3DLDF 2.0.4 User Manual 3-dimensional drawing with MetaPost output.

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3DLDF User Manual, edition 2.0.4.

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1 Introduction

This manual documents 3DLDF 2.0.4. The most important difference between release 2.0.4 and previous releases is that 3DLDF 2.0.4 is an *interactive* program, whereas in previous releases, 3DLDF was more like a *library* of C++ functions that users could use in their own programs to make drawings.

Now, 3DLDF implements a *language* similar to the METAFONT language, and in particular the MetaPost language derived from it.

For several years, interactive versions of 3DLDF have been available for downloading from the Savannah website: https://savannah.gnu.org/projects/3dldf/. However, 2.0.4 is the first release that includes this feature.

One result of this is that the old manual for releases through 1.1.5.1 is largely obsolete, as far as the usage of 3DLDF is concerned. The reference sections, documenting the classes, functions, etc., are still usable for those who want to know the details of how the program works, though many descriptions may be out-of-date because of changes made in the meantime. On the other hand, the reference sections are longer needed for just using the program. The old manual is included in the distribution in the directory 3DLDF-2.0.4/doc/old_doc/.

The code for *scanning* and *parsing*, i.e., that which implements the *interpreter* that makes the program interactive, is of course not documented in the old manual at all.

To document the new, interactive version of 3DLDF, it would therefore be necessary to write a completely new manual. Unfortunately, it has not been possible for the author to do this, which is the main reason that there has been no new release for so many years. In order not to delay it any longer, he has decided to make a release without rewriting the manual, although this is clearly not ideal.

As a partial substitute, release 2.0.4 contains the directory 3DLDF-2.0.4/examples/ with many examples which can used to learn how to use the 3DLDF language. In addition, the directory 3DLDF-2.0.4/src/contains the files sample.ldf, sample.ldf, sample0.ldf, sample1.ldf and sample2.ldf.

2 Installation

3 Invoking

Command-line options:

--bison-trace

Prints information generated by GNU Bison for tracing which parser rules are reduced and the state of the Bison stack.

--multithread-input

Enables the use of multiple threads for input.

--multithread-output

Enables the use of multiple threads for output.

--multithread-include

Enables the use of multiple threads for input files included in other input files.

--silent Suppresses almost all output to standard output and standard error.

--quiet Suppresses some output to standard output and standard error.

--verbose

Causes status information to be printed to standard output.

--help Prints a help message and exits.

--version

Prints version information and exits.

4 Getting Started

5 Data Types

5.1 Numeric types

numeric Integers and floating point numbers.

boolean true or false

ulong_long

Unsigned long long integers. Corresponds to the C type unsigned long long int.

complex Complex number.

matrix Matrix.

5.2 Types for drawing and labeling:

transform

Transformation matrix.

focus Focus for the perspective projection.

pen
dash_pattern
color
string

5.3 Shape types

```
point
path
circle
circle_slice
arc
cone
conic_section_lattice
cuboid
cylinder
ellipse_slice
ellipse
ellipsoid
glyph
helix
hyperbola
parabola
paraboloid
polygon
polyhedron_slice
polyhedron
rectangle
reg_polygon
sphere
sphere_development
triangle
```

5.4 Combined types

bool_point

5.5 Other types

plane
nurb
origami_figure

5.6 Vector types

Vector types (alphabetical):

arc_vector boolean_vector bool_point_vector circle_slice_vector circle_vector color_vector complex_vector cone_vector conic_section_lattice_vector ${\tt cuboid_vector}$ cylinder_vector dash_pattern_vector ellipse_slice_vector ellipse_vector ellipsoid_vector focus_vector glyph_vector helix_vector hyperbola_vector macro_vector matrix_vector numeric_vector nurb_vector origami_figure_vector parabola_vector paraboloid_vector path_vector pen_vector picture_vector plane_vector point_vector polygon_vector polyhedron_slice_vector polyhedron_vector rectangle_vector reg_polygon_vector sphere_development_vector sphere_vector string_vector transform_vector triangle_vector ulong_long_vector

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