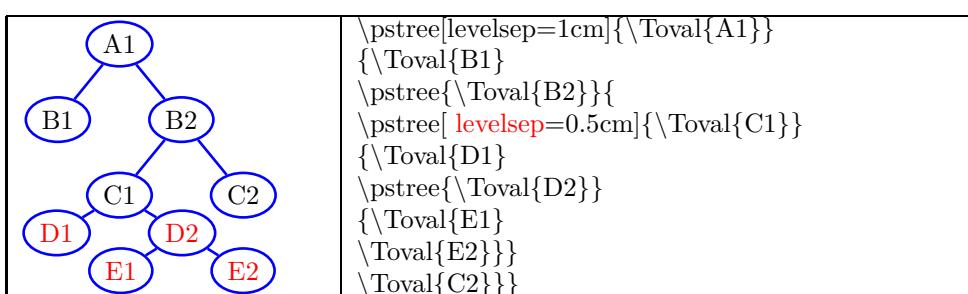
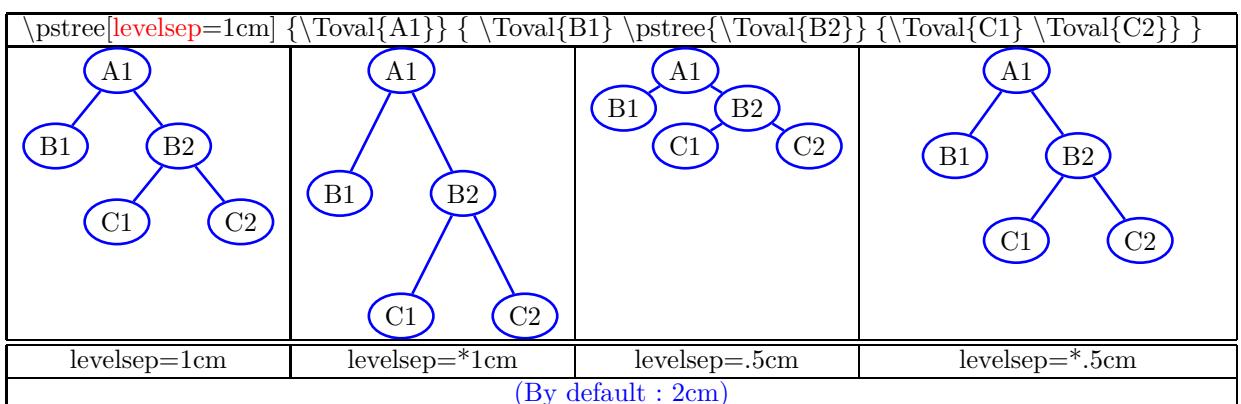


### 35.4 Distance between two nodes on the same level





### 35.5 Distance between successive nodes



	<pre>\pstree[levelsep=1cm]{\Toval{A1}}{\Toval{B1}} \pstree{\Toval{B2}}{ \pstree&gt;thislevelsep=0.5cm{\Toval{C1}}{\Toval{D1}} \pstree{\Toval{D2}}{\Toval{E1}} \Toval{E2}} \Toval{C2}}</pre>
--	---

### 35.6 Connecting the nodes

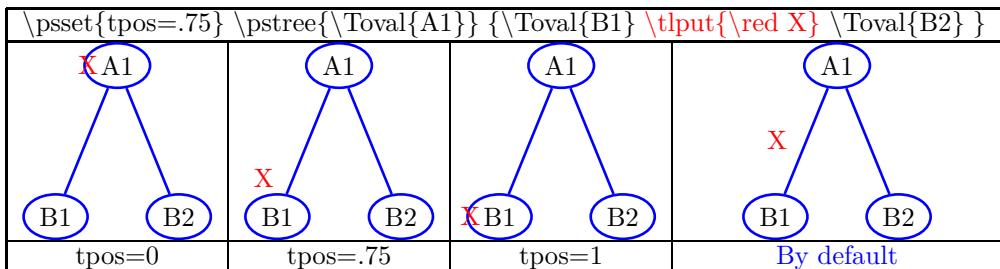
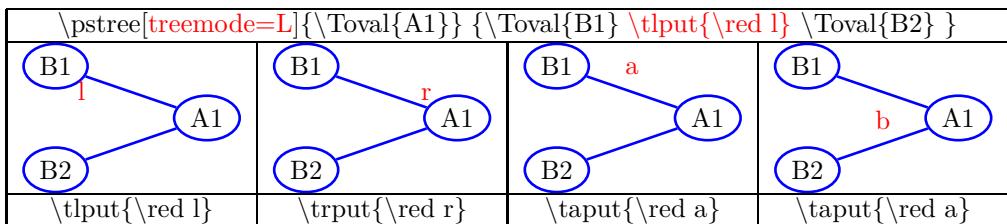
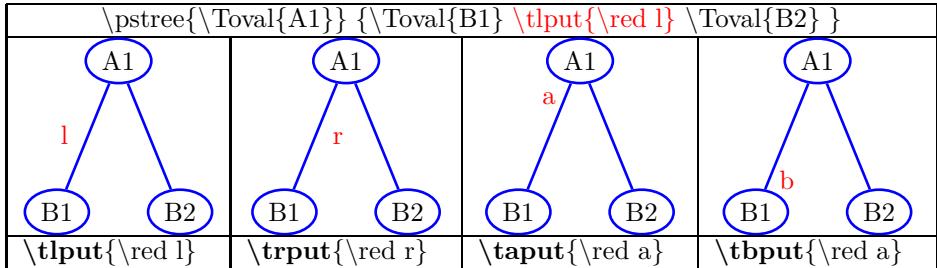
	<i>the 2 ways to set the connection type :</i>
<pre>\renewcommand{\psedge}{\ncdiag[angle=-90,armA=0,angleB=90,armB=1cm]}</pre>	<pre>\def\psedge{\nccurve[angleA=-90,angleB=90,nodesepB=3pt]}</pre>
By default : \ncline	other connection see page 40

	<pre>\pstree{\Toval{A1}}{\Toval{B1}} \Toval{B2}</pre>
--	---

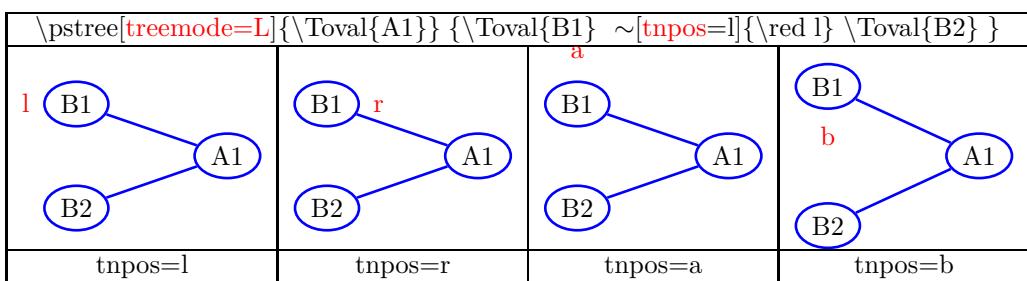
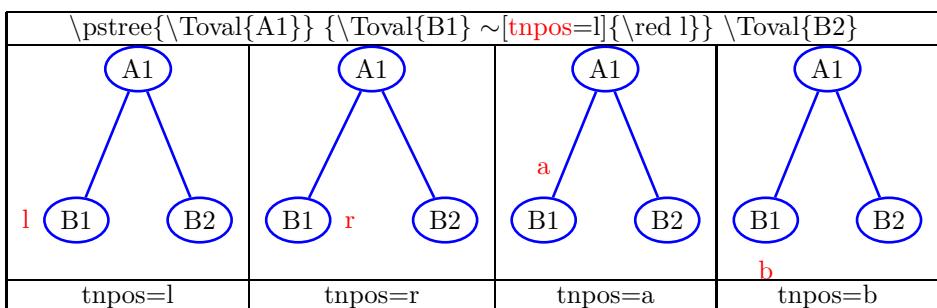
	<pre>\pstree{\Toval{A1}}{\Toval[B1]{B1}\Toval[B2]{B2}}</pre>
--	--

## 35.7 Labels

### 35.7.1 Labels on the connection



### 35.7.2 Labels on the nodes

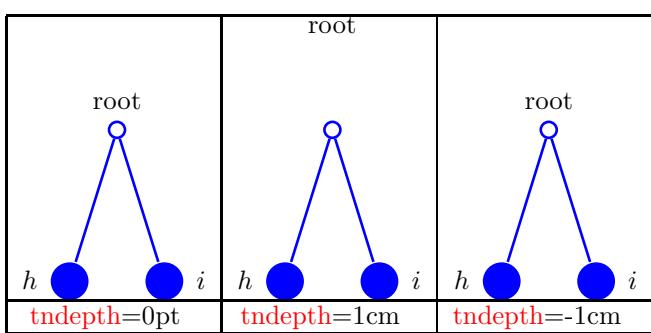
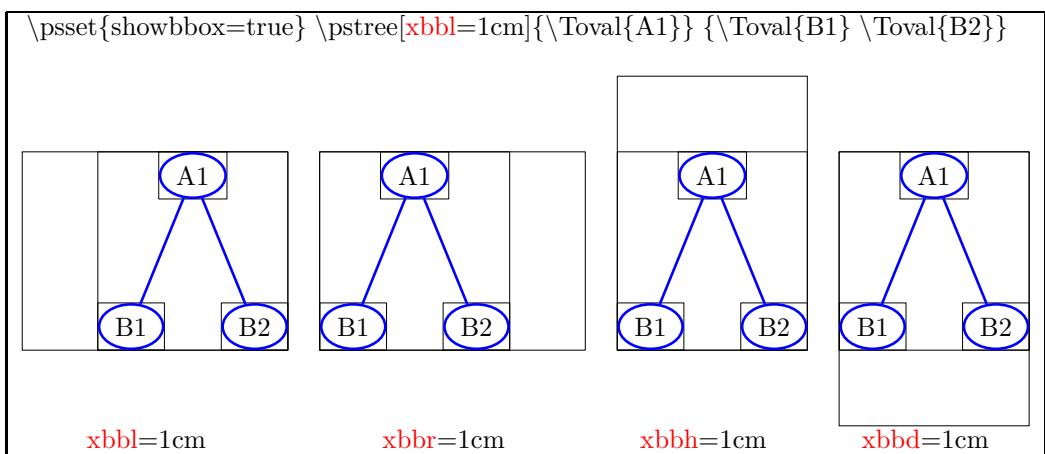
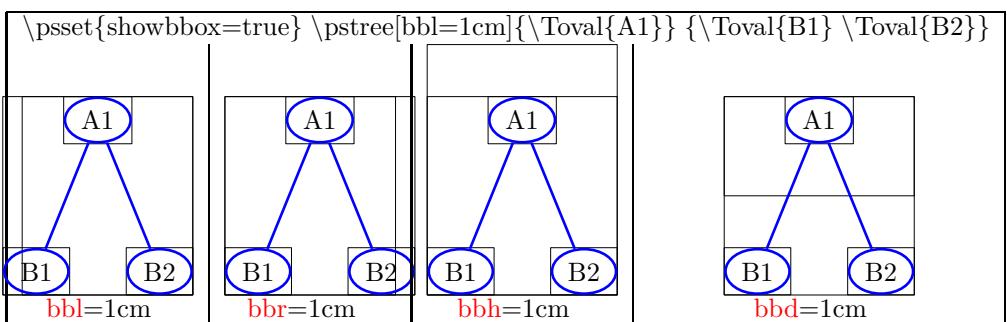
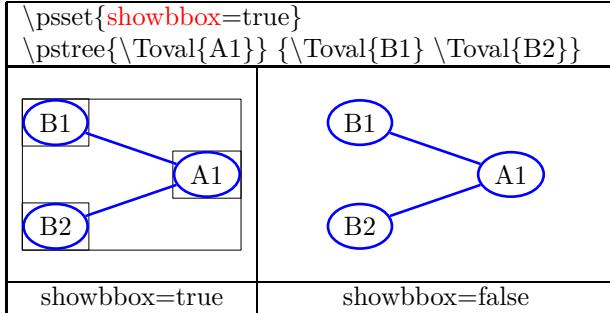


\pstree{\Toval{A1}}{\Toval{B1} \sim[tnpos=b,tnsep=1cm]{\red 1cm} \Toval{B2}}			
1cm tnsep=1cm	-1cm tnsep=-1cm	0cm tnsep=0cm	By default By default

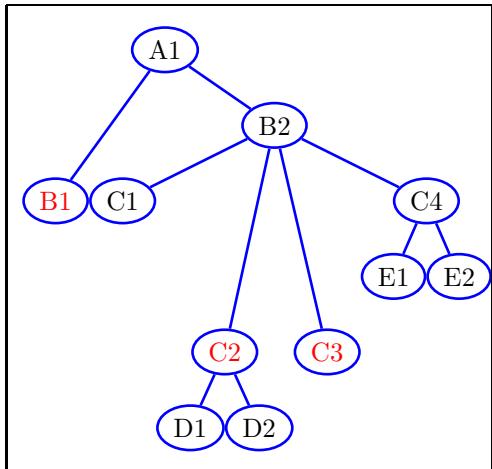
\pstree{\Toval{A1}}{\Toval{B1} \sim[tnpos=b,tnheight=1cm]{\red 1cm} \Toval{B2}}			
1cm tnheight=1cm	-1cm tnheight=-1cm	0cm tnheight=0cm	By default By default

\pstree{\Toval{A1}}{\Toval{B1} \sim[tnpos=b,tmyref=1cm]{\red 1cm} \Toval{B2}}			
1cm tmyref=1cm	-1cm tmyref=-1cm	0cm tmyref=0cm	By default By default

### 35.8 Showbbox

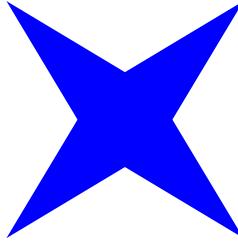
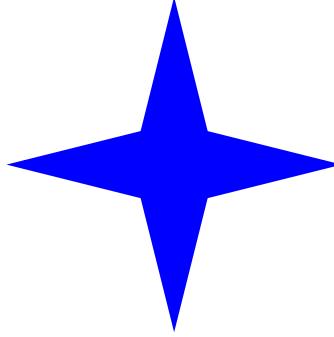


### 35.9 skiplevel

	<pre>\pstree[levelsep=1cm,treesep=0cm]{\Toval{A1}}{%     \skiplevel{\Toval{\textcolor{red}{B1}}}     \pstree{\Toval{B2}}{%         \Toval{C1}         \skiplevels{2}         \pstree{\Toval{\textcolor{red}{C2}}}{%             \Toval{D2}             \Toval{D1}         }         \pstree{\Toval{\textcolor{red}{C3}}}{%             \Toval{E2}             \Toval{E1}         }     }     \Toval{C4} }</pre>
---	---

## 36 Animations

### 36.1 Animation from picture files

first frame	second and last frame
	
\includegraphics{XXX1.ps}	\includegraphics{XXX2.ps}

\animategraphics :	
[ controls,	:Inserts control buttons
loop	:animation restarts automatically
autoplay ]	:Start animation automatically
{4}	:4 frame per second
{XXX}	:file base name
{1}	:number of the first frame
{2}	:number of the last frame

## 36.2 Animateinline

```
\begin{animateinline}[controls,loop,autoplay]{5}

% first frame
\begin{pspicture}(6,6)
\psdiamond*[gangle=45](3,3)(2,.5)
\psdiamond*[gangle=135](3,3)(2,.5)
\end{pspicture}

% second frame
\newframe
\begin{pspicture}(6,6)
\psdiamond*[gangle=0](3,3)(2,.5)
\psdiamond*[gangle=90](3,3)(2,.5)
\end{pspicture}

\end{animateinline}
```

## 36.3 Multiframe

```
\begin{animateinline}[poster=first,controls,
palindrome]{12}
\multiframe{29}{iAngle=80+10,
Rdim=2.0+-0.2}{
\begin{pspicture}(6,6)
\psdiamond*[gangle=\iAngle](3,3)(\Rdim,.5)
\rput(1,1){\iAngle}
\rput(5,1){\Rdim}
\end{pspicture} }
\end{animateinline}
```

The first letter of the variable name determines his type

entier	initiale : i ou I
réelles	initiale : n, N, r ou R
longueurs	initiale : d ou D

## 36.4 Timeline

```
\begin{animateinline}
[controls,autoplay,timeline=xxx.txt]{5}

% first background image (image N° 0)
\begin{pspicture}(6,6)
\pscircle[fillcolor=yellow,fillstyle=solid](3,3){2.5}
\end{pspicture}

\newframe % second background image (image N° 1)
\begin{pspicture}(6,6)
\pscircle[linecolor=red,fillcolor=green,fillstyle=solid](3,3){2.5}
\end{pspicture}

\newframe % animation frames (images N° 2 - 11)
\multiframe{10}{iAngle=60+10}%
\begin{pspicture}(6,6)
\psdiamond*[gangle=\iAngle](3,3)(2,.5)
\end{pspicture}
\end{animateinline}
```

### 36.4.1 Creation of the file for timeline

to create the file xxx.txt, insert the following code before `\begin{document}`

```
\begin{filecontents}{xxx.txt}
:0x0,8          0x0 : image N° 0 = background image for all frame
:2
:7
:3
:c,1x3,5       c : clear the background image
:6
:4              1x3 : image N° 1 = background image for 3 frames
:11
:5
:7
:9              Order of frames : 8,2,7,3,6,5,4,11,5,7,9
\end{filecontents}
```

### 36.4.2 option for the file xxx.txt

* :: 3	pause at frame N° 3
: 10 : 3	10 frames per second at frame N° 3
:: 3 : code	java code at frame N° 3

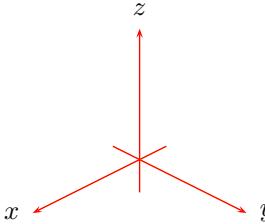
### 36.5 Graph animation

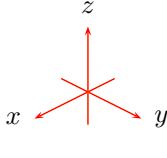
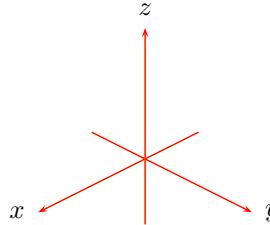
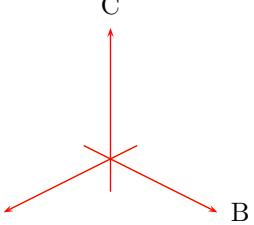
```
\readdata{\dat}{mesdata.dat}
\begin{animateinline}[poster=last,controls]{5}
\multiframe{70}{ifin=10+10}{
\begin{psgraph}[axesstyle=frame,xticks=0 4cm,yticks=0 9cm,subticks=0,Dx=100,Dy=.02](0,0)(750,.12){9cm}{4cm}
\listplot[xEnd=\ifin,linecolor=blue,linewidth=5pt]{\dat}
\end{psgraph}}
\end{animateinline}
```

## 37 3D drawing

Utilisation du module **pst-3dplot**

### 37.1 3 D axis

\pstThreeDCoor	
	
drawing=true (By default)	drawing=false

\pstThreeDCoor[xMax=2,yMax=2,zMax=2]		
		
xMax=2,yMax=2,zMax=2	xMin=-2,yMin=-2,zMin=-2	nameX=A,nameY=B,nameZ=C
By default : xMax=yMax=zMax=4	By default : xMin=yMin=zMin=-1	

#### 37.1.1 Option spotX

\pstThreeDCoor[spotX=60,spotY=60,spotZ=60]

### 37.1.2 Axis orientation

```
\pstThreeDCoor[linecolor=blue,linestyle=dotted]
```

```
\pstThreeDCoor[Alpha=30]
```

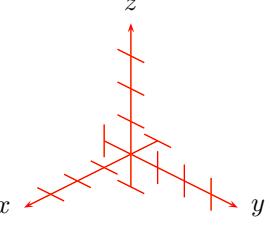
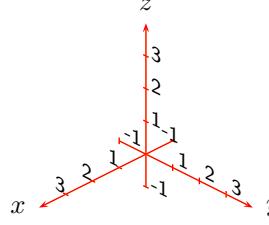
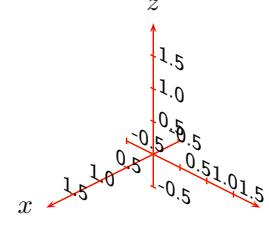
```
\pstThreeDCoor[Beta=30]
```

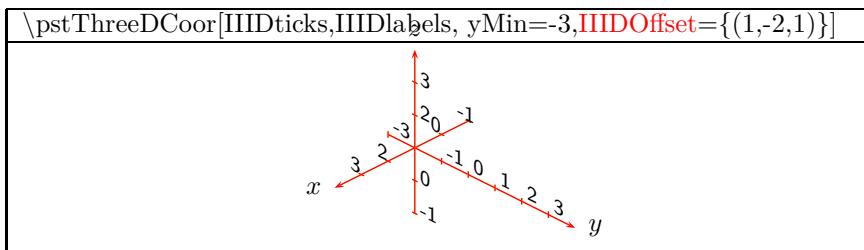
\pstThreeDCoor[linestyle=dotted, linecolor=blue] \pstThreeDCoor[RotX=30]		
RotX=30	RotY=-30	RotZ=30
By default : RotX=0	By default : RotY=0	By default : RotZ=0

```
\pstThreeDCoor[RotSequence=quaternion,RotAngle=10,
xRotVec=3,yRotVec=0,zRotVec=3,
xMin=0,xMax=3, yMin=0,yMax=3, zMin=0,zMax=3]
```

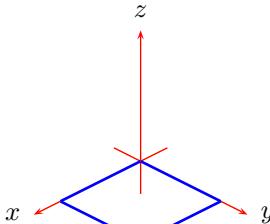
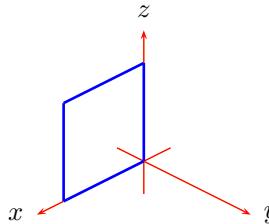
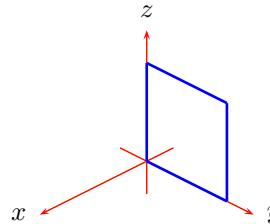
```
\pstThreeDLine[linecolor=blue, linewidth=2pt, arrows=->](0,0,0)(3,0,3)
```

### 37.1.3 Option Ticks

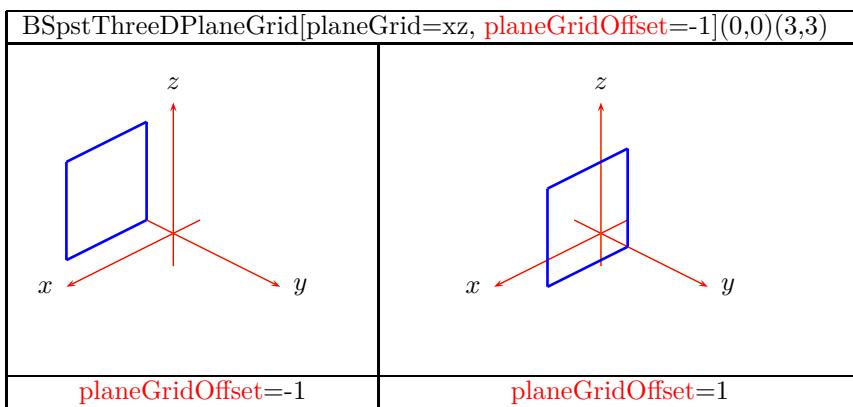
\pstThreeDCoor[IIIDticks,IIIDticksize=.5pt]		
		
IIIDticks,IIIDticksize= .5pt By default : IIIDticks=0.1	IIIDticks,IIIDlabels By default : IIIDlabels=false	Dx=.5,Dy=.5,Dz=.5 By default : Dx=Dy=Dz=1

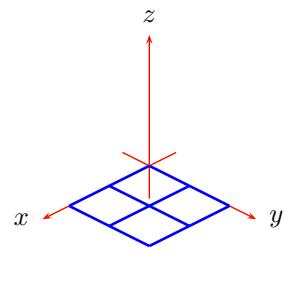
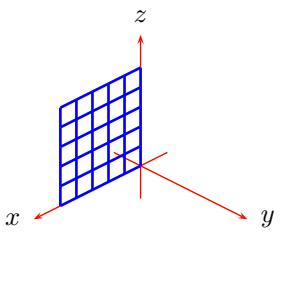
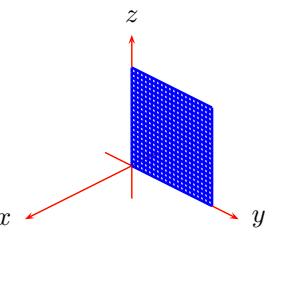


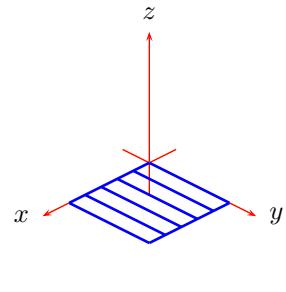
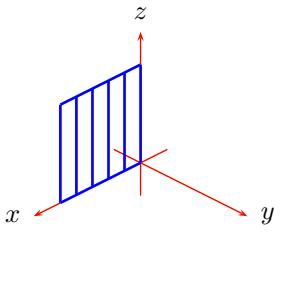
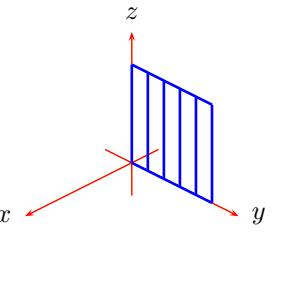
### 37.1.4 Option pstThreeDPlaneGrid

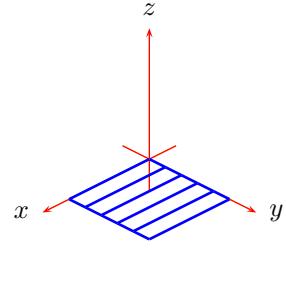
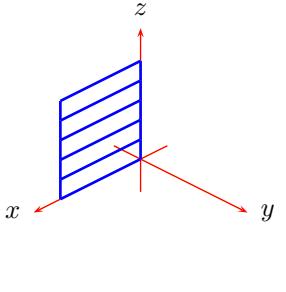
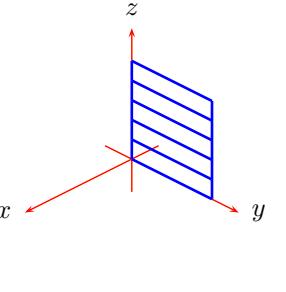
\pstThreeDPlaneGrid[planeGrid=xz](0,0)(3,3)		
		

By default( planeGrid=xy )      planeGrid=xz      planeGrid=yz

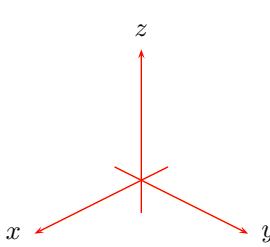
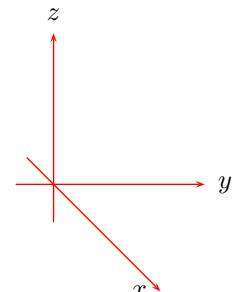
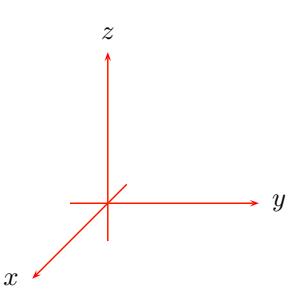


\pstThreeDPlaneGrid[planeGrid=xy,subticks=2](0,0)(3,3)		
		
planeGrid=xy subticks=2	planeGrid=xz subticks=5	planeGrid=yz subticks=20

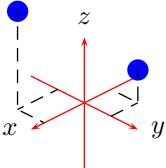
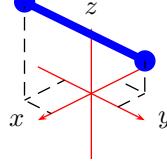
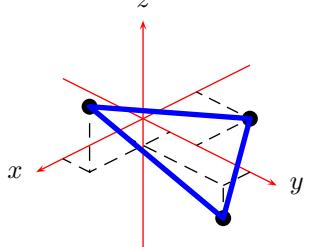
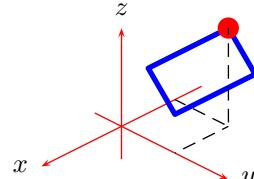
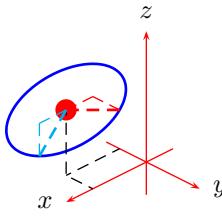
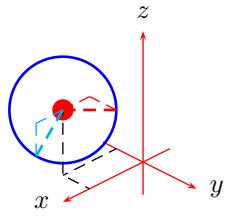
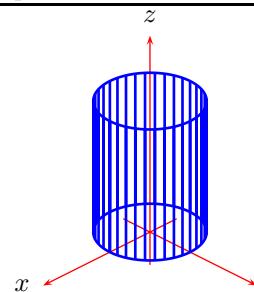
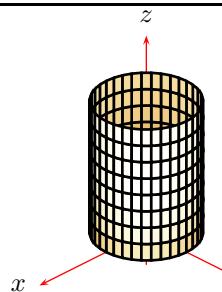
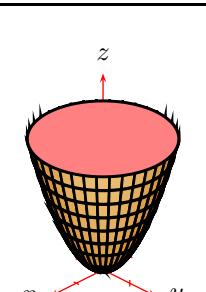
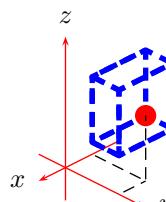
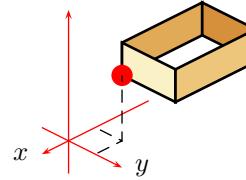
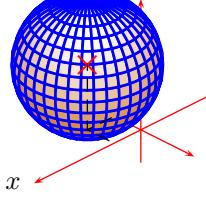
\pstThreeDPlaneGrid[planeGrid=xy,xsubticks=5](0,0)(3,3)		
		
planeGrid=xy xsubticks=5	planeGrid=xz xsubticks=5	planeGrid=yz xsubticks=5

\pstThreeDPlaneGrid[planeGrid=xy,ysubticks=2](0,0)(3,3)		
		
planeGrid=xy ysubticks=5	planeGrid=xz ysubticks=5	planeGrid=yz ysubticks=5

### 37.1.5 Option coorType

\pstThreeDCoor[coorType=0]		
coorType=0	coorType=1	coorType=2
		
coorType=3	coorType=4	

## 38 3D Objects

		
\pstThreeDDot (-1,1,1) \pstThreeDDot (1.5,-1,3)	\pstThreeDLine (-1,1,1)(1.5,-1,-1)	\pstThreeDTriangle (3,1,2)(1,4,-1)(-2,2,0)
		
\pstThreeDSquare (-2,2,3) (3,0,0)(0,1,-1) position 2 vectors	\pstThreeDEllipse (2,-1,2) (-1,1,0)(1,0,-1) center 2 vectors	\pstThreeDCircle (1,-1,2) {2} center 2 vectors
		
\pstIIIIDCylinder{1.5}{4}	\psCylinder{1.5}{4}	\pstParaboloid{4}{2}
		
\pstThreeDBox ((-1,1,2) (0,0,2)(2,0,0)(0,1,0) position vectors X Y Z	\psBox (-1,1,2) {-3}{1}{2} position vectors X Y Z	\pstThreeDSphere (1,-1,2) {2} center radius

### 38.0.1 Portion of ellipse or circle

\pstThreeDEllipse[beginAngle=60](2,-1,2)(-1,1,0)(1,0,-1)		
beginAngle=60 By default : beginAngle=0	endAngle=300 By default : endAngle=360	beginAngle=60 endAngle=300

\pstThreeDCircle[endAngle=300](2,-1,2)(-1,1,0)(1,0,-1)		
beginAngle=60 By default : beginAngle=0	endAngle=300 By default : endAngle=360	beginAngle=60 endAngle=300

### 38.0.2 increment

angle step		height step	
increment=45 By default : increment=.1	increment=20 By default : increment=.1	Hincrement=1 By default : Hincrement=0.5	Hincrement=.1

<code>\pstThreeDSphere[increment=3](1,-1,2){2}</code>	<code>\pstParaboloid[increment=3](4){2}</code>
increment=3	increment=20
By default : increment = 10	

### 38.0.3 showInside

<code>\psBox[showInside=false]{-3}{1}{2}</code>	<code>\pstParaboloid[showInside=true]{3}{2}</code>
<code>\psBox[showInside=true]{-3}{1}{2}</code>	<code>\pstParaboloid[showInside=false]{3}{2}</code>

### 38.0.4 SegmentColor

<code>\pstParaboloid[showInside=false, SegmentColor={[cmyk}{0 0 1 0}]{4}{5}}</code>	<code>\pstThreeDSphere[SegmentColor={[cmyk}{0,1,0,0}]{1,-1,2}{2}}</code>

## 38.1 How to place objects in 3D picture

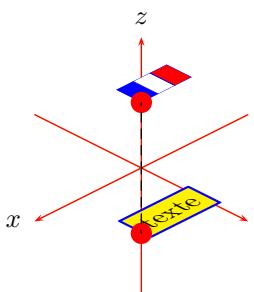
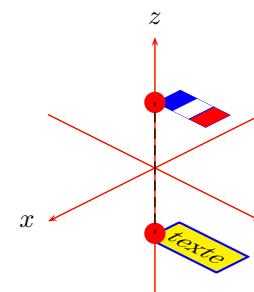
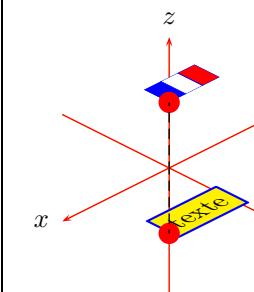
### 38.1.1 `pstThreeDPut`

	$\backslash\text{pstThreeDPut}(2,3,2)\{\backslash\text{DFR}\}$ $\backslash\text{pstThreeDDot}[\text{drawCoor}=\text{true}](2,3,2)$
--	---

$\backslash\text{pstThreeDPut}[\text{pOrigin}=lb](2,3,2)\{\backslash\text{psframebox}\{ \text{texte} \}\}$				
 pOrigin=lt	 pOrigin=lB	 pOrigin=lb	 pOrigin=t	 pOrigin=c
 pOrigin=B	 pOrigin=b	 pOrigin=rt	 pOrigin=rB	 pOrigin=rb

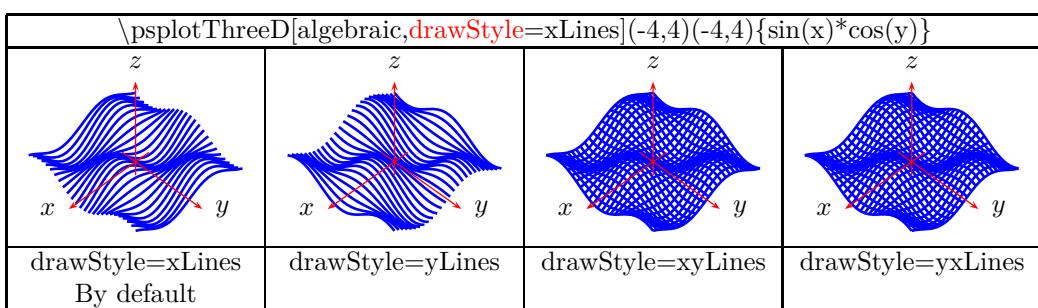
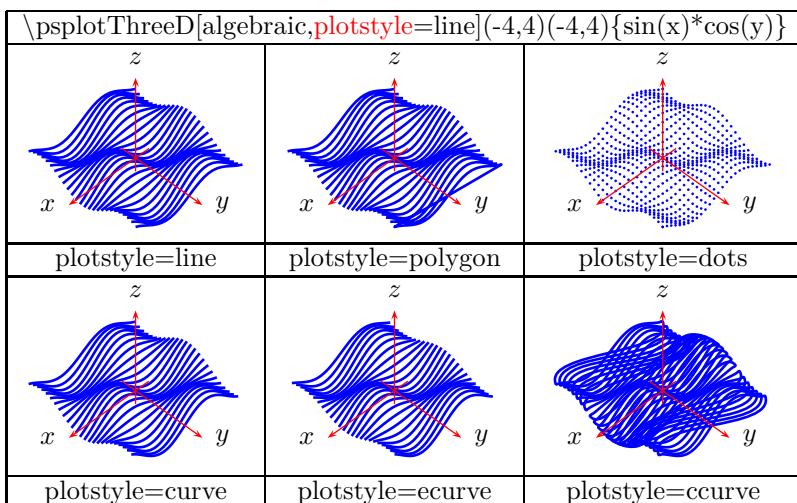
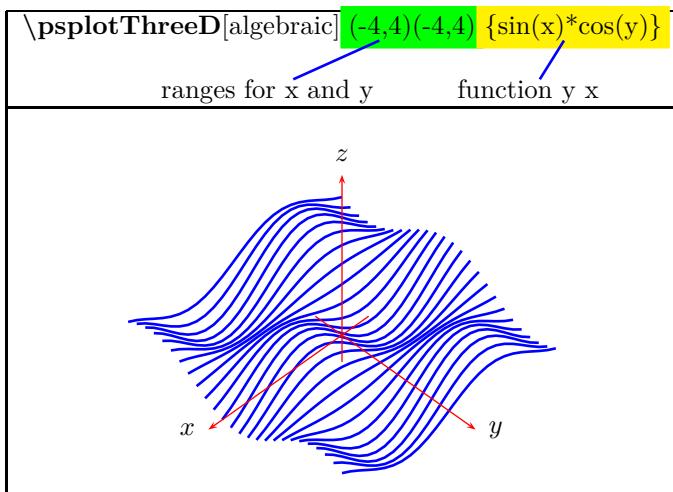
### 38.1.2 `\pstPlanePut`

$\backslash\text{pstPlanePut}[\text{plane}=xy](0,0,3)\{\backslash\text{DFR}\}$ $\backslash\text{pstPlanePut}[\text{plane}=xy](0,0,-3)\{\backslash\text{psframebox}\{ \text{texte} \}\}$		
 plane=xy	 plane=yz	 plane=xz

$\backslash$ pstPlanePut[plane=xy,planecorr=normal](0,0,2){\text{DFR}}		
$\backslash$ pstPlanePut[plane=xy,planecorr=normal ](0,0,-2){\text{psframebox}{texte}}		
 <p>planecorr=normal</p>	 <p>planecorr=xyrot</p>	 <p>planecorr=off</p>

## 38.2 3D graph

### 38.2.1 psplotThreeD

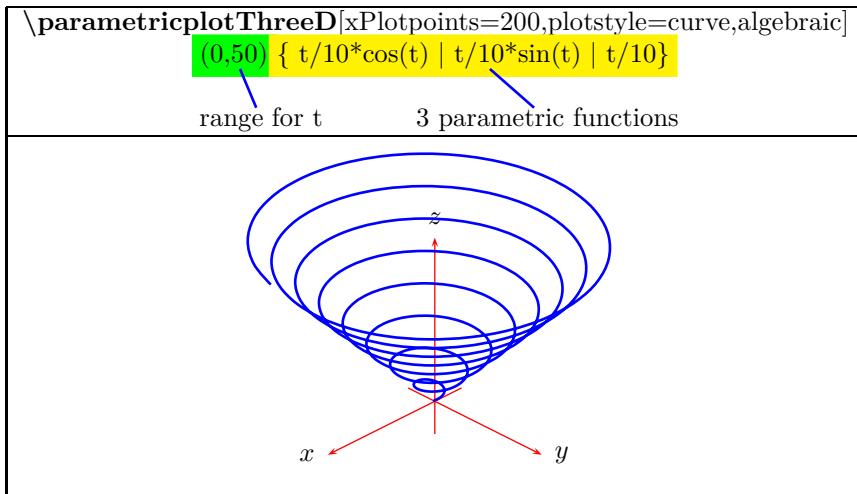


$\text{\textbackslash psplotThreeD[algebraic,showpoints=false,linewidth=.1pt]} \\ (-4,4)(-4,4)\{\sin(x)*\cos(y)\}$	
showpoints=false	showpoints=true
By default	

$\text{\textbackslash psplotThreeD[algebraic,xPlotpoints=5,drawStyle=xyLines]}(-4,4)(-4,4)\{\sin(x)*\cos(y)\}$			
xPlotpoints=5	yPlotpoints=5	yPlotpoints=5 xPlotpoints=5	xPlotpoints=50
By default : xPlotpoints=25      yPlotpoints=25			

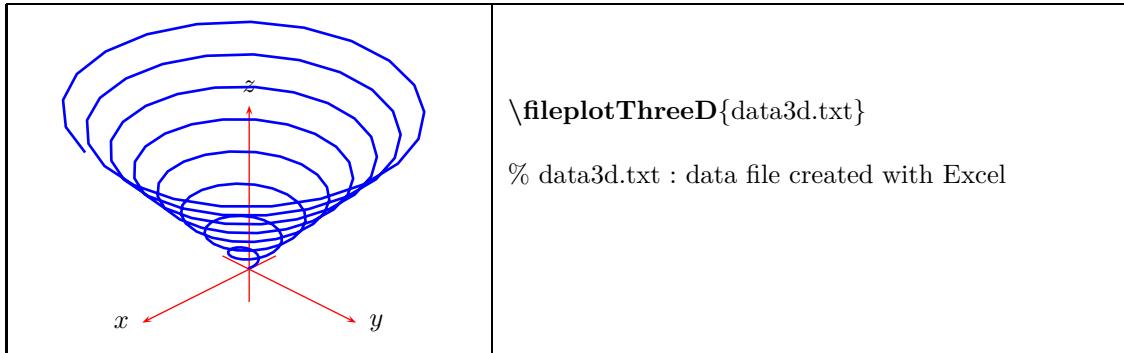
$\text{\textbackslash psplotThreeD[algebraic,hiddenLine=false]}(-4,4)(-4,4)\{\sin(x)*\cos(y)\}$	
hiddenLine=false	hiddenLines=true

### 38.2.2 parametricplotThreeD

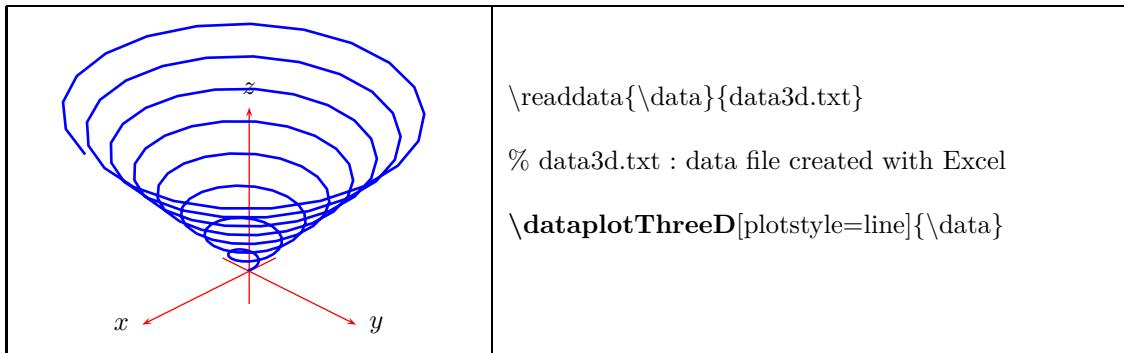


### 38.3 3D graph from a data file

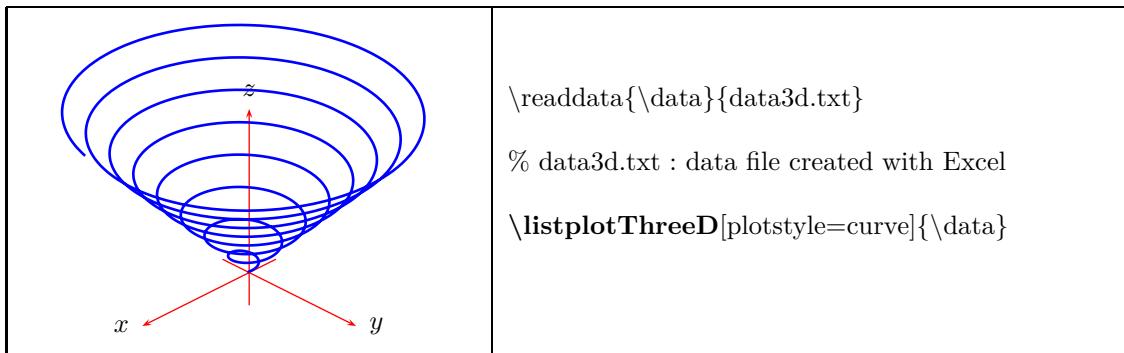
#### 38.3.1 fileplotThreeD



#### 38.3.2 dataplotThreeD



#### 38.3.3 listplotThreeD

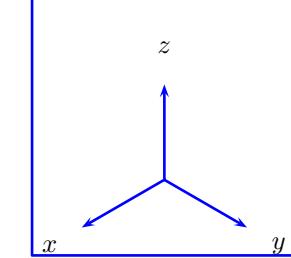
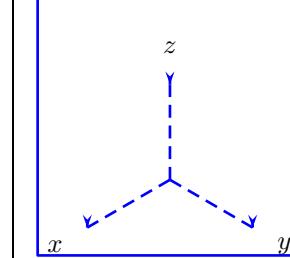
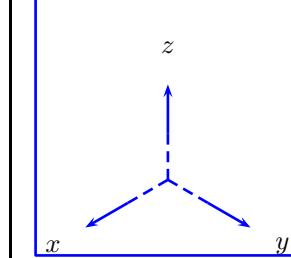


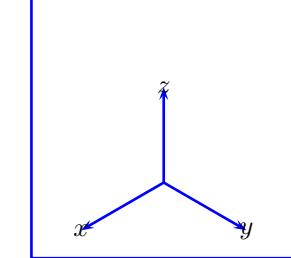
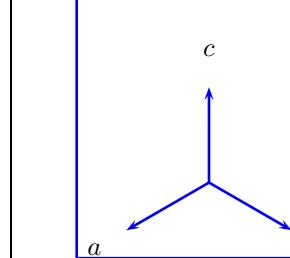
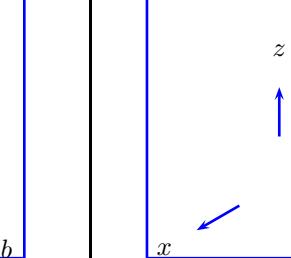
## 39 3D solid

Utilisation du module **pst-solides3d**

*Cette partie sera complétée dans une version ultérieure*

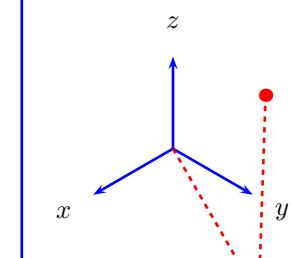
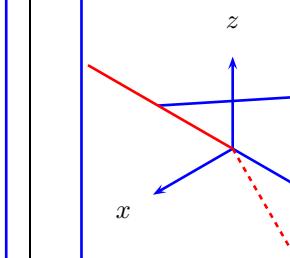
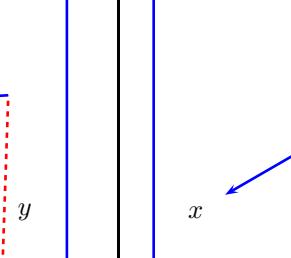
### 39.1 Axes

		
\axesIIID(0,0,0)(2,2,2)	\axesIIID(2,2,2)(2,2,2)	\axesIIID(1,1,1)(2,2,2)

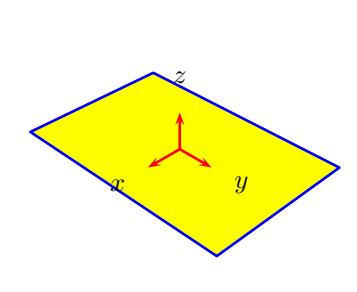
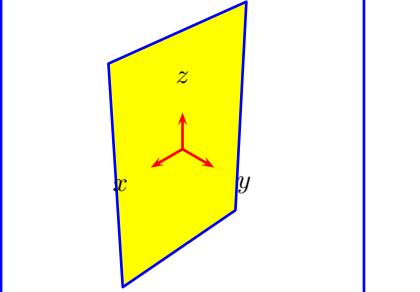
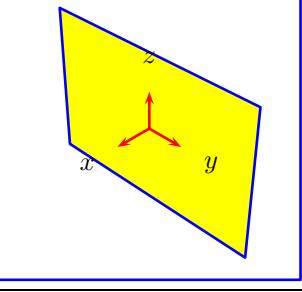
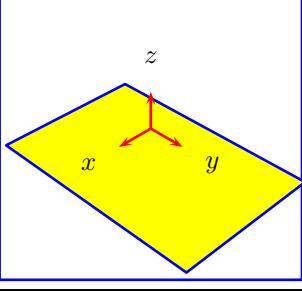
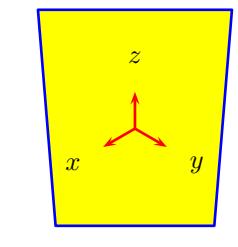
		
labelsep=0cm	axisnames={a,b,c}	showOrigin=false
By default : labelsep=5pt	By default : axisnames={x,y,z}	By default : showOrigin=true

### 39.2 3D elements

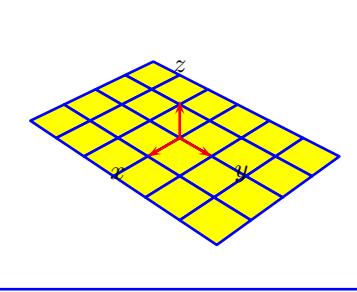
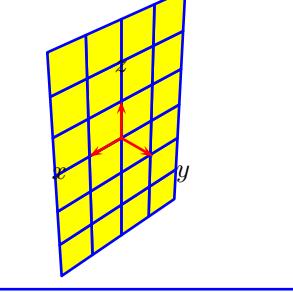
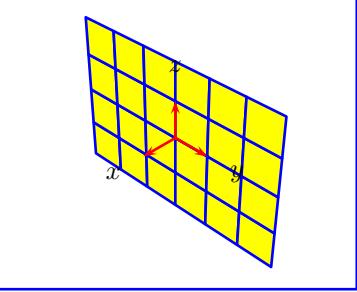
#### 39.2.1 point, line, vector

		
[object=point,args=1 2 2]	[object=line,args=0 -1 0 1 2 2]	[object=vecteur,args=1 2 2]

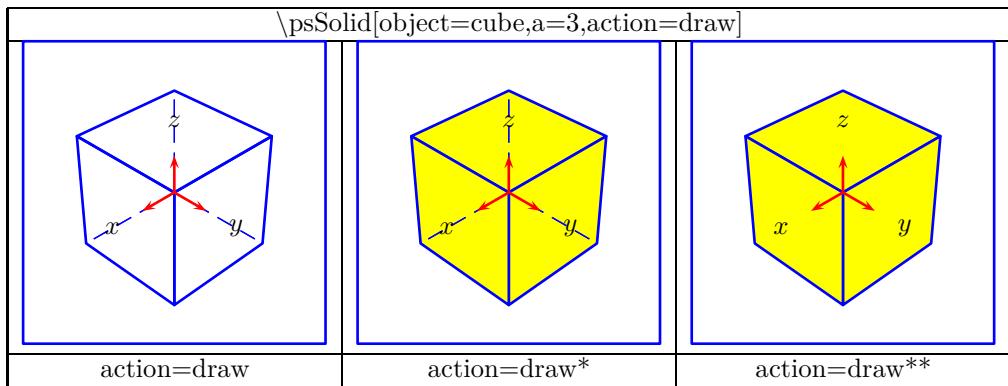
### 39.2.2 Plane

$\backslash\text{psSolid}[\text{object}=\text{plan}, \text{definition}=\text{equation}, \text{args}=\{[0\ 0\ 1\ 0]\}, \text{base}=-2\ 2\ -3\ 3]$		
coeff de l'équation $ax+by+cz+d = 0$		
		
args={[0 0 1 0]}	args={[0 1 0 0]}	
		
args=[1 0 0 0]	args=[0 0 1 1]	args=[1 1 0 0]

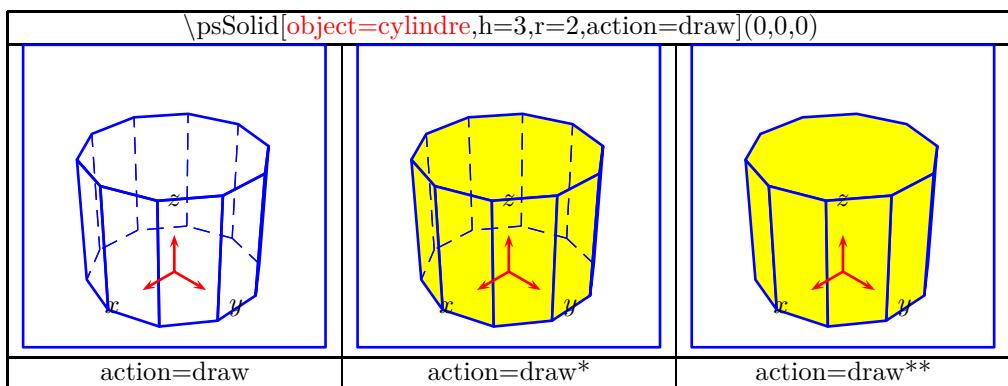
### 39.2.3 Grid

$\backslash\text{psSolid}[\text{object}=\text{grille}, \text{base}=-2\ 2\ -3\ 3]$		
		
By default	RotX=90	RotY=90

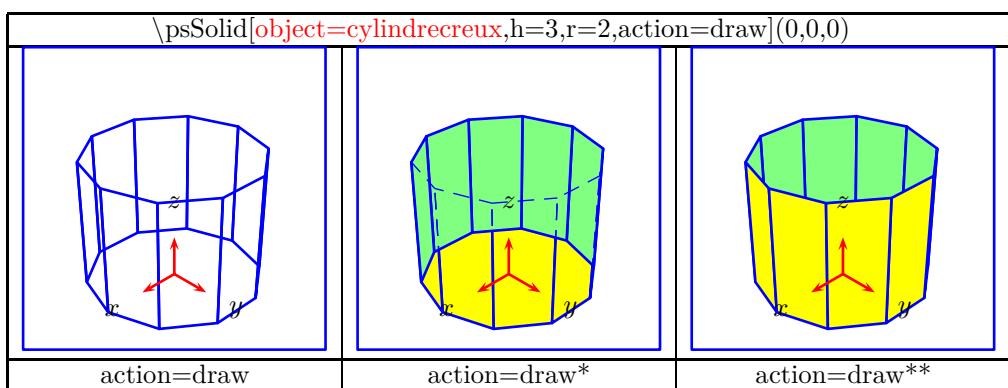
### 39.2.4 cube



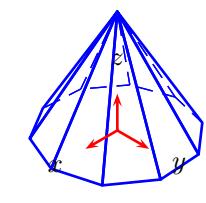
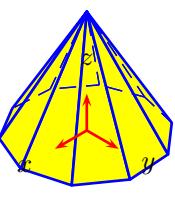
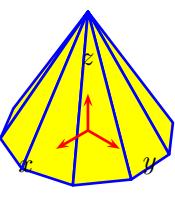
### 39.2.5 Cylinder



### 39.2.6 Tube

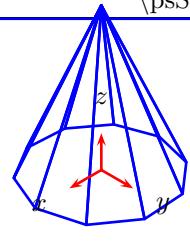
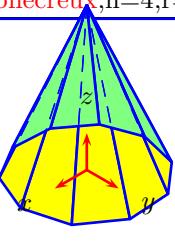
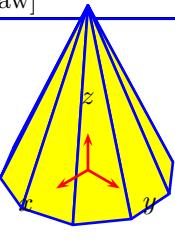


### 39.2.7 Cone

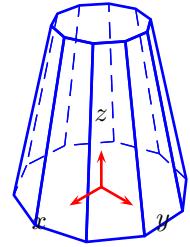
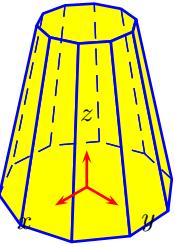
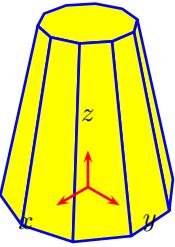
\psSolid[object=cone,h=3,r=2,action=draw]		
action=draw	action=draw*	action=draw**
		
action=draw	action=draw*	action=draw**

### 39.2.8 conecreux

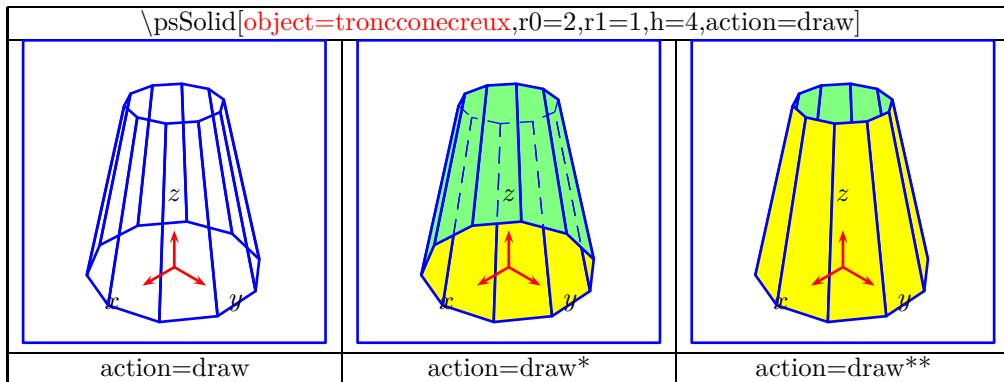
### 39.2.9 Empty cone

\psSolid[object=cone, h=4, r=2, action=draw]		
action=draw	action=draw*	action=draw**
		
action=draw	action=draw*	action=draw**

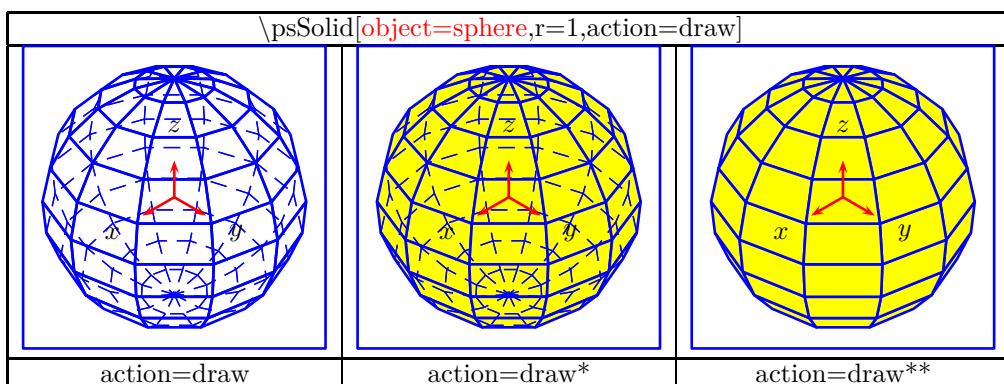
### 39.2.10 Truncated cone

\psSolid[object=troncone, r0=2, r1=1, h=4, action=draw]		
action=draw	action=draw*	action=draw**
		
action=draw	action=draw*	action=draw**

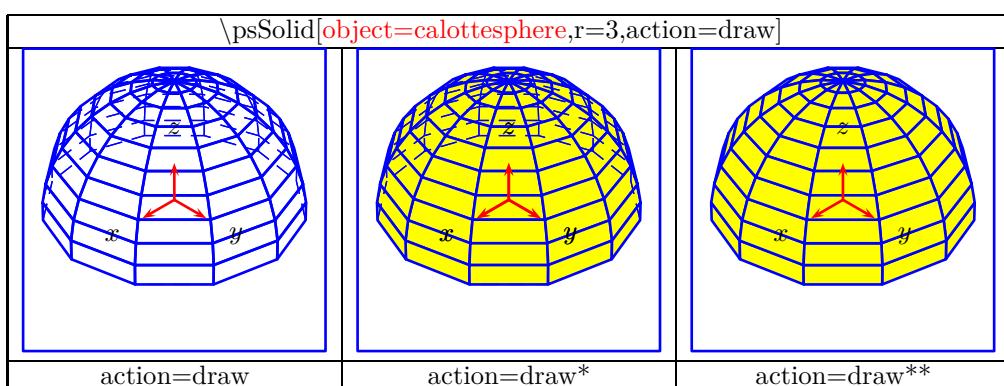
### 39.2.11 Empty truncated cone



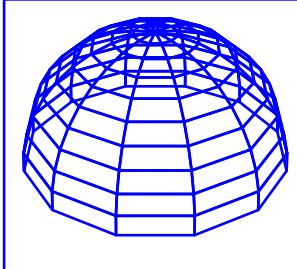
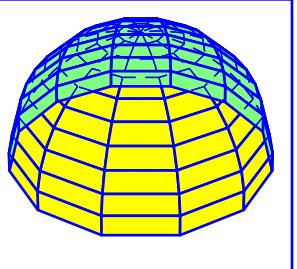
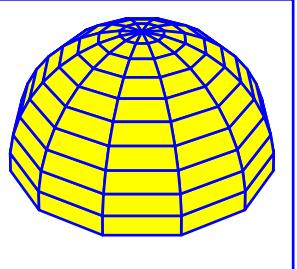
### 39.2.12 sphere



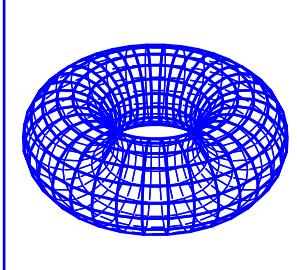
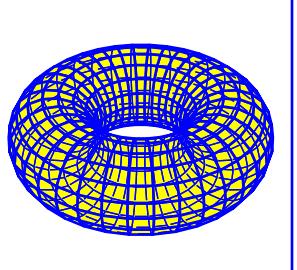
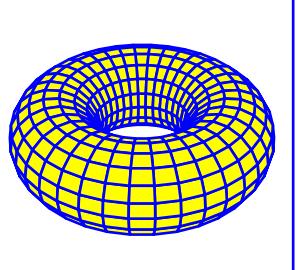
### 39.2.13 Spherical cup



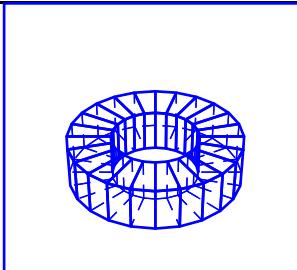
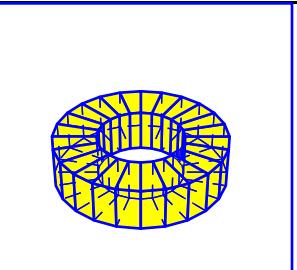
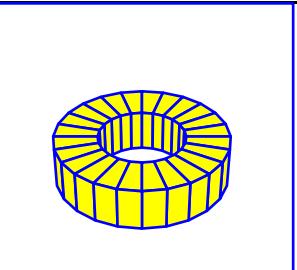
### 39.2.14 empty spherical cup

\psSolid[object=calottespherecrease,r=3,action=draw]		
		
action=draw	action=draw*	action=draw**

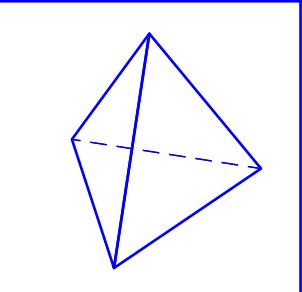
### 39.2.15 Torus

\psSolid[r1=2,r0=1, object=tore,ngrid=18 36,action=draw]		
		
action=draw	action=draw*	action=draw**

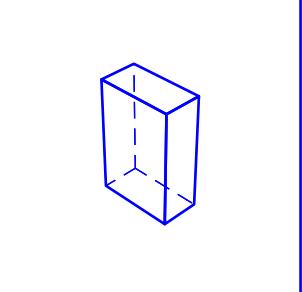
### 39.2.16 Ring

\psSolid[object=anneau,h=1,R=2,r=1,action=draw]		
		
action=draw	action=draw*	action=draw**

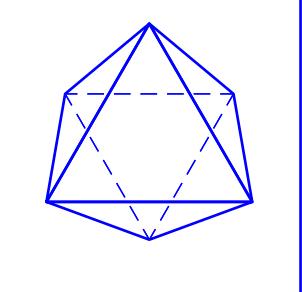
### 39.2.17 tetrahedron

\psSolid[object=tetrahedron,r=1,RotZ=30,action=draw]		
		
action=draw	action=draw*	action=draw**

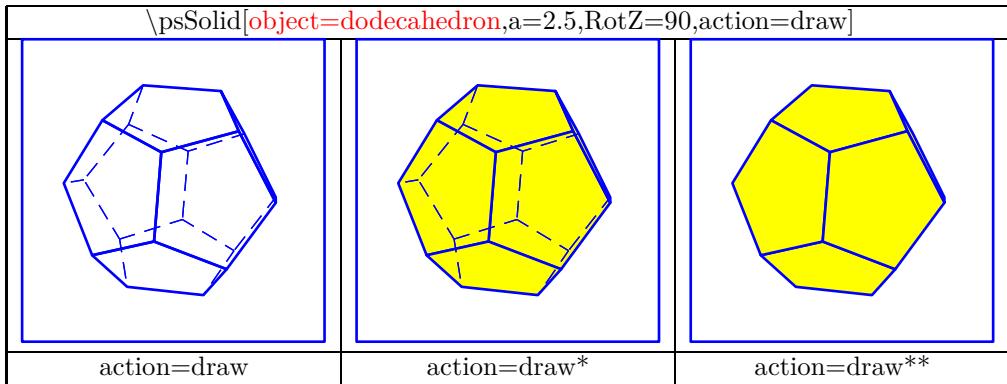
### 39.2.18 parallelepiped

\psSolid[object=parallelepiped,a=1,b=2,c=3,action=draw]		
		
action=draw	action=draw*	action=draw**

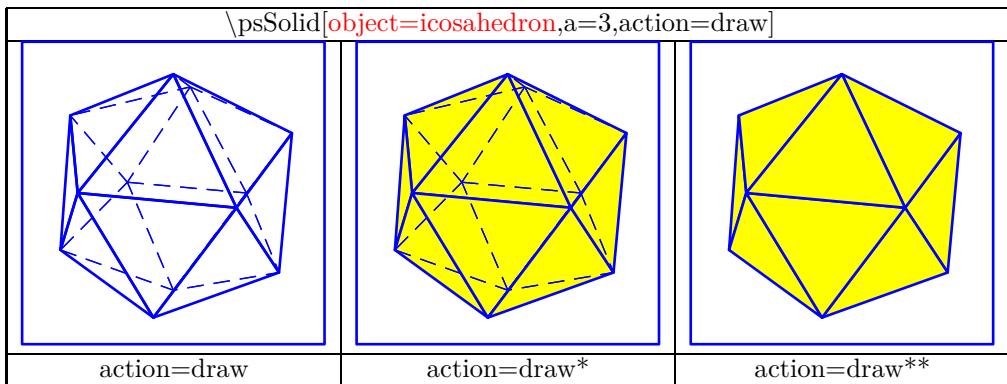
### 39.2.19 octahedron

\psSolid[object=octahedron,a=30,action=draw]		
		
action=draw	action=draw*	action=draw**

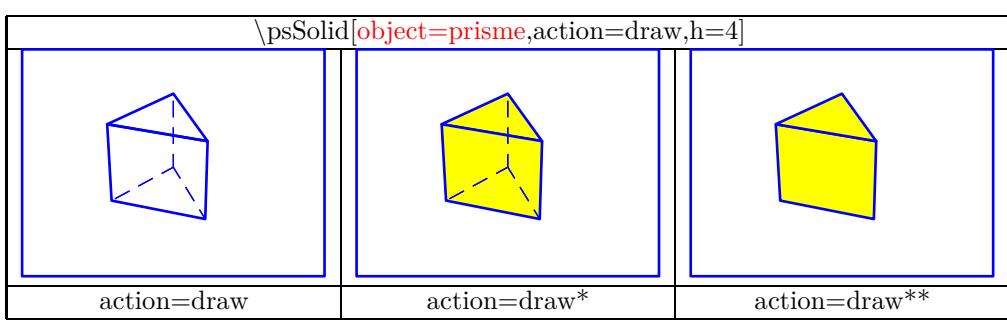
### 39.2.20 dodecahedron



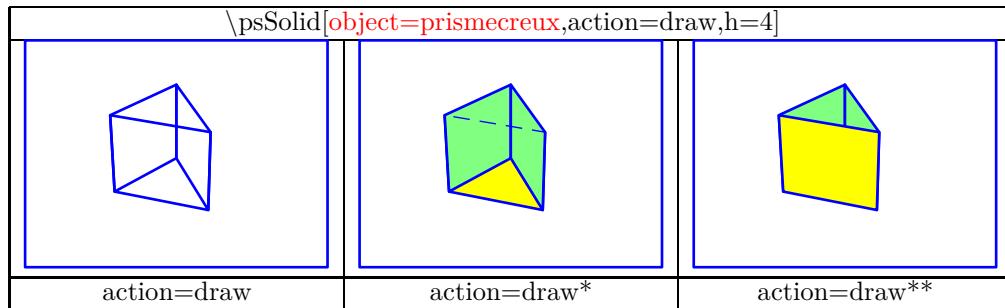
### 39.2.21 icosahevron



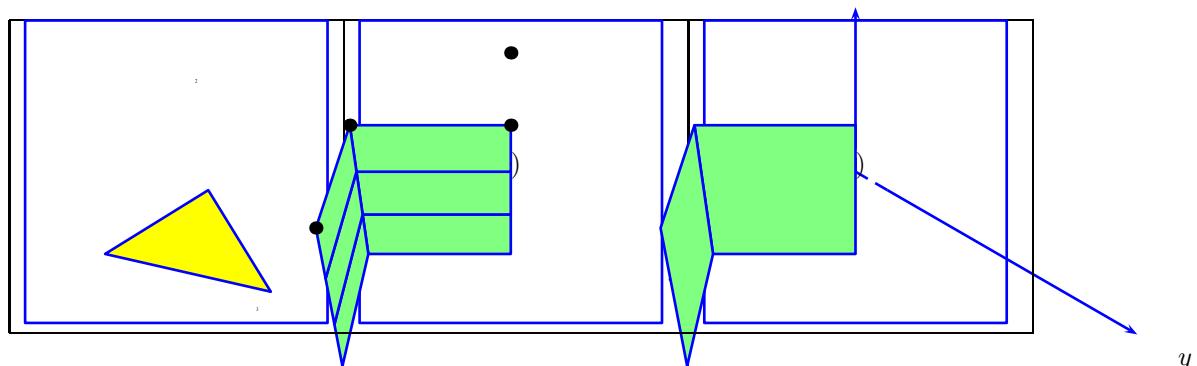
### 39.2.22 prism



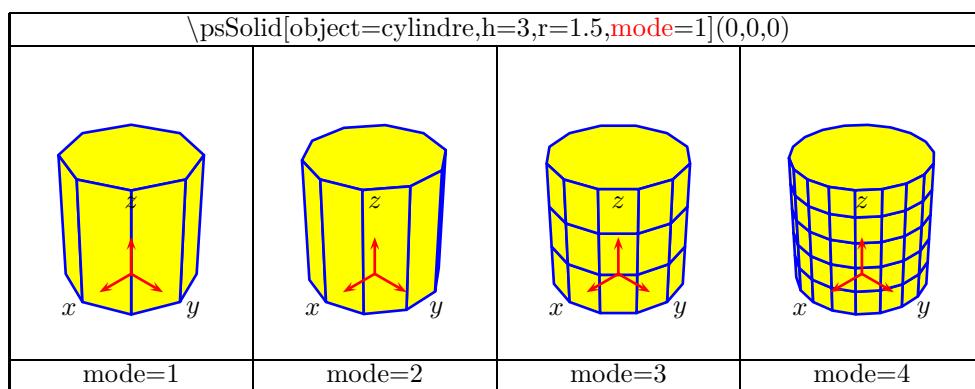
### 39.2.23 Empty prism



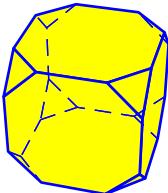
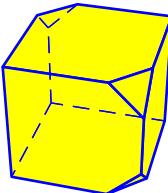
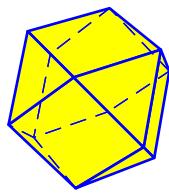
### 39.2.24 face,ruban

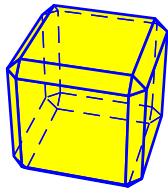
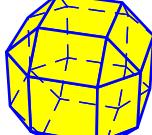


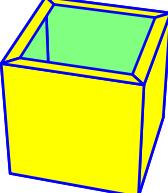
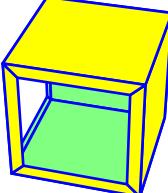
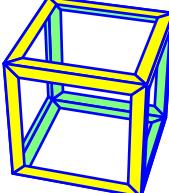
### 39.3 Mode



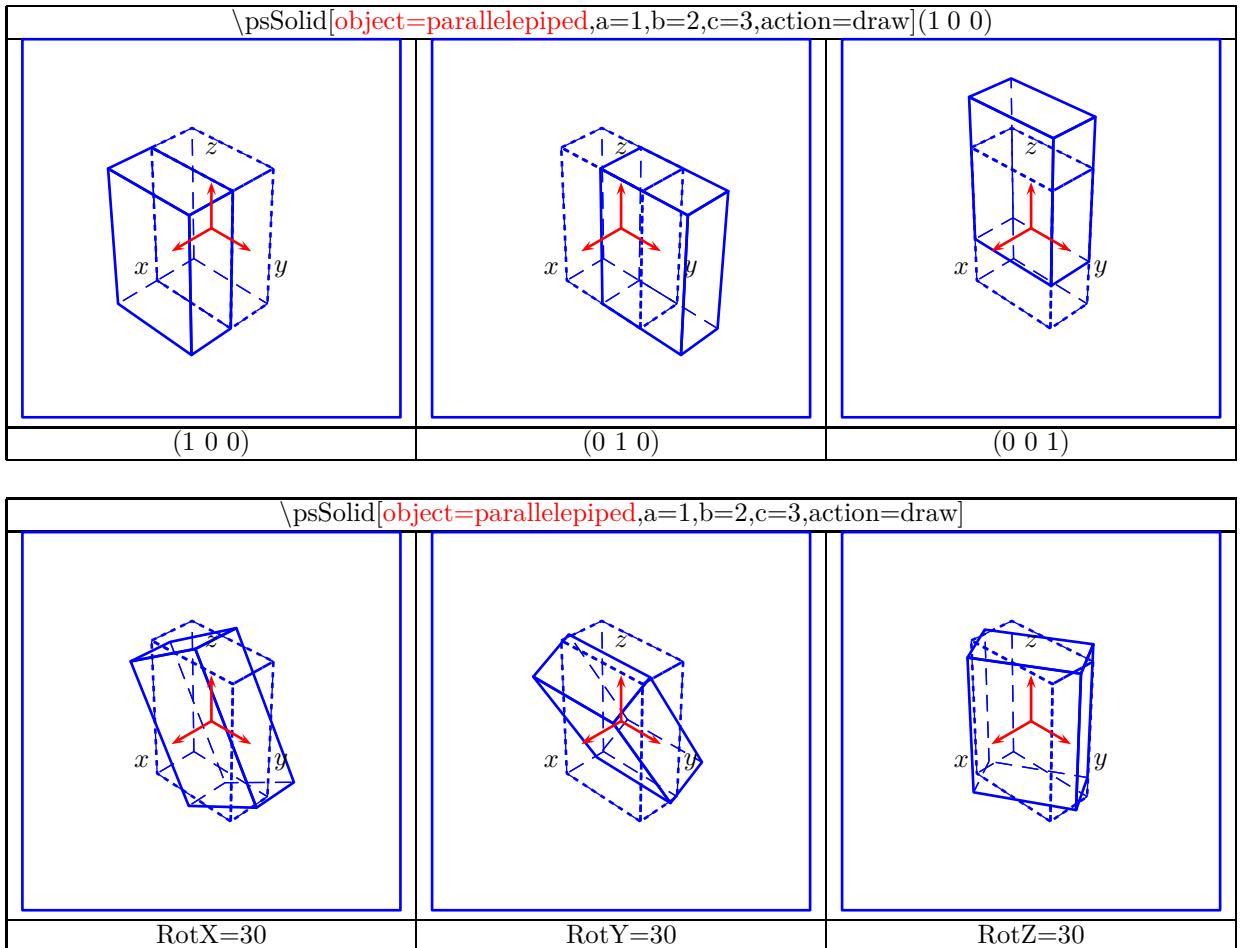
### 39.3.1 Options

\psSolid[object=cube,a=3,action=draw*,trunc=all,RotZ=30]		
		
trunc=all	trunc=0 2 4	trunccoeff=.5

\psSolid[object=cube,a=3,action=draw,chanfrein,RotZ=30]		
		
chanfrein	chanfrein,chanfreincoeff=.2	chanfrein,chanfreincoeff=.5

\psSolid[object=cube,a=3,action=draw**,hollow,affinage=0,RotZ=30]		
		
hollow ,affinage=3	hollow ,affinage=3 4	hollow,affinage=all

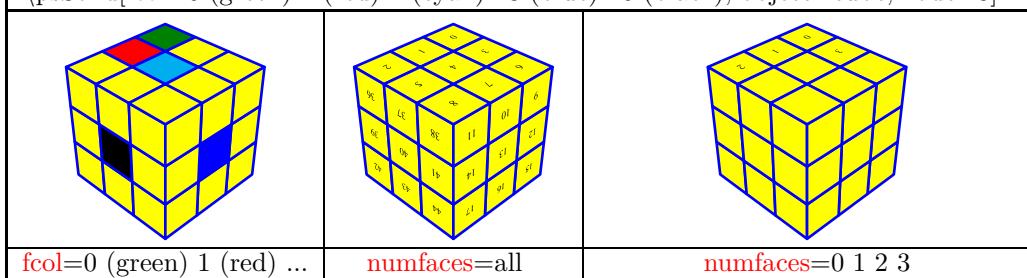
### 39.4 Positionnement



### 39.5 c

coloring and numbering

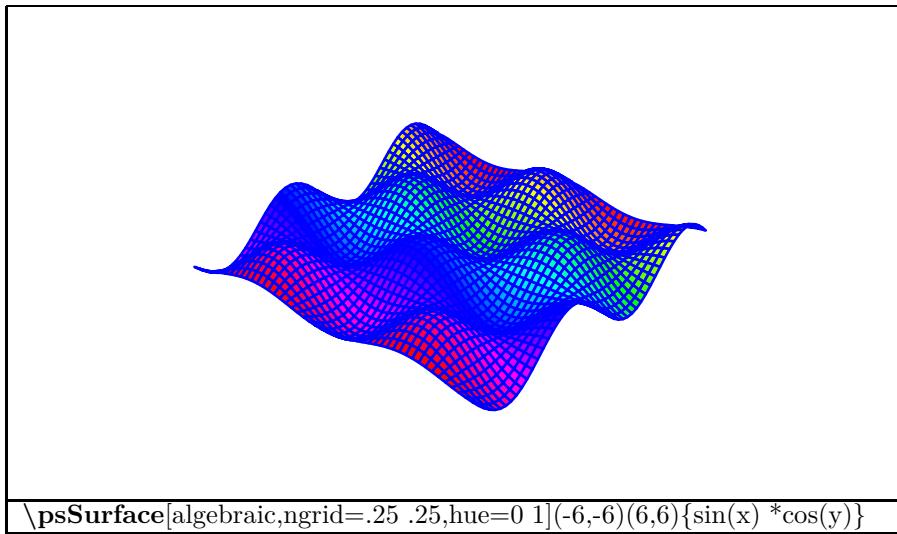
\psSolid[fcol=0 (green) 1 (red) 4 (cyan) 13 (blue) 40 (black), object=cube,mode=3]



\psSolid[fcol=0 (green) 1 (red) 2 (cyan) 3 (magenta), object=parallelepiped,mode=3]		
fcol= 0 (green) 1 (red) ...	numfaces=all	numfaces=0 1

## 39.6 In a future version

### 39.6.1 Equation define surface



### 39.6.2 F

usion of two solids

```
\psset{solidmemory}
\psSolid[object=cylindrecreux,h=10,r=2,fillcolor=white,mode=4,name=A1,incolor=green!50](0,0,-3)
\psSolid[object=conecreux,h=15,r=2,RotY=-60,fillcolor=white,incolor=red!50,mode=5,name=B1](4,0,0)
\psSolid[object=fusion,action=draw**,base=A1 B1,](0,0,0)
\composeSolid
```



## A Formula in postcript

formule	en PostScript	valeur
$2 + 3$	2 3 add	5
$2 + 2$	2 dup add	4
$2 - 3$	2 -3 add	-1
$2 * 3$	2 3 mul	6
$10/2$	10 2 div	5.0
$3^2$	3 2 exp	9.0
$\sqrt{3}$	3 sqrt	1.73
$\sin(30)$	30 sin	0.5
$\cos(30)$	30 cos	0.86
$\sin^2(30)$	30 sin 2 exp	0.25
$\sin(5^2)$	5 2 exp sin	0.42

## B Packages studied in this document

**Modules chargés automatiquement avec le module `pst-all`**

name	page	documentation <sup>1</sup>
<code>pst-user</code>	les bases	[1]
<code>pstricks-add</code>	les additifs	[2]
<code>pst-node</code>	37	[17]
<code>xcolor</code>	70	[25]
<code>pst-coil</code>	87	[5]
<code>pst-grad</code>	93	[11]
<code>pst-fill</code>	96	[7]
<code>pst-text</code>	98	[22]
<code>pst-plot</code>	109	[18]
<code>multido</code>	179	[24]
<code>pst-tree</code>	200	[23]
<code>pst-3d</code>		
<code>pst-eps</code>		

**Autres modules**

nom	voir page	documentation <sup>1</sup>
<code>pst-poly</code>	23	[19]
<code>pst-bezier</code>	29	[4]
<code>pst-fr3d</code>	80	[8]
<code>pst-slpe</code>	94	[20]
<code>pst-fun</code>	103	[9]
<code>pst-func</code>	140	[10]
<code>infix-RPN</code>	129	[12]
<code>pst-infixplot</code>	129	[12]
<code>pst-eucl</code>	181	[6]
<code>animate</code>	210	[26]
<code>pst-3dplot</code>	214	[3]
<code>pst-solides3d</code>	227	[21]

**Additifs annuels**

année	documentation <sup>1</sup>
2005	[13]
2008	[14]
2010	[15]
2013	[16]

1. Vous pouvez les trouver pour la distribution Texlive dans le répertoire : \\texlive\\2011\\tesmf-dist\\doc\\generic

## C Sources

### Références

[1] pst-user.pdf	version 1.51	131 pages	
[2] pstricks-add-doc.pdf	version 3.61	134 pages	
[3] pst-3dplot-doc.pdf	version 1.94	69 pages	
[4] pst-bezier-doc.pdf	version 0.01	10 pages	
[5] pst-coil-doc.pdf	version 1.06	14 pages	
[6] pst-eucl-doc.pdf	version 1.51	52 pages	
[7] pst-fill.pdf	version 1.00	37 pages	
[8] pst-fr3d.pdf	version 1.00	10 pages	
[9] pst-fun-doc.pdf	version 0.04	11 pages	
[10] pst-func-doc.pdf	version 0.81	73 pages	
[11] pst-grad-doc.pdf	version 1.06	11 pages	
[12] pst-infixplot.pdf	version 0.11	2 pages	
[13] pst-news05.pdf	11 pages		
[14] pst-news08.pdf	30 pages		
[15] pst-news10.pdf	28 pages		
[16] pst-news10.pdf	9 pages		
[17] pst-node-doc.pdf	version 1.30 : 53 pages		
[18] pst-plot-doc.pdf	version 1.40 : 92 pages		
[19] pst-poly-doc.pdf	version 1.61 : 22 pages		
[20] pst-slpe.pdf	version 1.31	16 pages	
[21] pst-solides3d-doc.pdf	version v. 4.24	197 pages	
[22] pst-text-doc.pdf	version 1.06	11 pages	
[23] pst-tree-doc.pdf	version 1.12	24 pages	
[24] multido-doc.pdf	version 1.42	4 pages	
[25] xcolor.pdf	version 2.11	65 pages	
[26] animate.pdf	6th December 2012	23 pages	

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