1 扇形

1.1 \tkzDrawSector命令: 绘制扇形

☞ ▲ 注意参数需要根据选项变化。

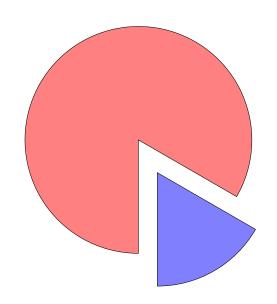
\tkzDrawSector[(命令选项)]((0,))(())				
选项	默认值	含义		
towards rotate R R with nodes	towards towards towards towards	O 是圆心并且圆弧从 A 到 (OB) 圆弧从 A 开始并且用角度确定长度 给定半径和两个角度 给定半径和两个点		

可以使用所有有效的 TikZ 样式。

选项	参数	样例
towards rotate R R with nodes	(⟨pt,pt⟩)(⟨pt⟩) (⟨pt,pt⟩)(⟨an⟩) (⟨pt,r⟩)(⟨an,an⟩) (⟨pt,r⟩)(⟨pt,pt⟩)	\tkzDrawSector(0,A)(B) \tkzDrawSector[rotate,color=red](0,A)(90) \tkzDrawSector[R,color=blue](0,2 cm)(30,90) \tkzDrawSector[R with nodes](0,2 cm)(A,B)

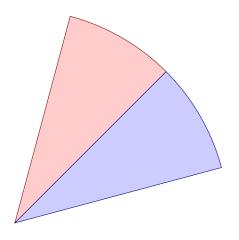
1.1.1 towards选项示例

towards是默认选项,同时也可以使用fill选项。

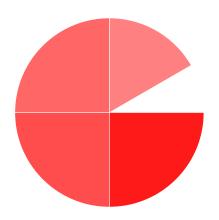


```
\begin{tikzpicture}[scale=1]
  \tkzDefPoint(0,0){0}
  \tkzDefPoint(-30:3){A}
  \tkzDefPointBy[rotation = center 0 angle -60](A)
  \tkzDrawSector[fill=red!50](0,A)(tkzPointResult)
  \begin{scope}[shift={(-60:1cm)}]
  \tkzDefPoint(0,0){0}
  \tkzDefPoint(-30:3){A}
  \tkzDefPointBy[rotation = center 0 angle -60](A)
  \tkzDrawSector[fill=blue!50](0,tkzPointResult)(A)
  \end{scope}
  \end{tikzpicture}
```

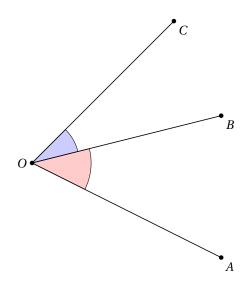
1.1.2 rotate选项示例



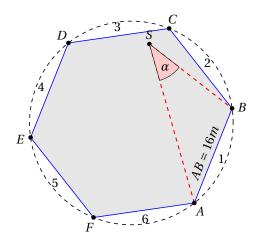
1.1.3 R选项示例



1.1.4 R选项示例



1.1.5 R with nodes选项示例



```
\begin{tikzpicture}[scale=.5]
 \tkzDefPoint(-1,-2){A}
 \tkzDefPoint(1,3){B}
 \tkzDefRegPolygon[side,sides=6](A,B)
 \tkzGetPoint{0}
 \tkzDrawPolygon[fill=black!10,
                 draw=blue](P1,P...,P6)
 \t = 1.05 (0) \{A, ..., F\}
 \tkzDrawCircle[dashed](0,A)
 \tkzLabelSegment[above,sloped,
                  midway](A,B)\{(A B = 16m)\}
 \foreach \i [count=\xi from 1] in \{2, ..., 6, 1\}
      \tkzDefMidPoint(P\xi,P\i)
      \path (0) to [pos=1.1] node {\xi} (tkzPointResult);
   }
 \tkzDefRandPointOn[segment = P3--P5]
 \tkzGetPoint{S}
 \tkzDrawSegments[thick,dashed,red](A,S S,B)
 \tkzDrawPoints(P1,P...,P6,S)
 \tkzLabelPoint[left,above](S){$S$}
 \tkzDrawSector[R with nodes,fill=red!20](S,2 cm)(A,B)
 \t LabelAngle[pos=1.5](A,S,B){}\alpha$}
\end{tikzpicture}
```

1.2 \tkzFillSector命令: 填充扇形

📭 👗 注意参数需要根据选项变化。

\tkzFillSector[⟨命令选项⟩](⟨□,...⟩)(⟨...⟩) 选项 默认值 含义

towardstowardsO 是圆心并且圆弧从 A 到 (OB)rotatetowards圆弧从 A 开始并且通过角度确定长度Rtowards给定半径和两个角度R with nodestowards给定半径和两个点

当然,可以使用所有有效的 TikZ 样式。

选项	参数	样例
towards rotate R R with nodes	(⟨pt,pt⟩)(⟨pt⟩) (⟨pt,pt⟩)(⟨an⟩) (⟨pt,r⟩)(⟨an,an⟩) (⟨pt,r⟩)(⟨pt,pt⟩)	\tkzFillSector(0,A)(B) \tkzFillSector[rotate,color=red](0,A)(90) \tkzFillSector[R,color=blue](0,2 cm)(30,90) \tkzFillSector[R with nodes](0,2 cm)(A,B)

1.2.1 towards选项示例

towards是默认选项,该命令不绘制轮廓,仅对区域进行着色。



\begin{tikzpicture}[scale=.6]
 \tkzDefPoint(0,0){0}
 \tkzDefPoint(-30:3){A}
 \tkzDefPointBy[rotation = center 0 angle -60](A)
 \tkzFillSector[fill=red!50](0,A)(tkzPointResult)
 \begin{scope}[shift={(-60:1cm)}]
 \tkzDefPoint(0,0){0}
 \tkzDefPoint(-30:3){A}
 \tkzDefPointBy[rotation = center 0 angle -60](A)
 \tkzFillSector[color=blue!50](0,tkzPointResult)(A)
 \end{scope}
\end{tikzpicture}

1.2.2 rotate选项示例



\begin{tikzpicture}[scale=1.5]
 \tkzDefPoint(0,0){0} \tkzDefPoint(2,2){A}
 \tkzFillSector[rotate,color=red!20](0,A)(30)
 \tkzFillSector[rotate,color=blue!20](0,A)(-30)
\end{tikzpicture}

1.3 \tkzClipSector命令: 扇形裁剪

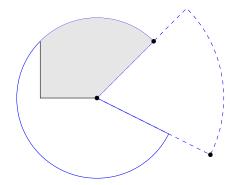
☞ ▲ 注意参数需要根据选项变化。

ı	\tkzClip	\tkzClipSector[〈命令选项〉](〈O,〉)(〈〉)		
	选项	默认值	含义	
	towards rotate R	towards towards towards	O 是圆心,并且圆弧从 A 开始到 (OB) 扇形从 A 开始并且由角度确定其幅度 给定半径和两个角度	

当然,可以使用所有有效的 TikZ 样式。

选项	参数	样例
towards rotate R	<pre>((pt,pt))((pt)) ((pt,pt))((angle)) ((pt,r))((angle 1,angle 2))</pre>	\tkzClipSector(0,A)(B) \tkzClipSector[rotate](0,A)(90) \tkzClipSector[R](0,2 cm)(30,90)

1.3.1 示例



```
\begin{tikzpicture}[scale=1.5]
  \tkzDefPoint(0,0){0}
  \tkzDefPoint(2,-1){A}
  \tkzDefPoint(1,1){B}
  \tkzDrawSector[color=blue,dashed](0,A)(B)
  \tkzDrawSector[color=blue](0,B)(A)
  \tkzClipBB
  \begin{scope}
    \tkzClipSector(0,B)(A)
    \draw[fill=gray!20] (-1,0) rectangle (3,3);
  \end{scope}
  \tkzDrawPoints(A,B,0)
  \end{tikzpicture}
```