A tree macro

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1 Setup

Include epic.sty and ecltree.sty¹ in your document as below:

\documentclass{article}
\usepackage{epic,ecltree}

If your printer driver accepts tpic commands, you should specify eepic.sty after epic.sty.

\usepackage{epic,eepic,ecltree}

As eepic.sty redefines some macros defined in epic.sty, Do not reverse this order.

2 bundle environment

A tree is drawn by bundle environment. The bundle environment has one argument. This argument specifies the top node label. Leaves should be specified by **\chunk** in this environment.

If you write

\begin{bundle}{xxx}
\chunk{aaa}
\chunk{bbb}
\chunk{ccc}
\end{bundle}

you get xxx

aaa bbb ccc You can nest the bundle environment. If you write

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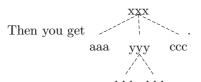
3 Line attribute

You can draw not only solid lines but also dotted lines and dash lines. epic.sty and eepic.sty define several commands for them. If you want to use

```
\del{dashline} [65] {3}(x1,y1)(x2,y2)
```

to draw lines, use \drawwith command before (or in) the bundle environment.

\drawwith{\dashline[65]{3}}



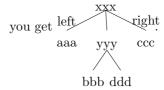
bbb ddd The argument of \drawwith is evaluated at \end{bundle} . Hence, if you write

```
\begin{bundle}{xxx}
\chunk{aaa}
\chunk{
        \begin{bundle}{yyy}
        \drawwith{\drawline}
        \chunk{bbb}
        \drawwith{\dashline[65]{3}}
        \chunk{ddd}
        \end{bundle}}
\drawwith{\dottedline{3}}
\chunk{ccc}
\end{bundle}
```

```
you get
  bbb ddd You can nest the \draw{ith}. If you write
\label{line} $$ \operatorname{drawwith}(\operatorname{3}}\drawline)\dashline{3}} $$
\begin{bundle}{xxx}
\chunk{aaa}
\chunk{
        \begin{bundle}{yyy}
        \chunk{bbb}
        \chunk{ddd}
        \chunk{eee}
        \end{bundle}}
\chunk{ccc}
\chunk{fff}
\end{bundle}
       aaa yyy ccc fff
you get
          bbb ddd eee
order.
```

4 Edge labels

You can write edge labels. They should be specified as the optional argument of **\chunk**. Note that the width of an edge label is neglected. If you write



5 Spacing

The bundle environment has three parameters for spacing.

- \GapDepth means minimum height of gaps between adjacent nodes.
- \GapWidth means minimum width of gaps between adjacent nodes.
- \EdgeLabelSep means height of an edge label from the lower node of the edge.

You should set these parameters before the <code>bundle</code> environment if you dislike default values.

If you write