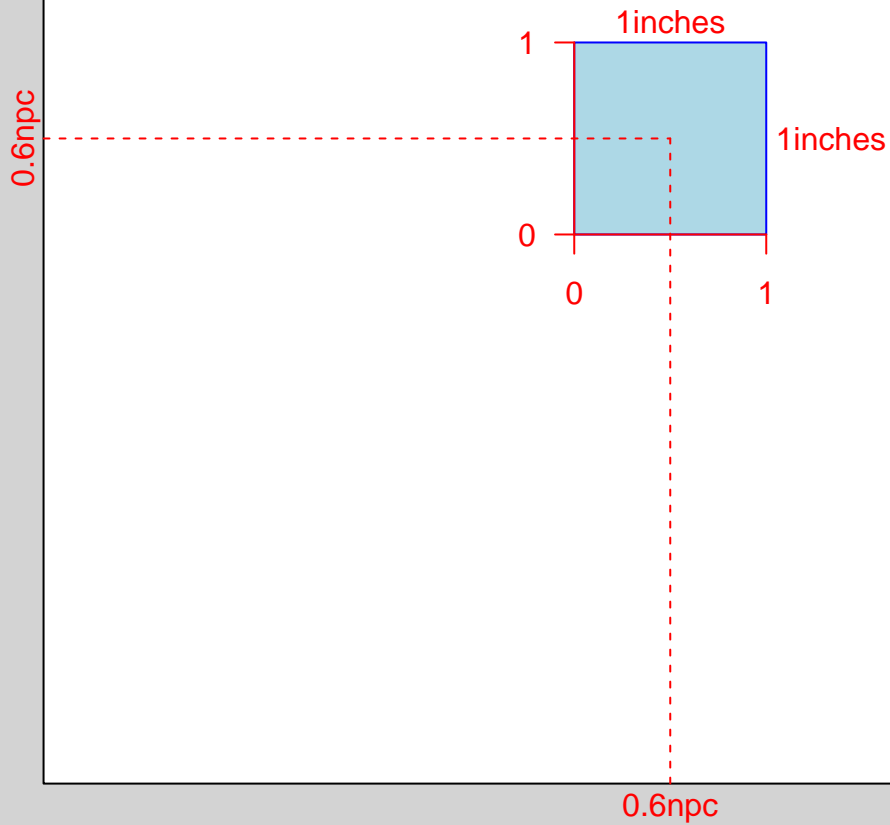


help("Grid")



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

t

test

testy

test

two

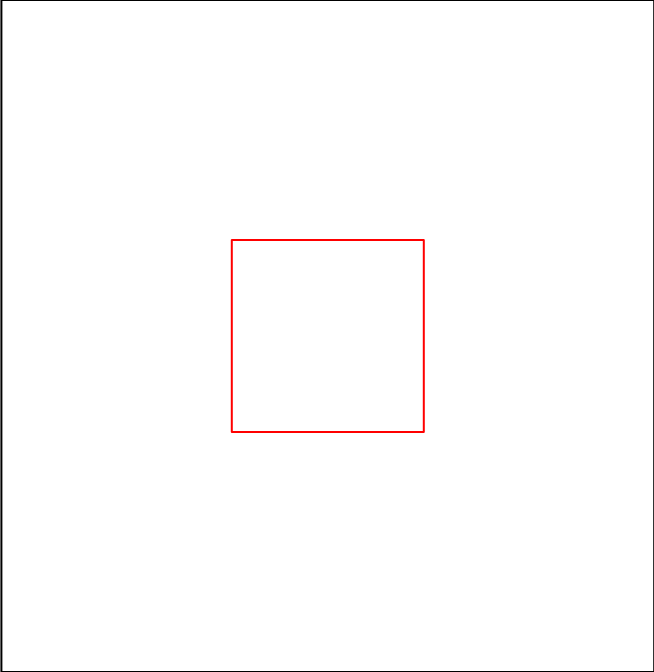
x

y

$x + y$

$a + b$

$x + y$
 2



help("convertNative")



help("current.viewport")

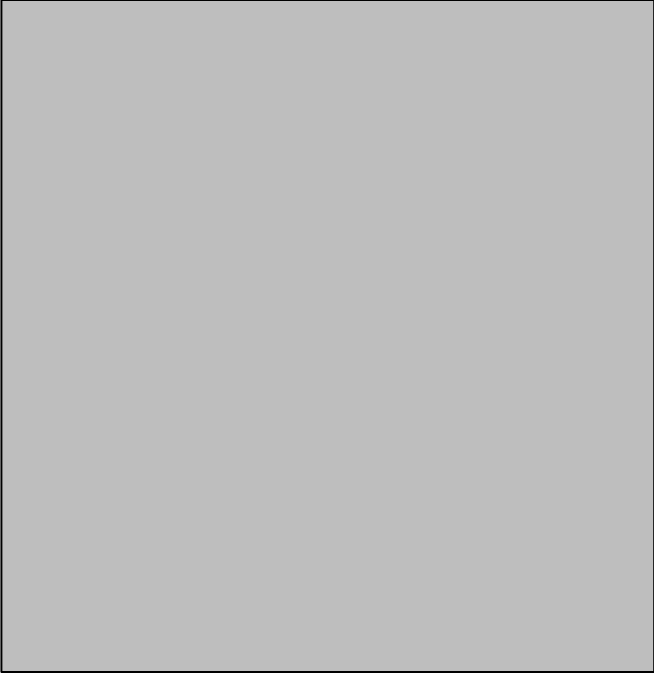
This text is the colour set by the viewport (blue)

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

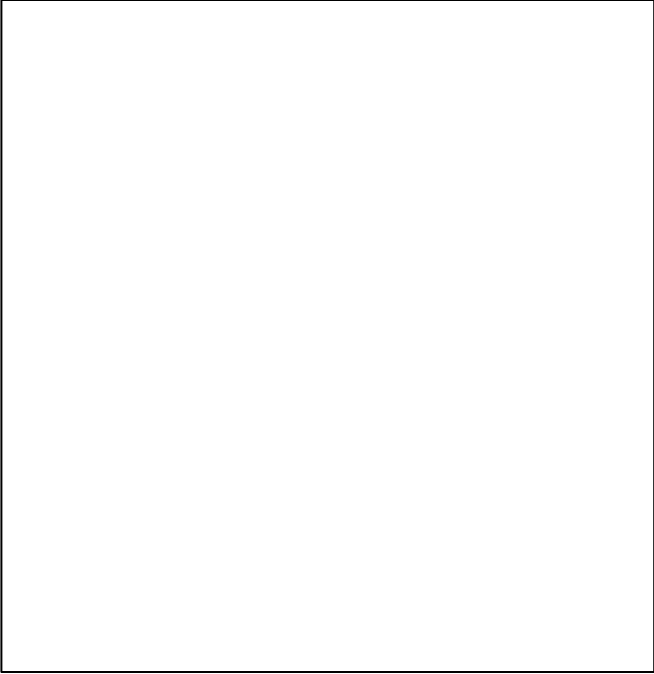
help("gpar")



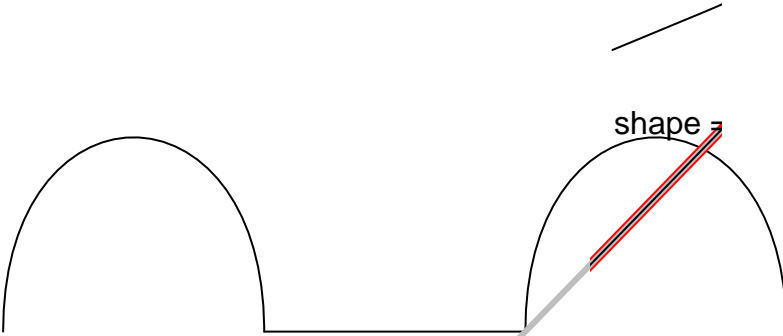
help("gpar")



`help("grid.DLapply")`

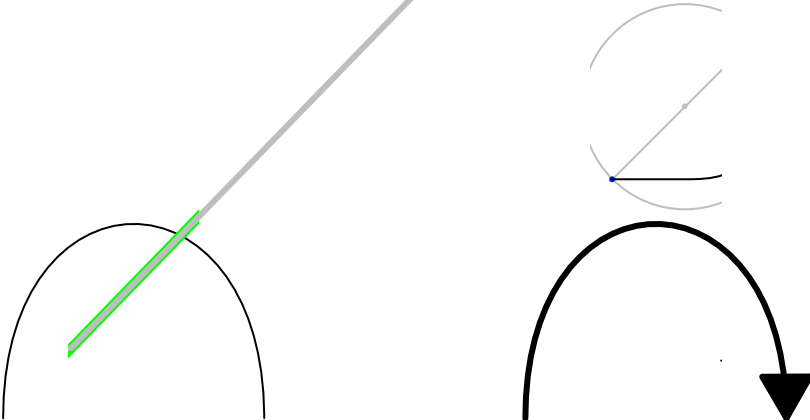


angle = 'r'

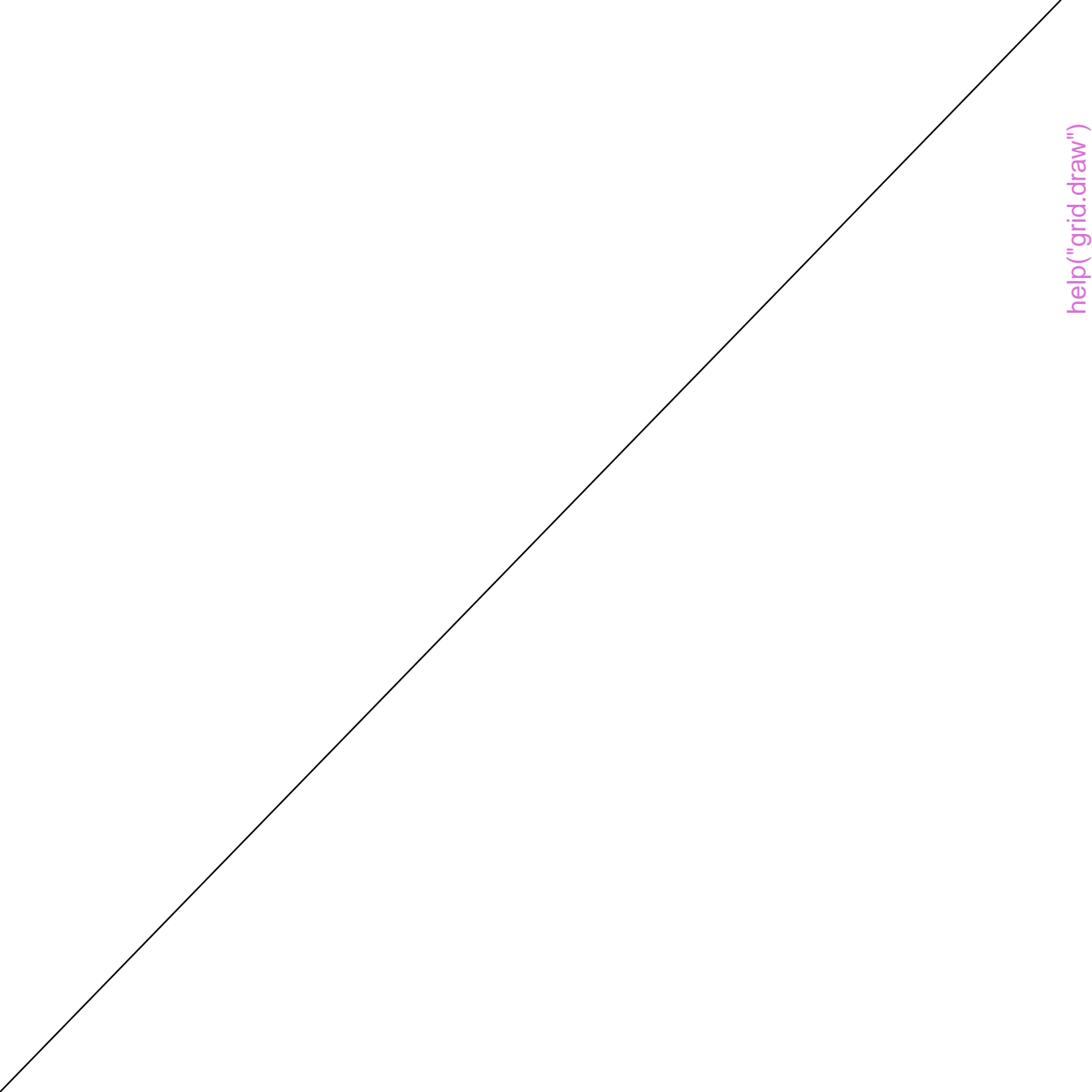


shape = 'r'

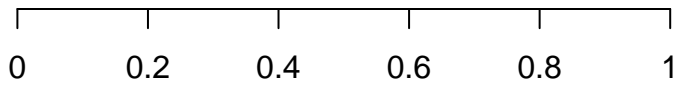
lebug = T



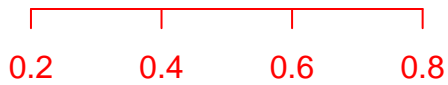
help("grid.bezier")

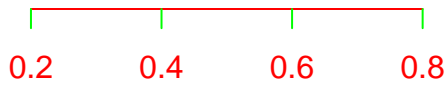


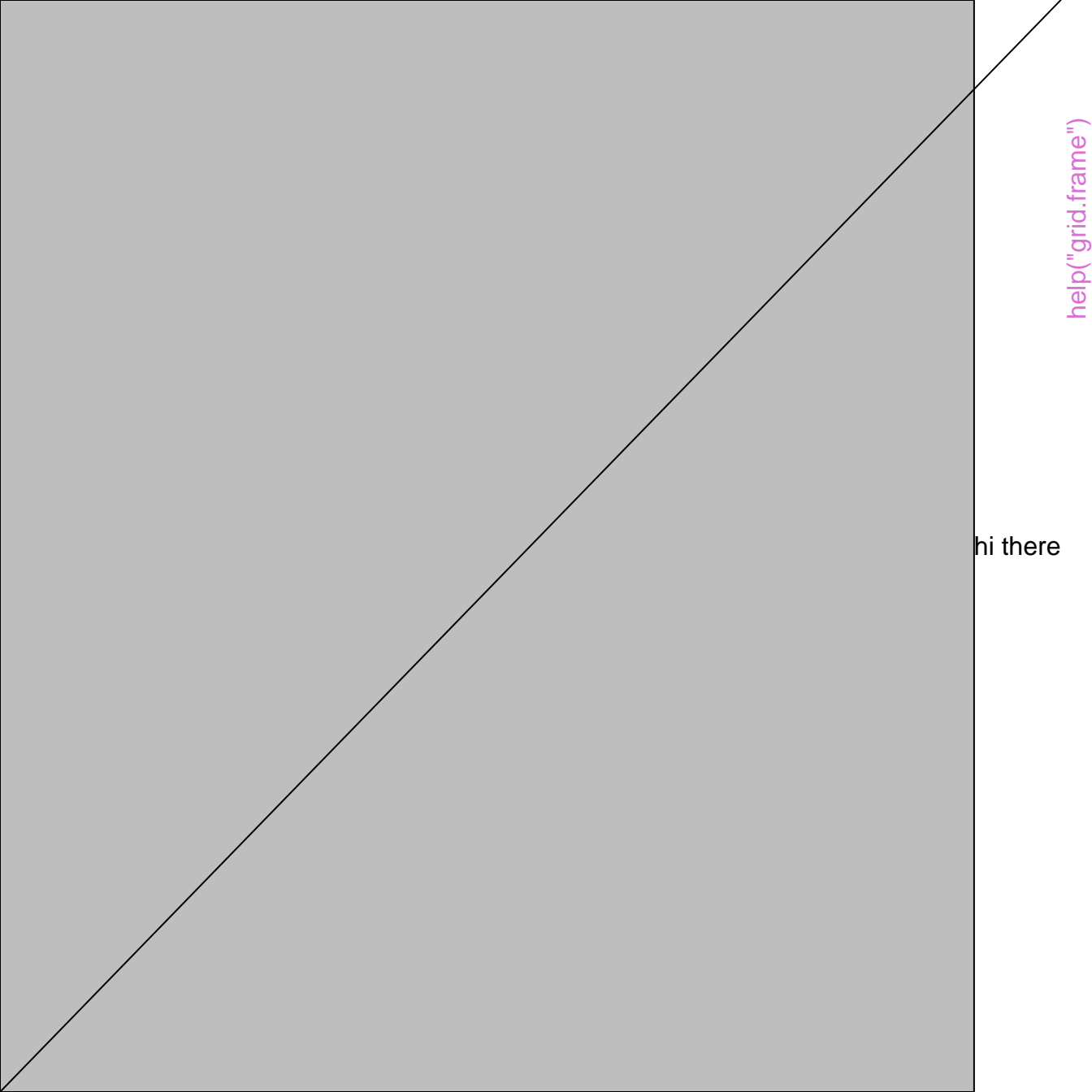
help("grid.draw")





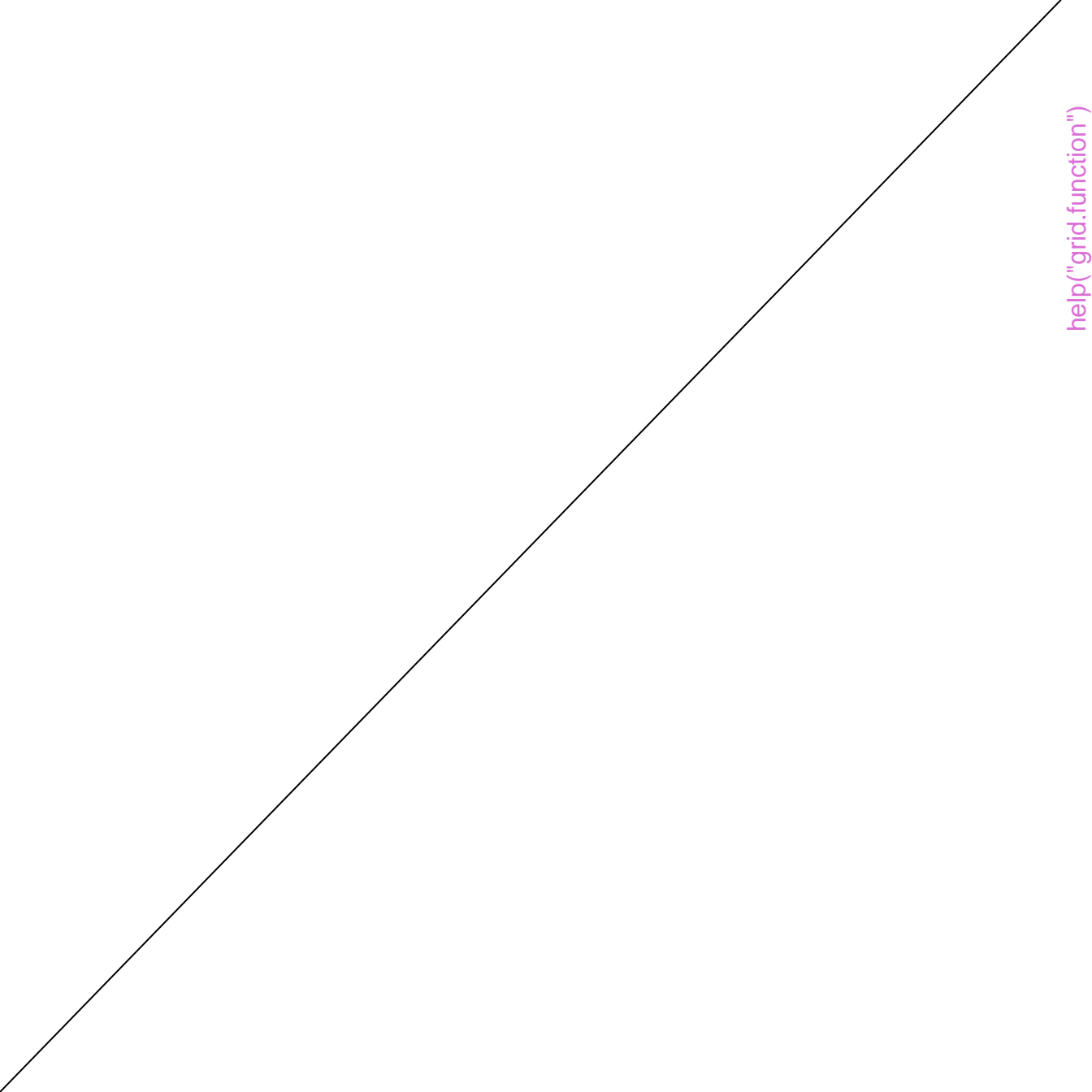




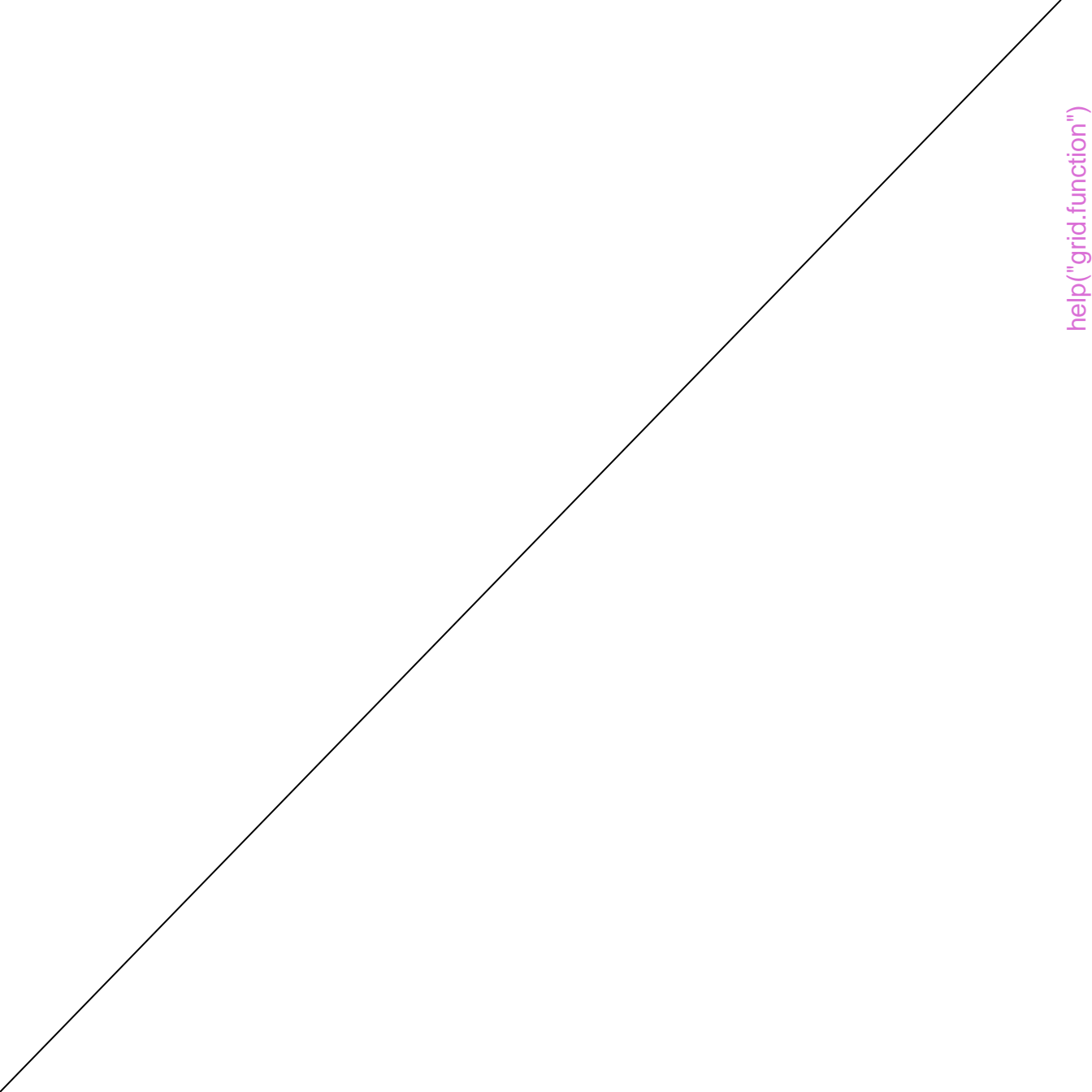


hi there

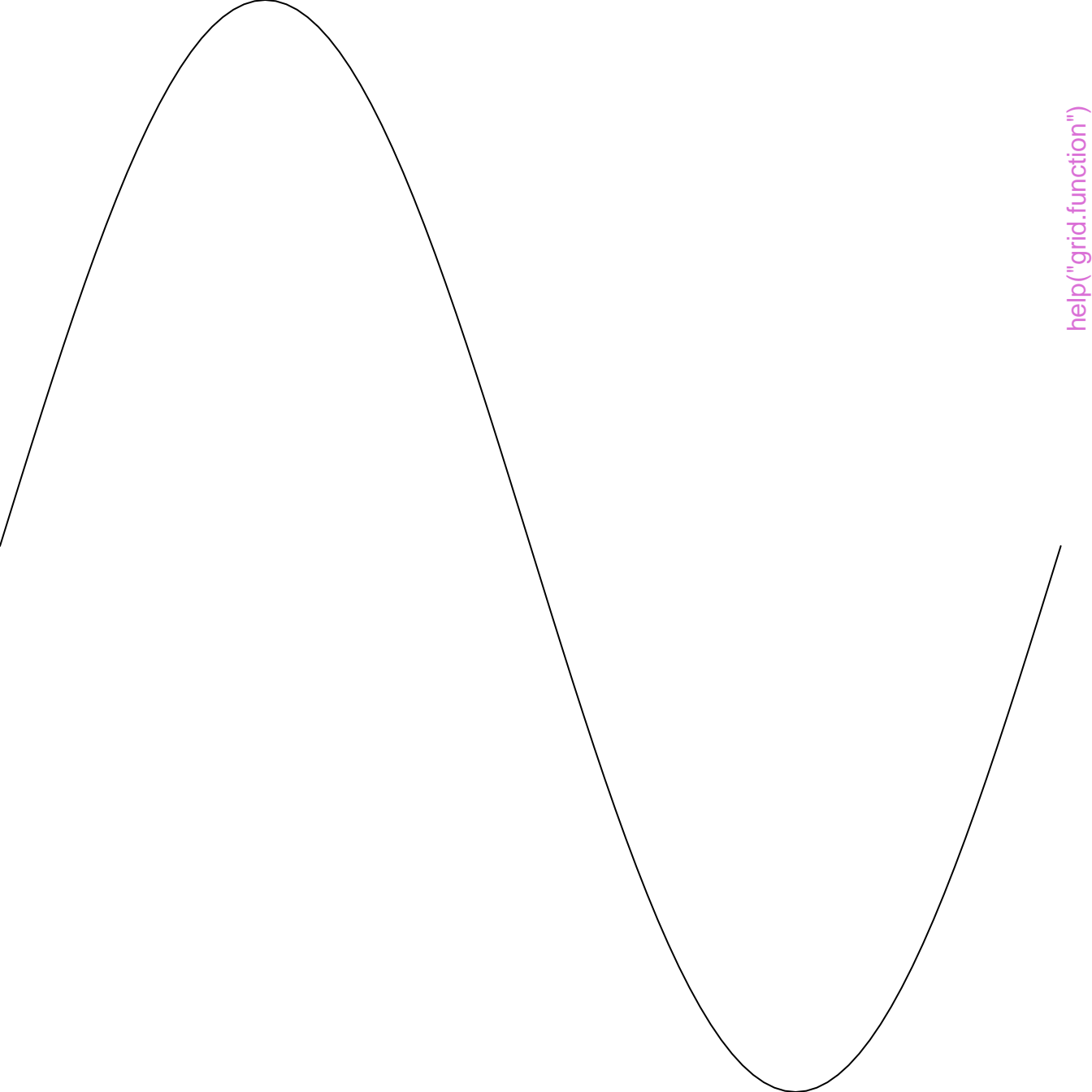
help("grid.frame")



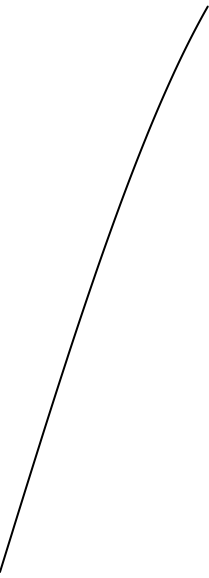
help("grid.function")



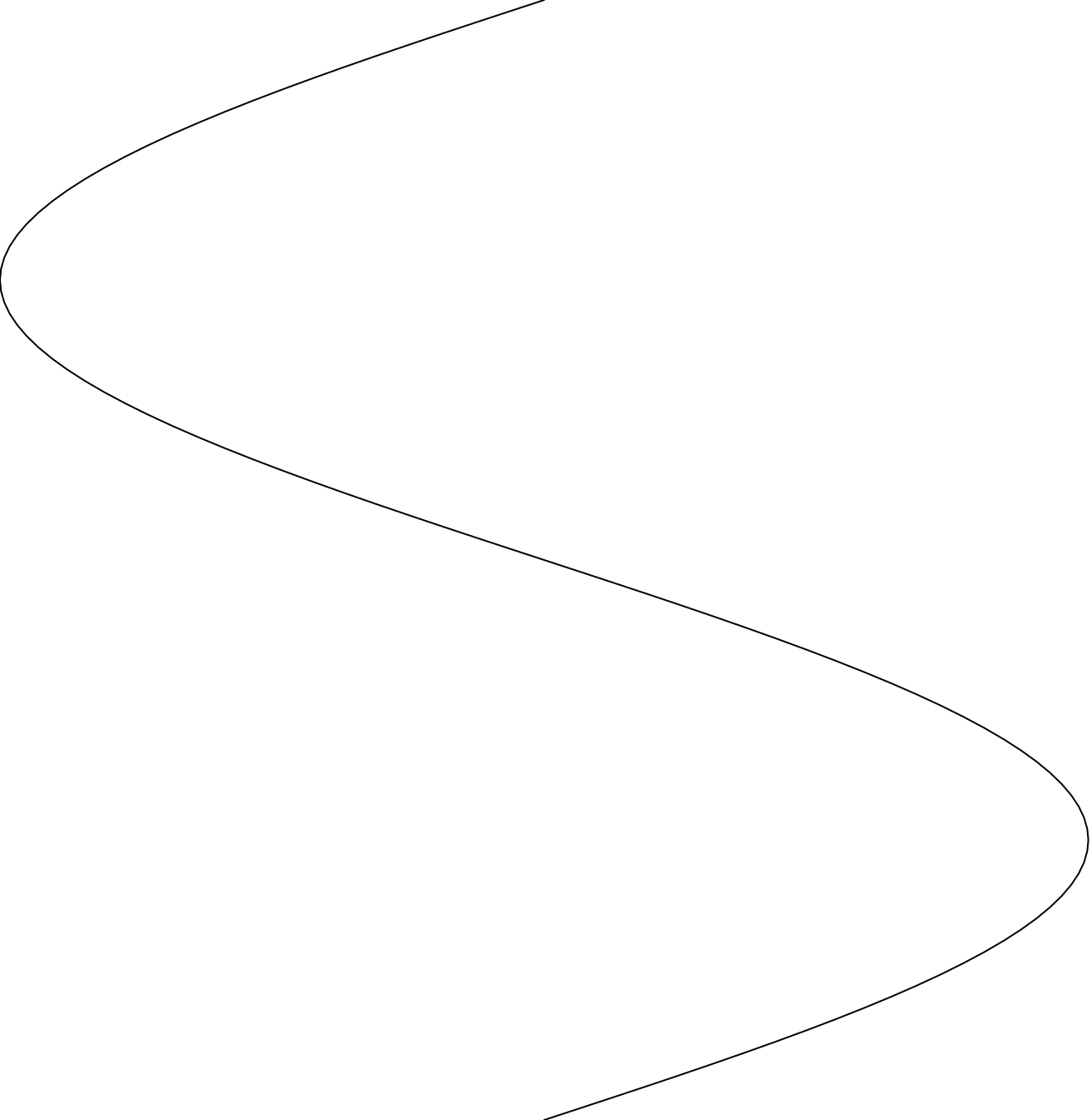
help("grid.function")



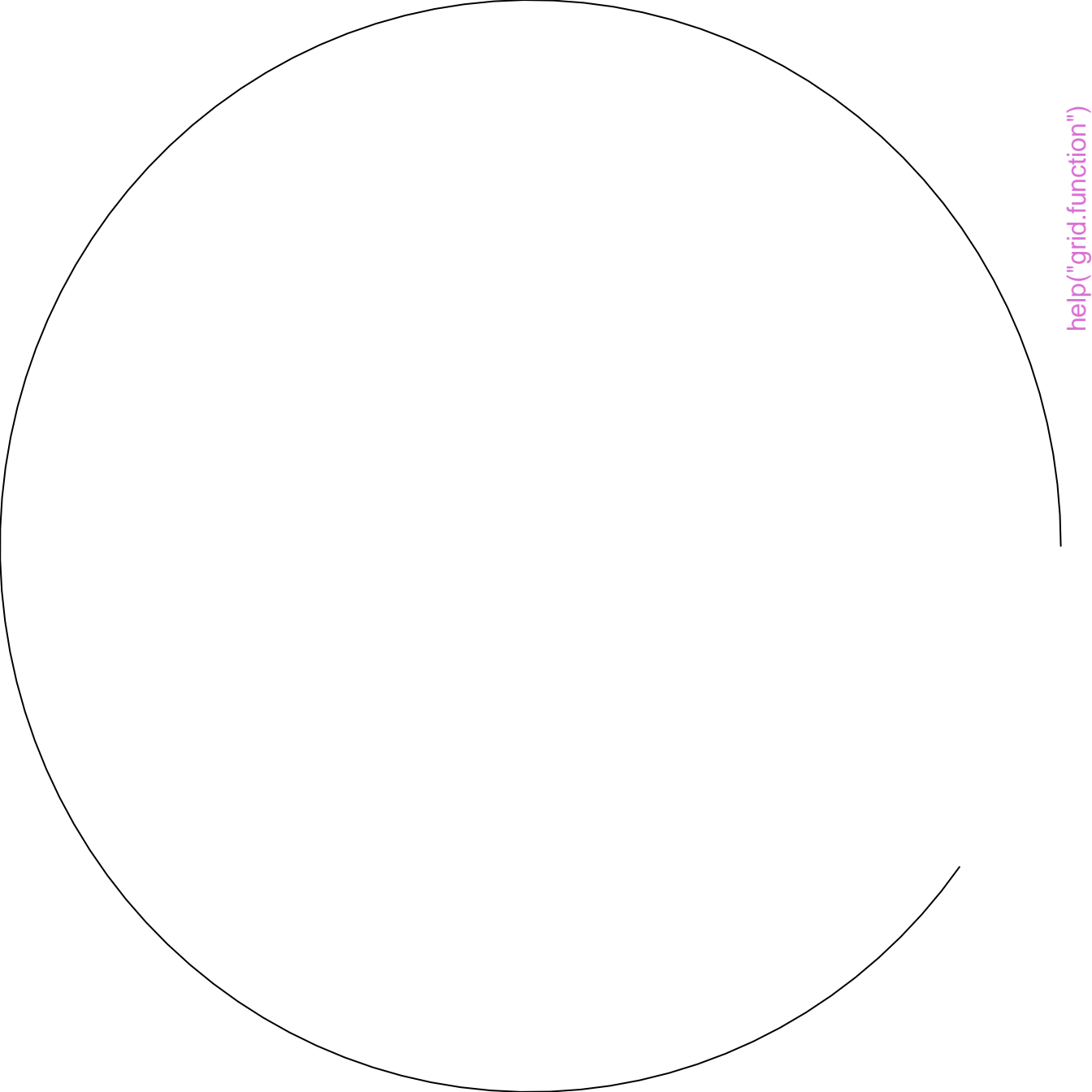
help("grid.function")



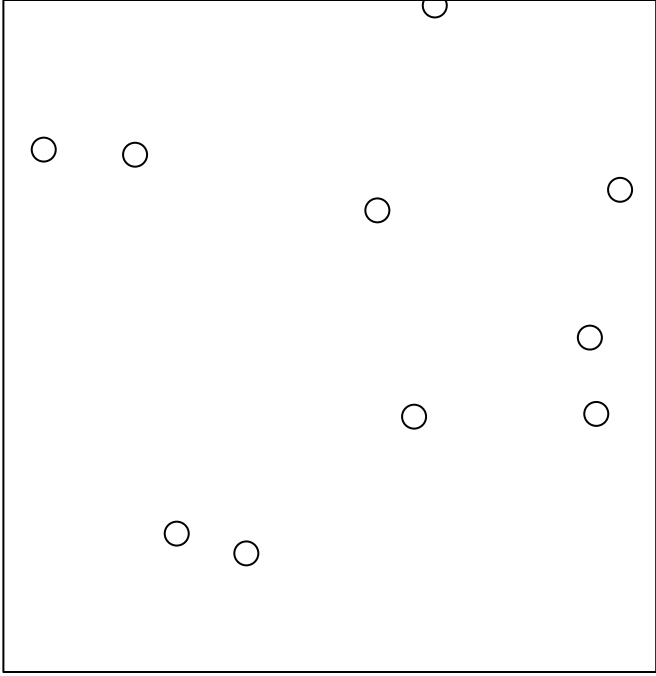
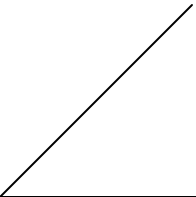
help("grid.function")

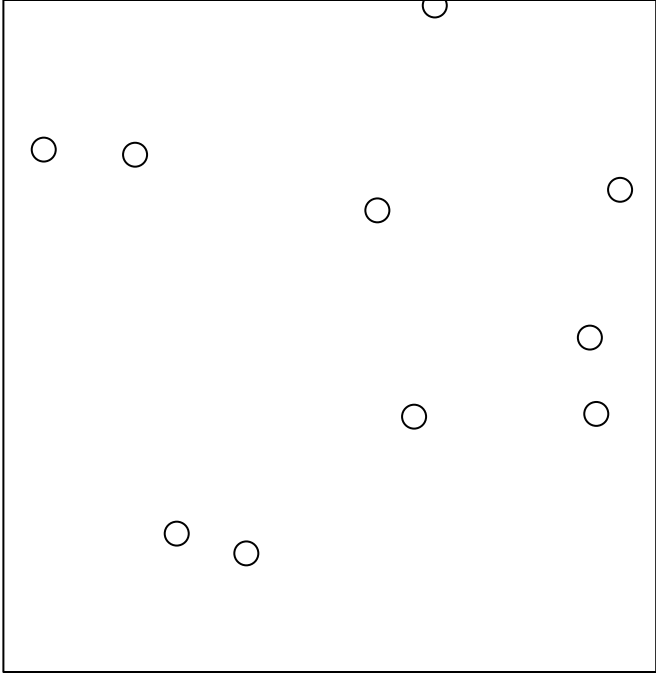
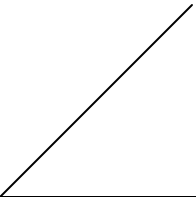


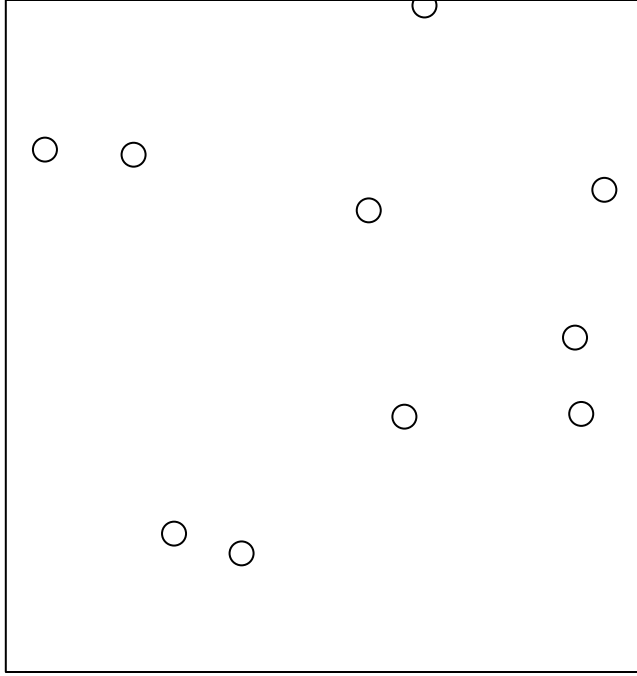
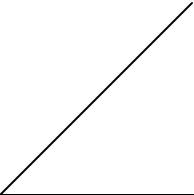
help("grid.function")



help("grid.function")

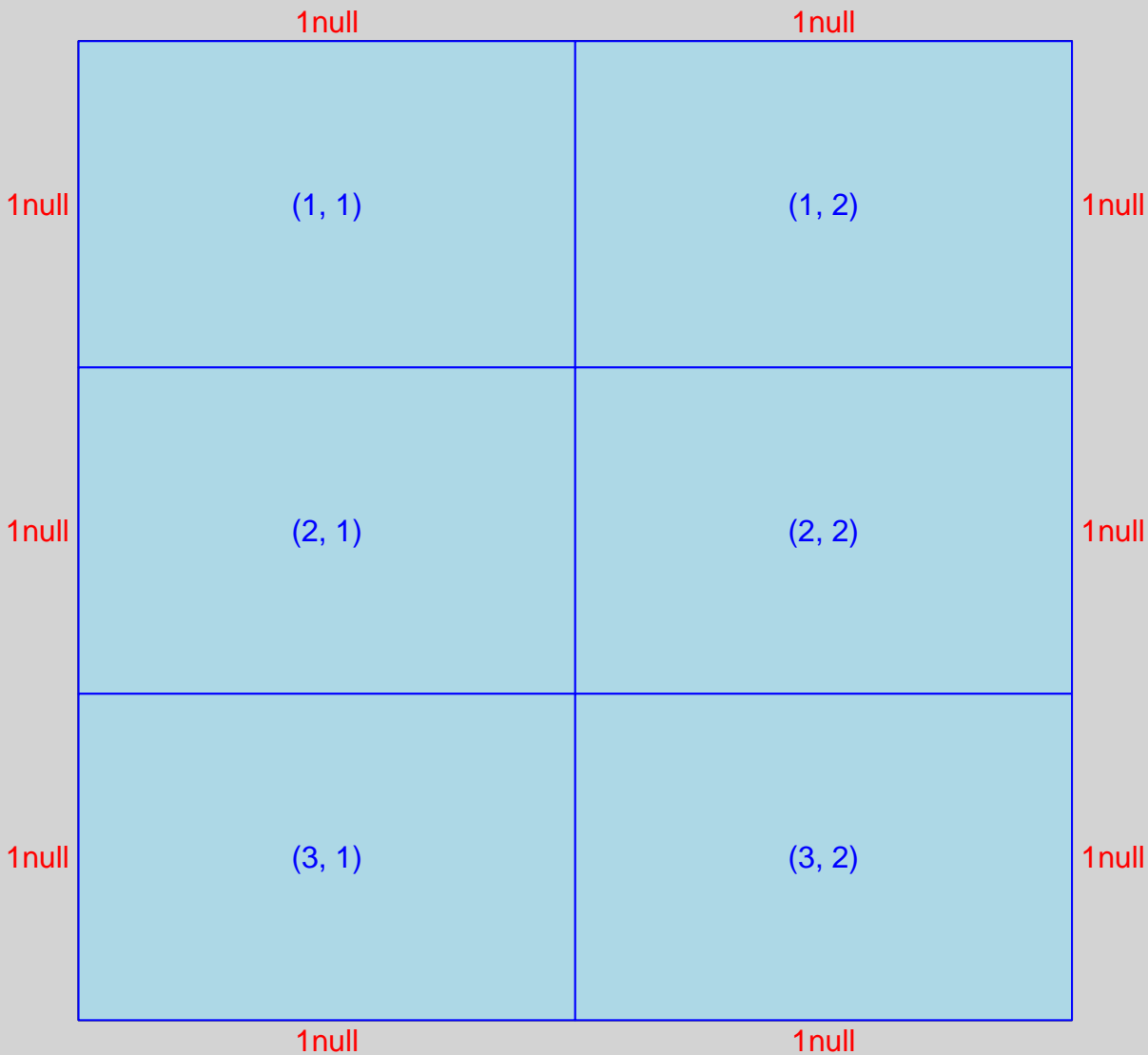






help("grid.function")
help("grid.grab")

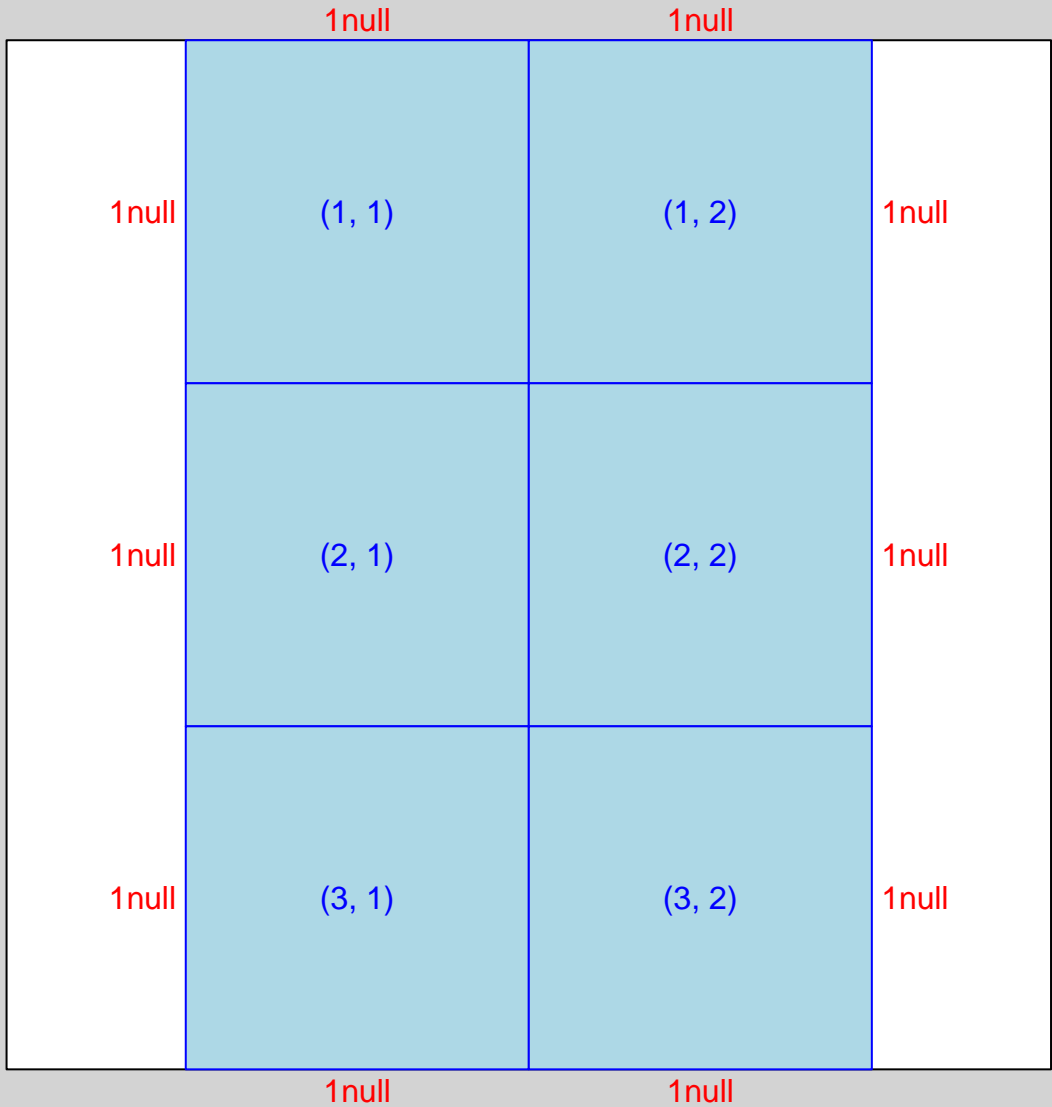
All dimensions relative -- no respect



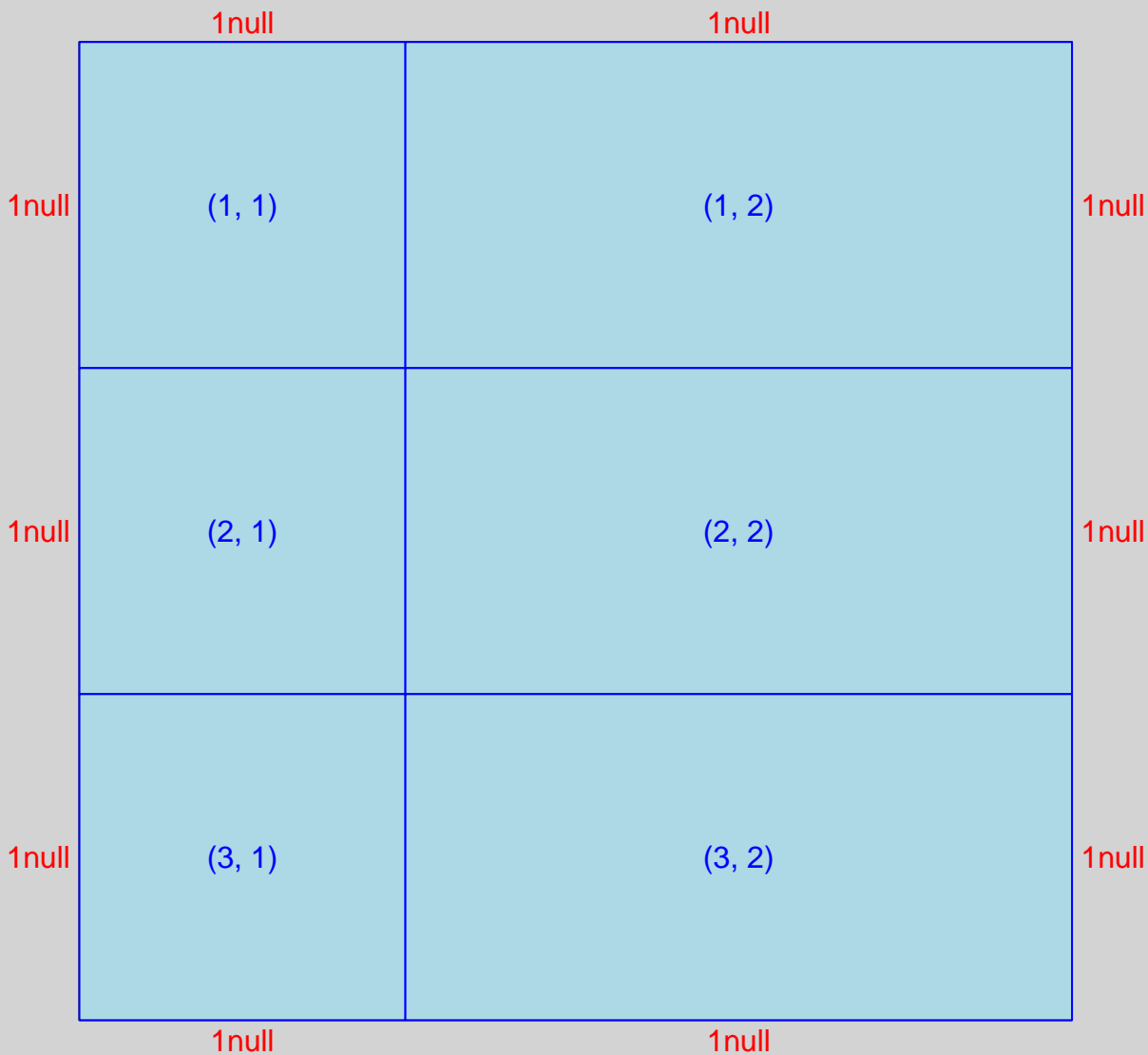
help("grid.layout")

All dimensions relative -- full respect

help("grid.layout")



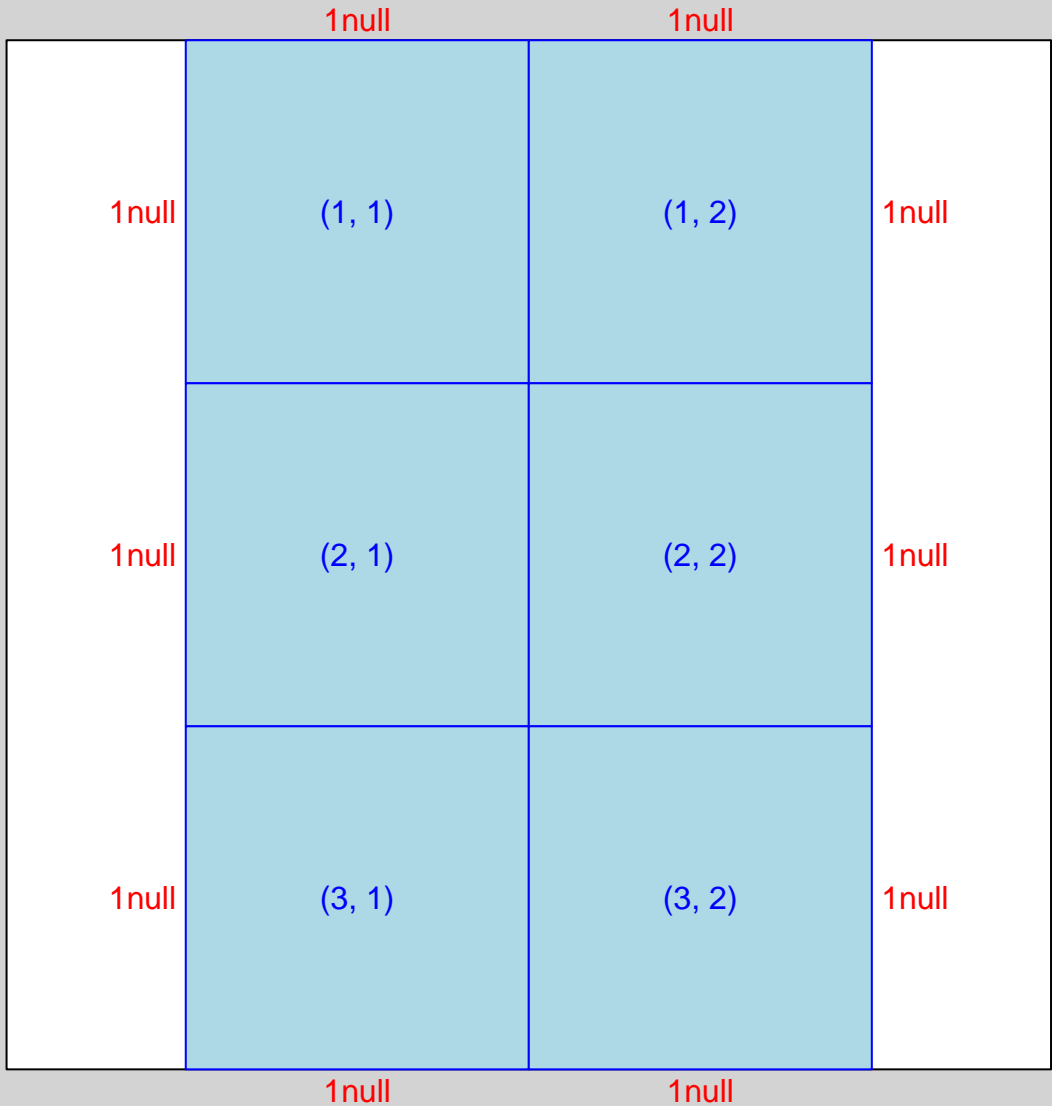
All dimensions relative -- only top-left cell respected



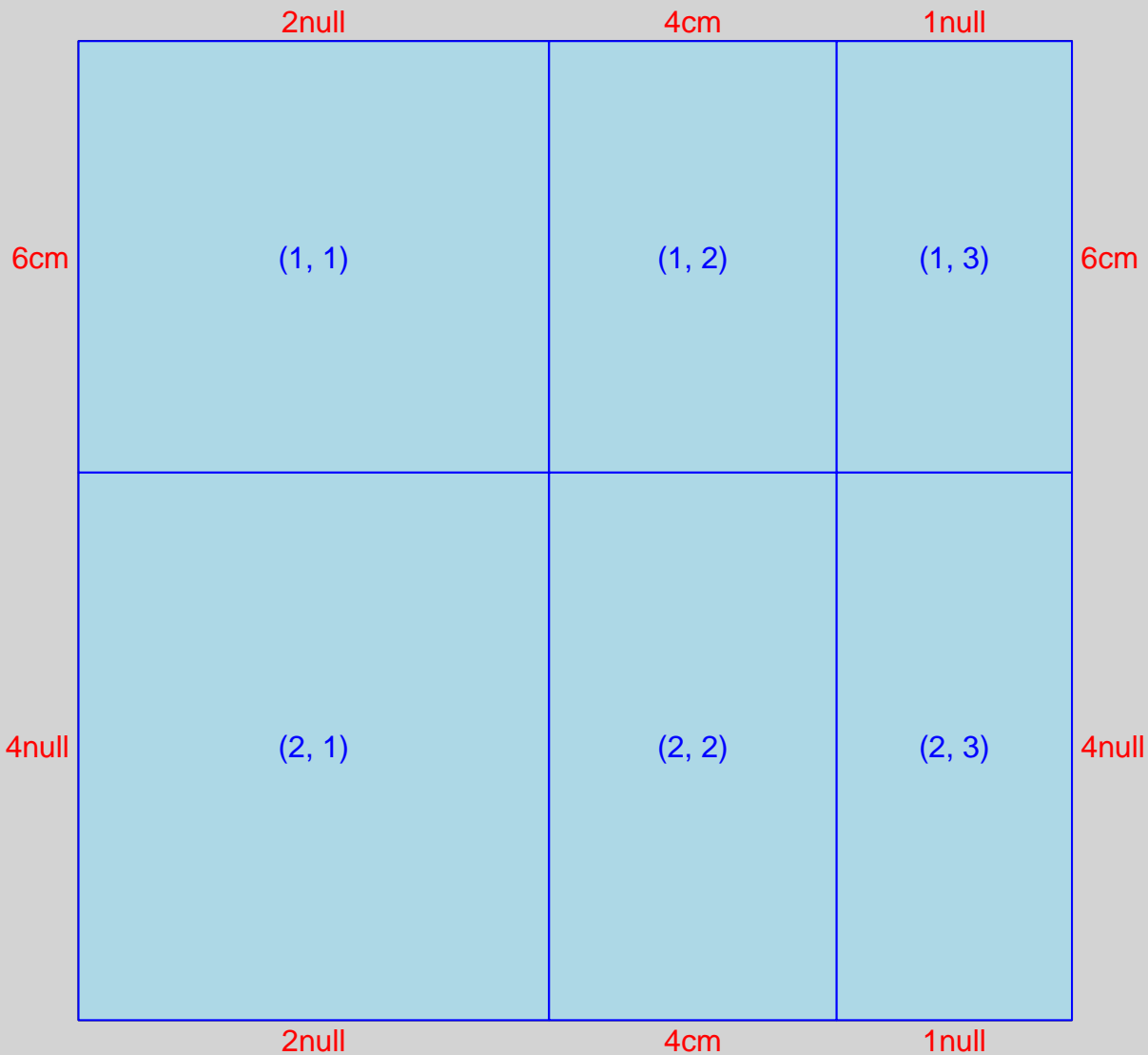
help("grid.layout")

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

help("grid.layout")

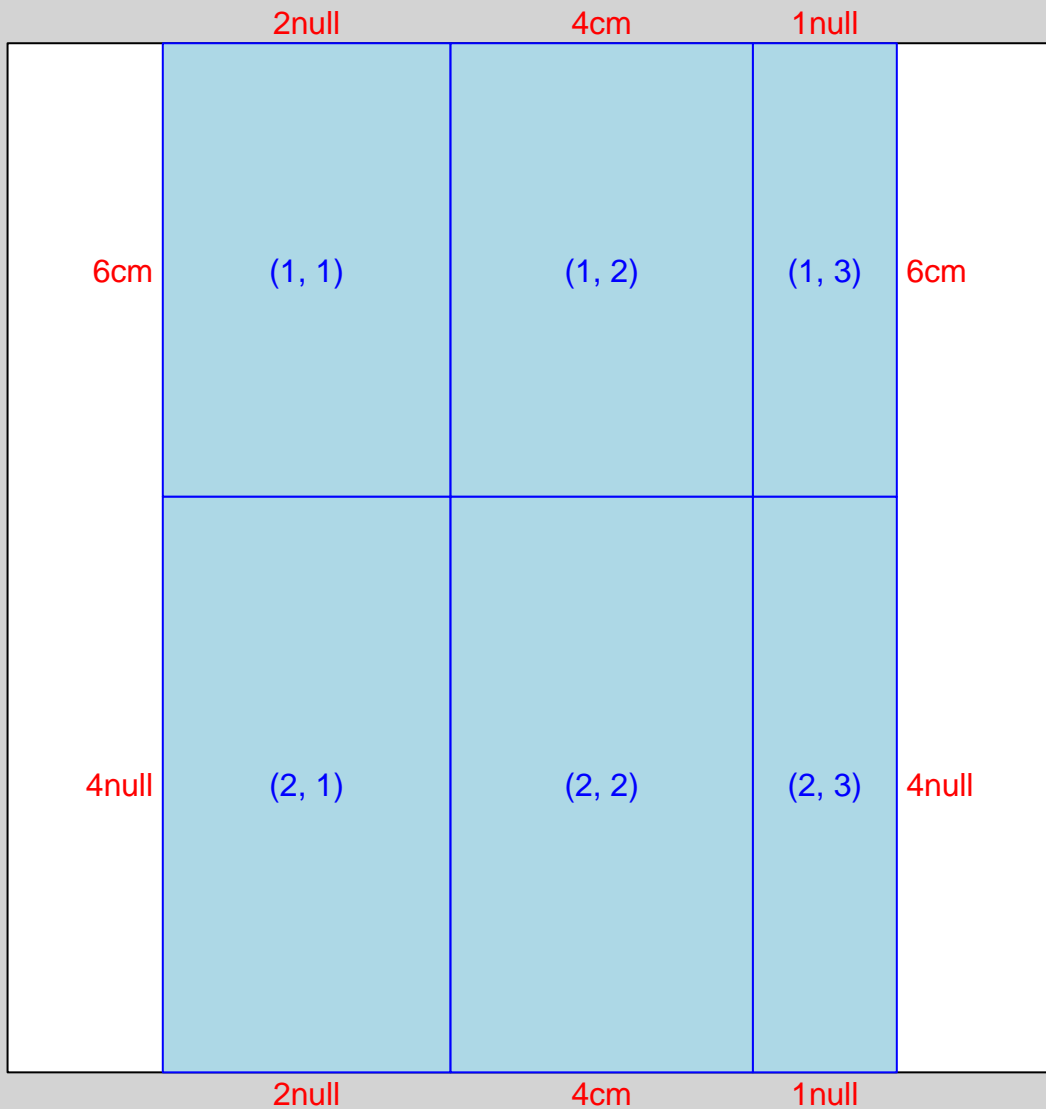


Absolute and relative -- no respect



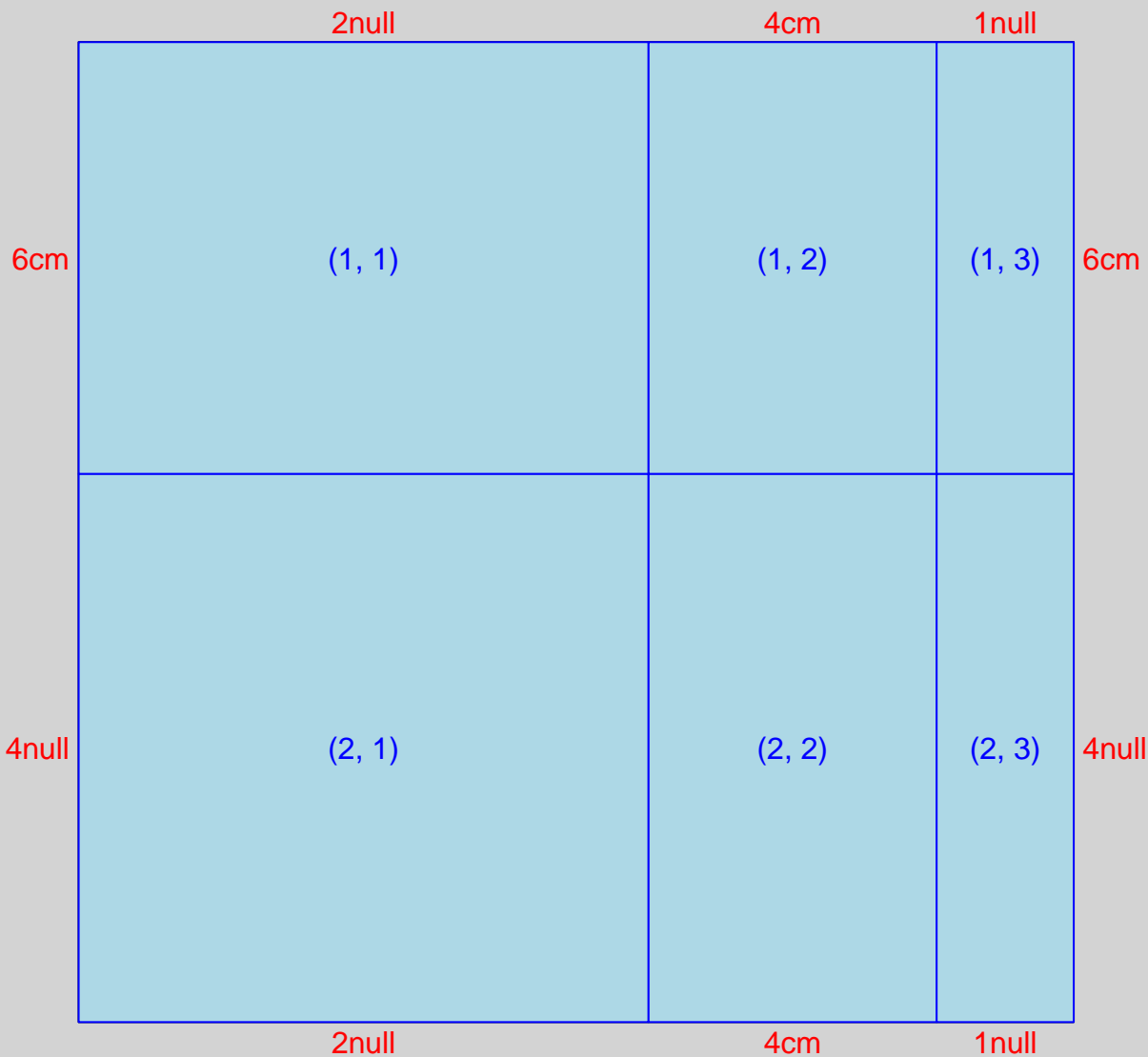
help("grid.layout")

Absolute and relative -- full respect

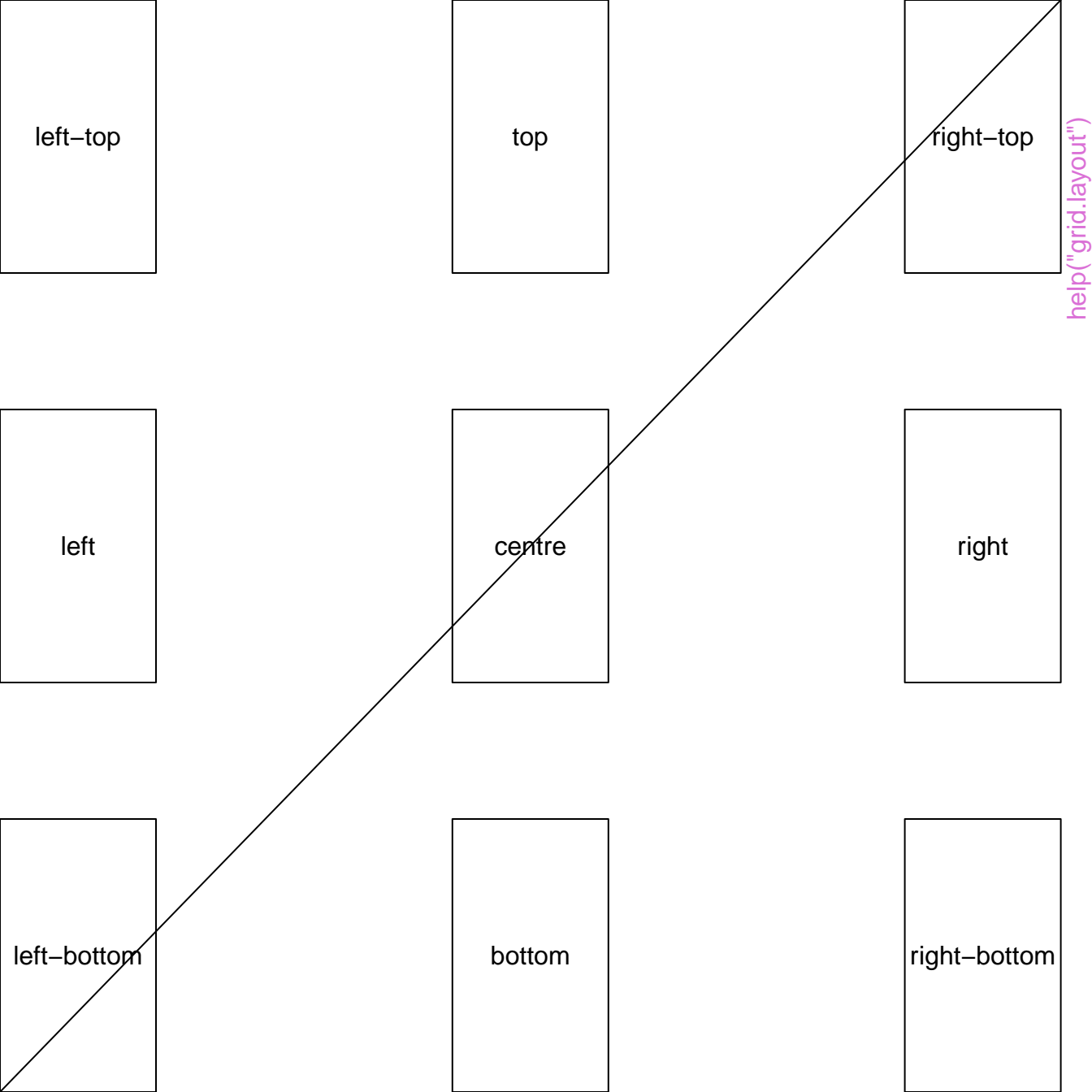


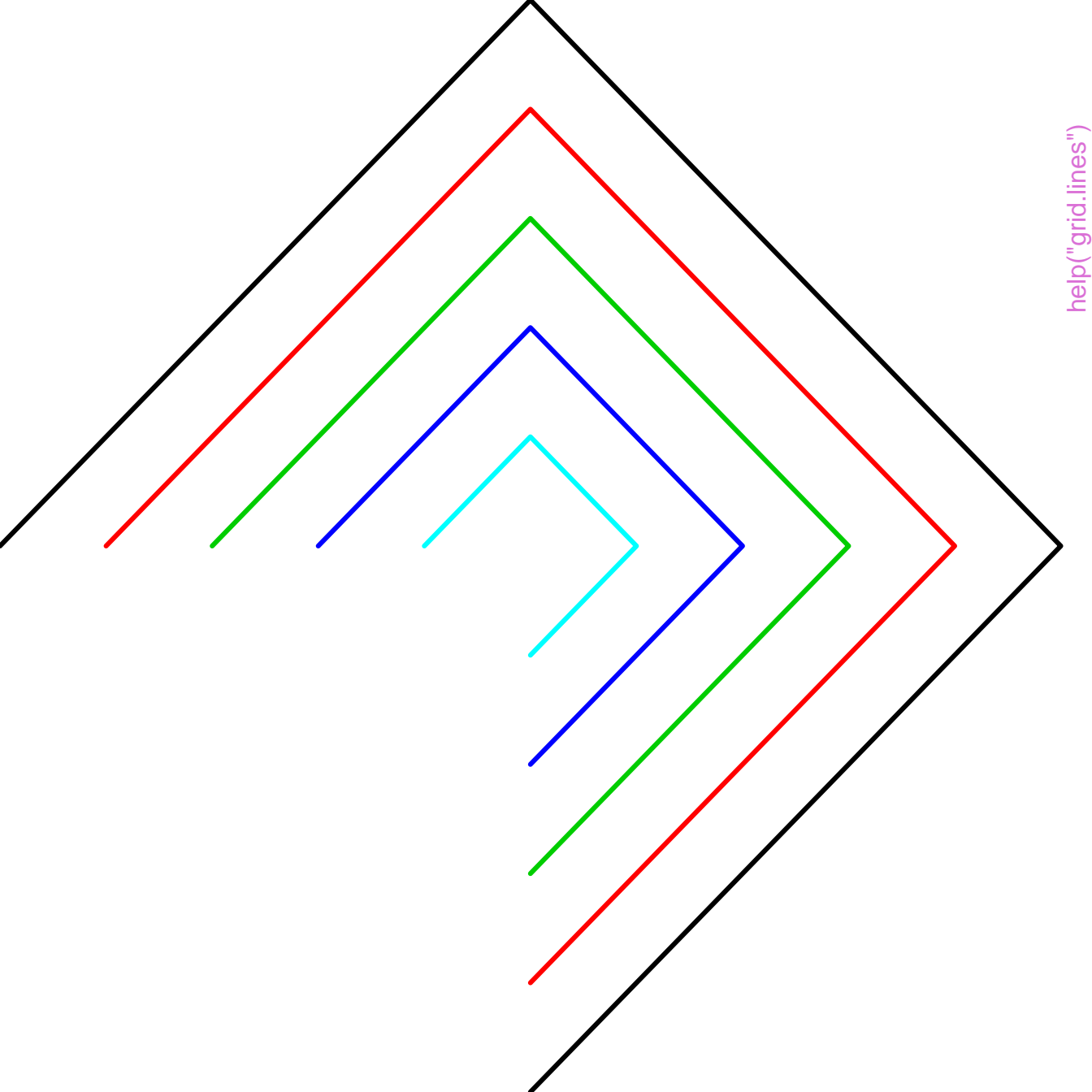
help("grid.layout")

Absolute and relative -- bottom-right respected

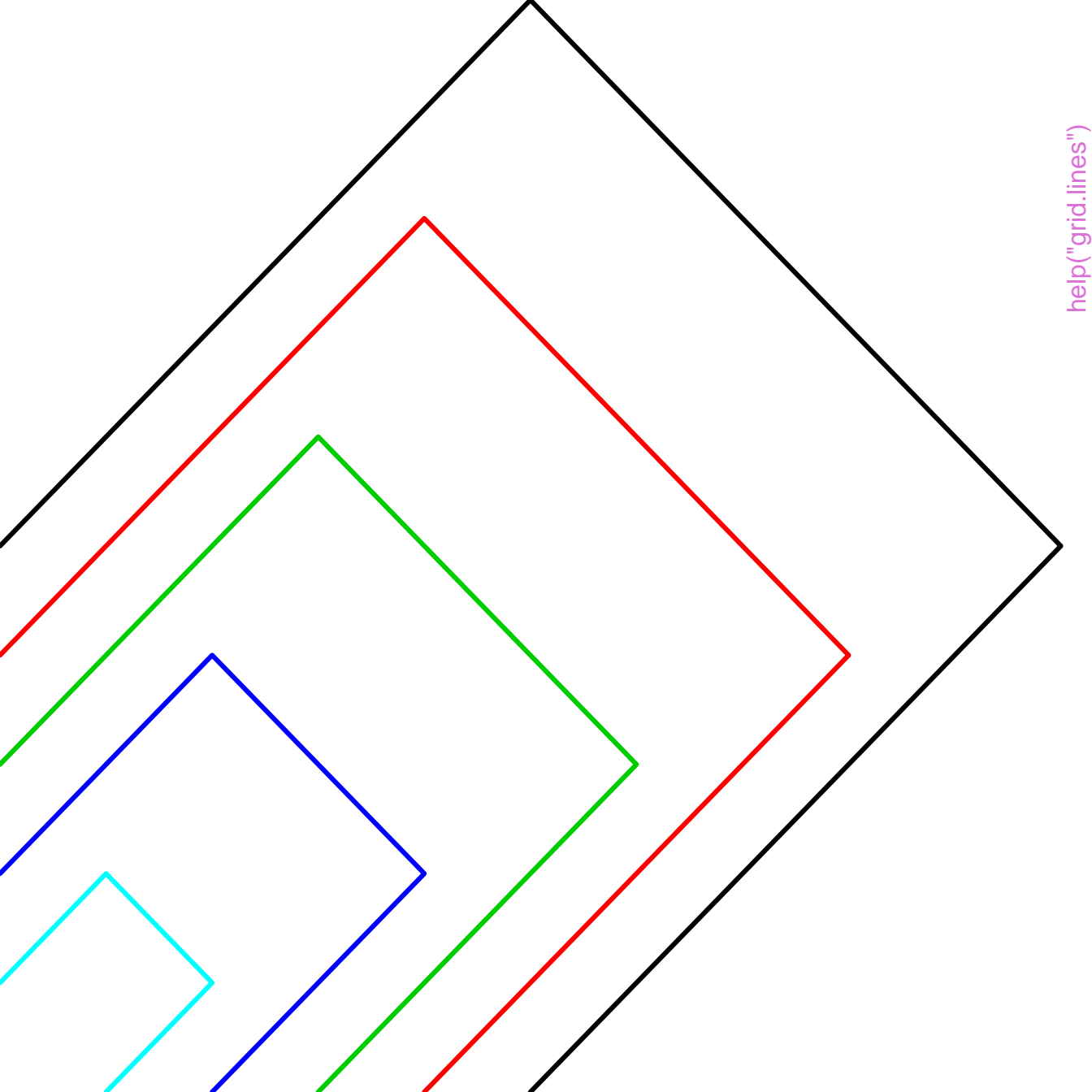


help("grid.layout")

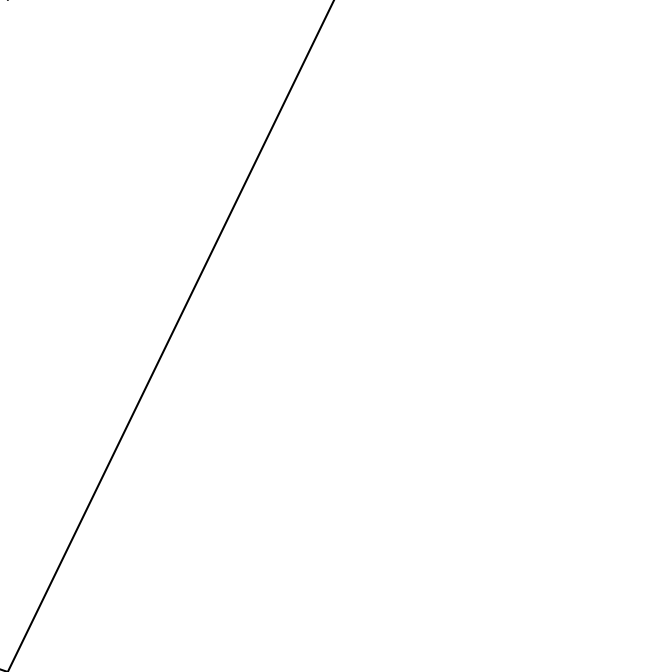
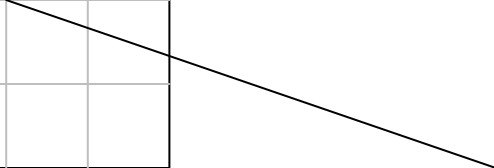
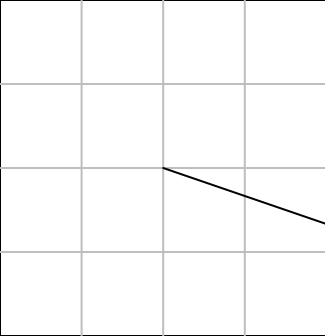




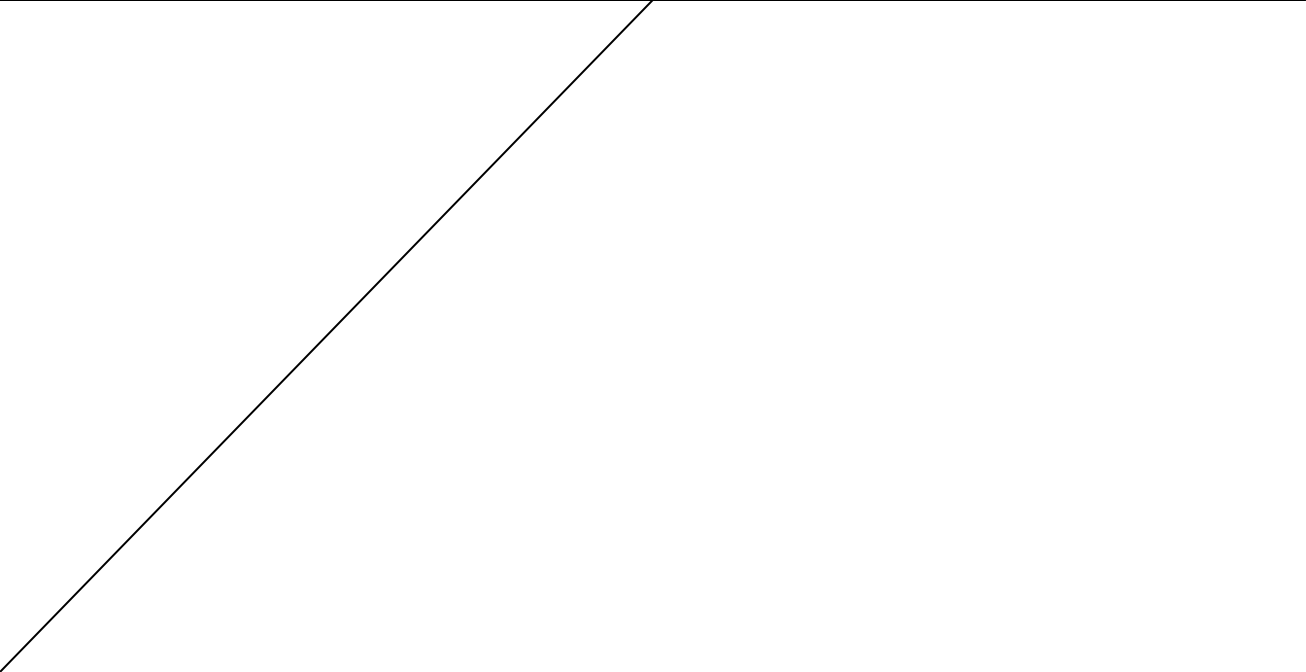
help("grid.lines")



help("grid.lines")

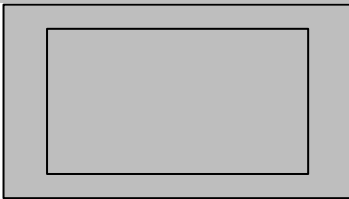


help("grid.move.to")

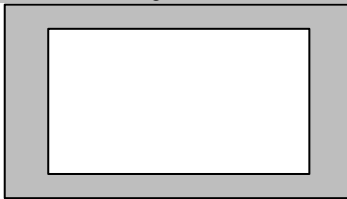


help("grid.null")

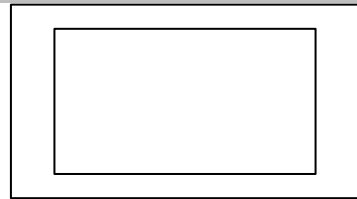
Nested rectangles, both clockwise



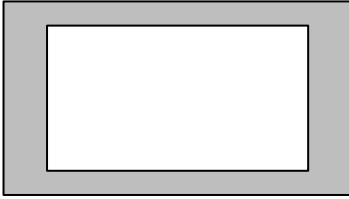
Rule: winding



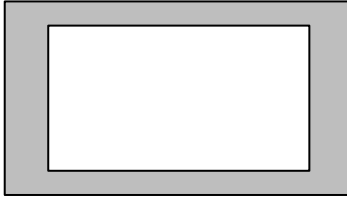
Rule: evenodd



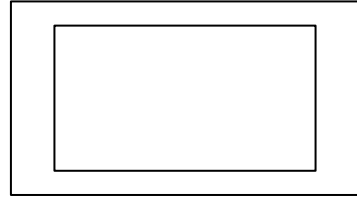
Nested rectangles, outer clockwise, inner anti-clockwise



Rule: winding



Rule: evenodd



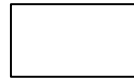
Disjoint rectangles



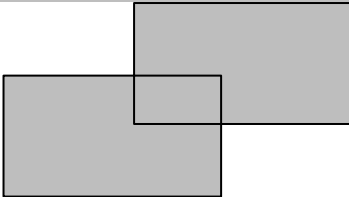
Rule: winding



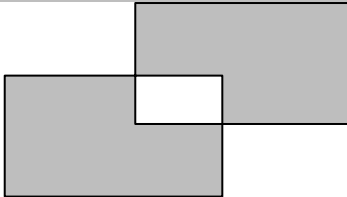
Rule: evenodd



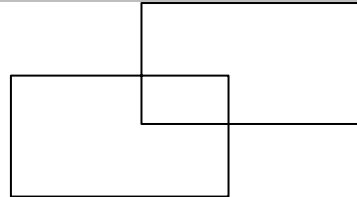
Overlapping rectangles, both clockwise



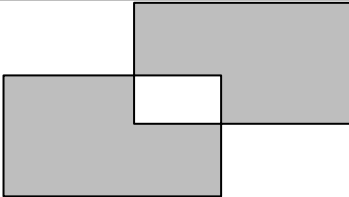
Rule: winding



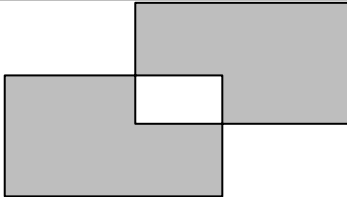
Rule: evenodd



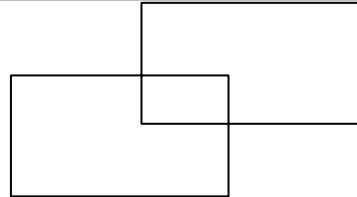
Overlapping rectangles, one clockwise, other anti-clockwise

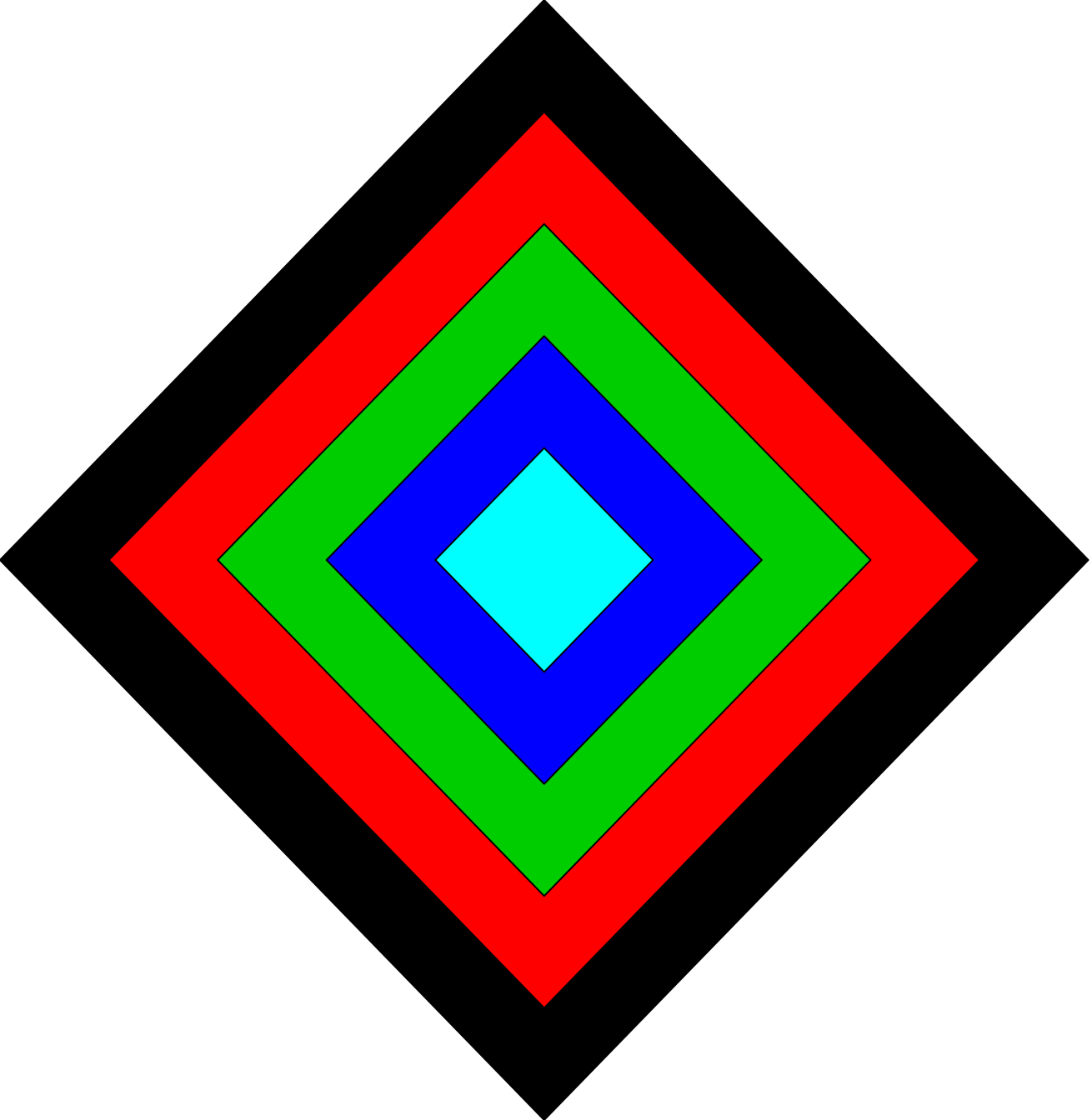


Rule: winding

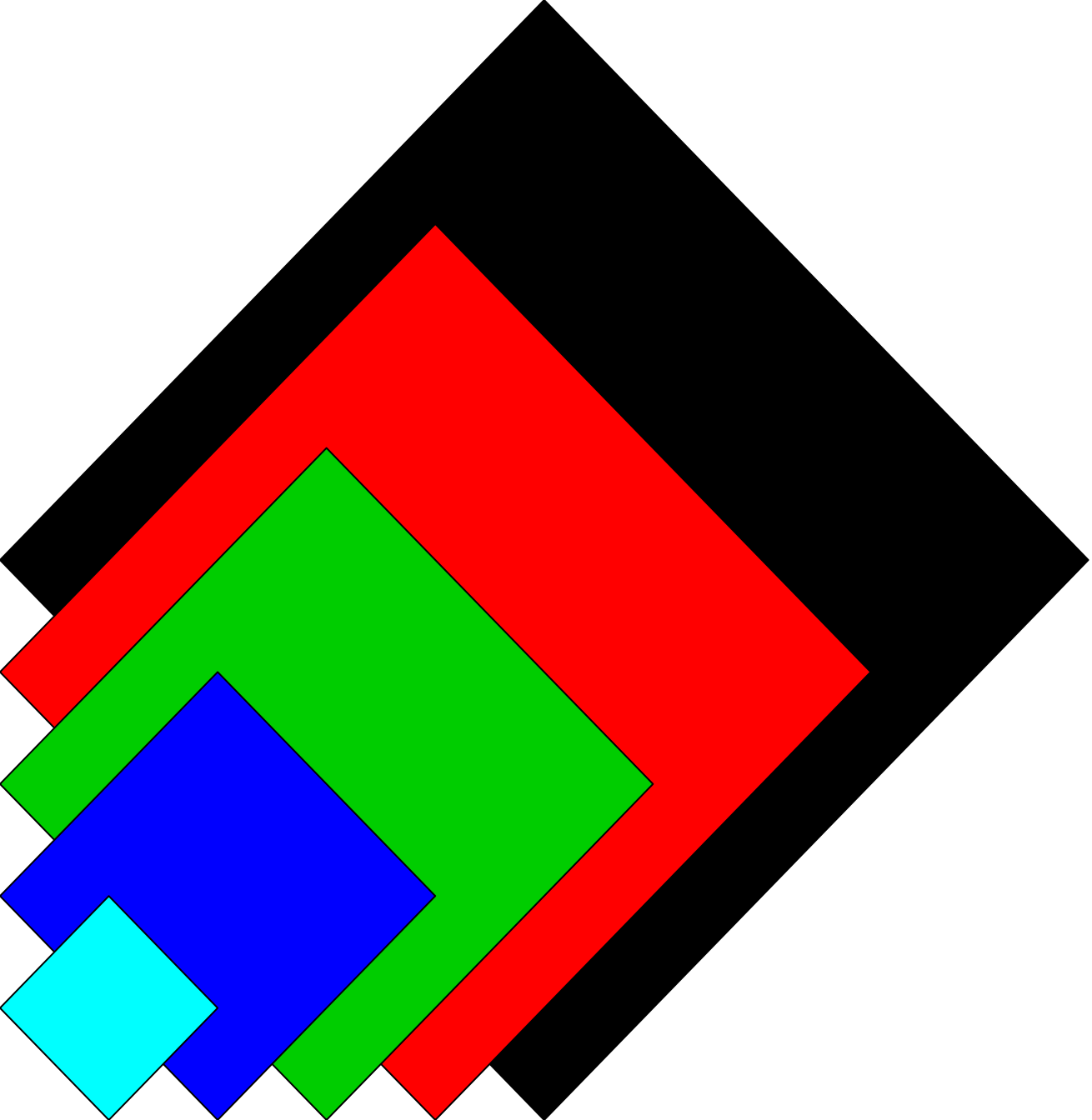


Rule: evenodd

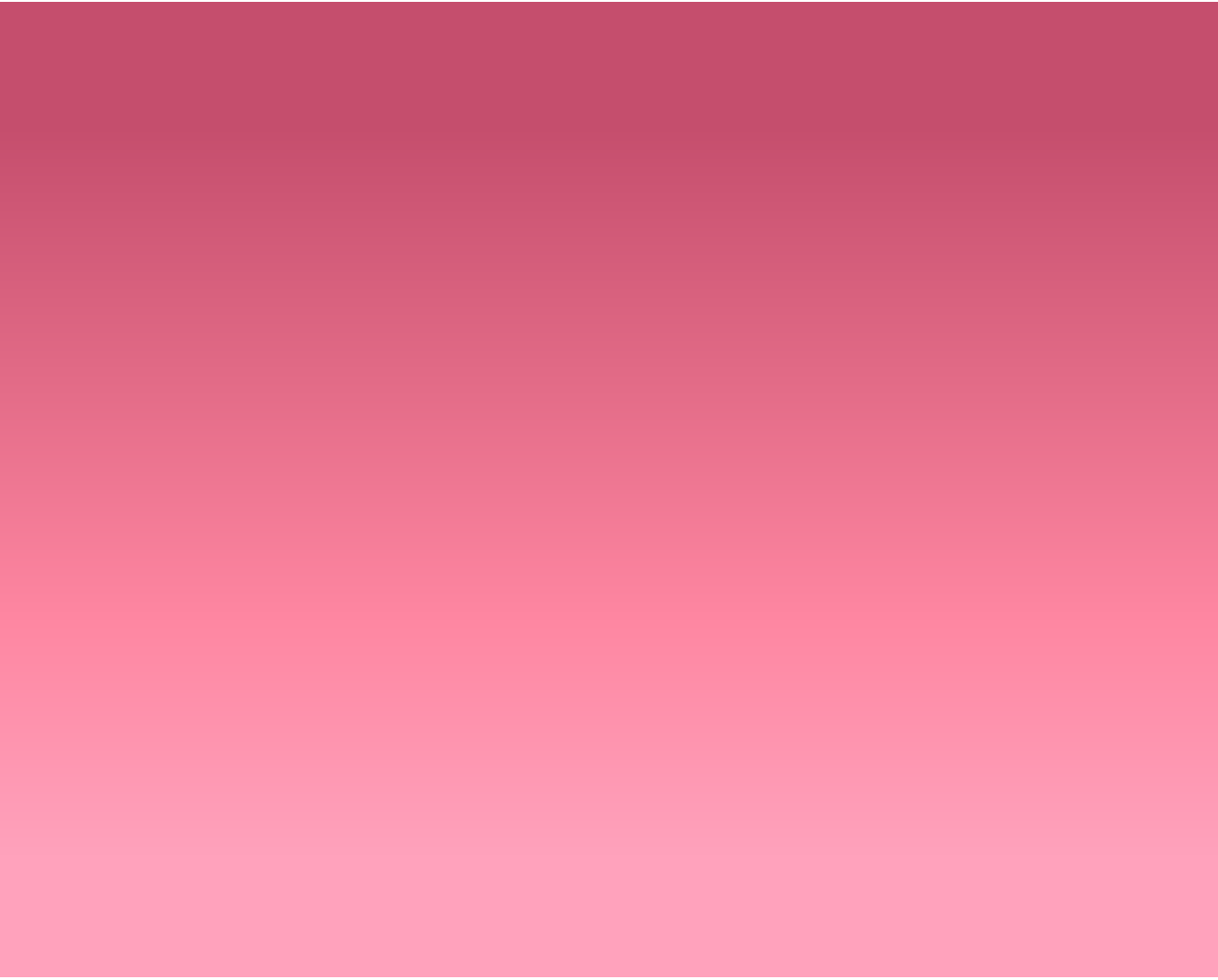




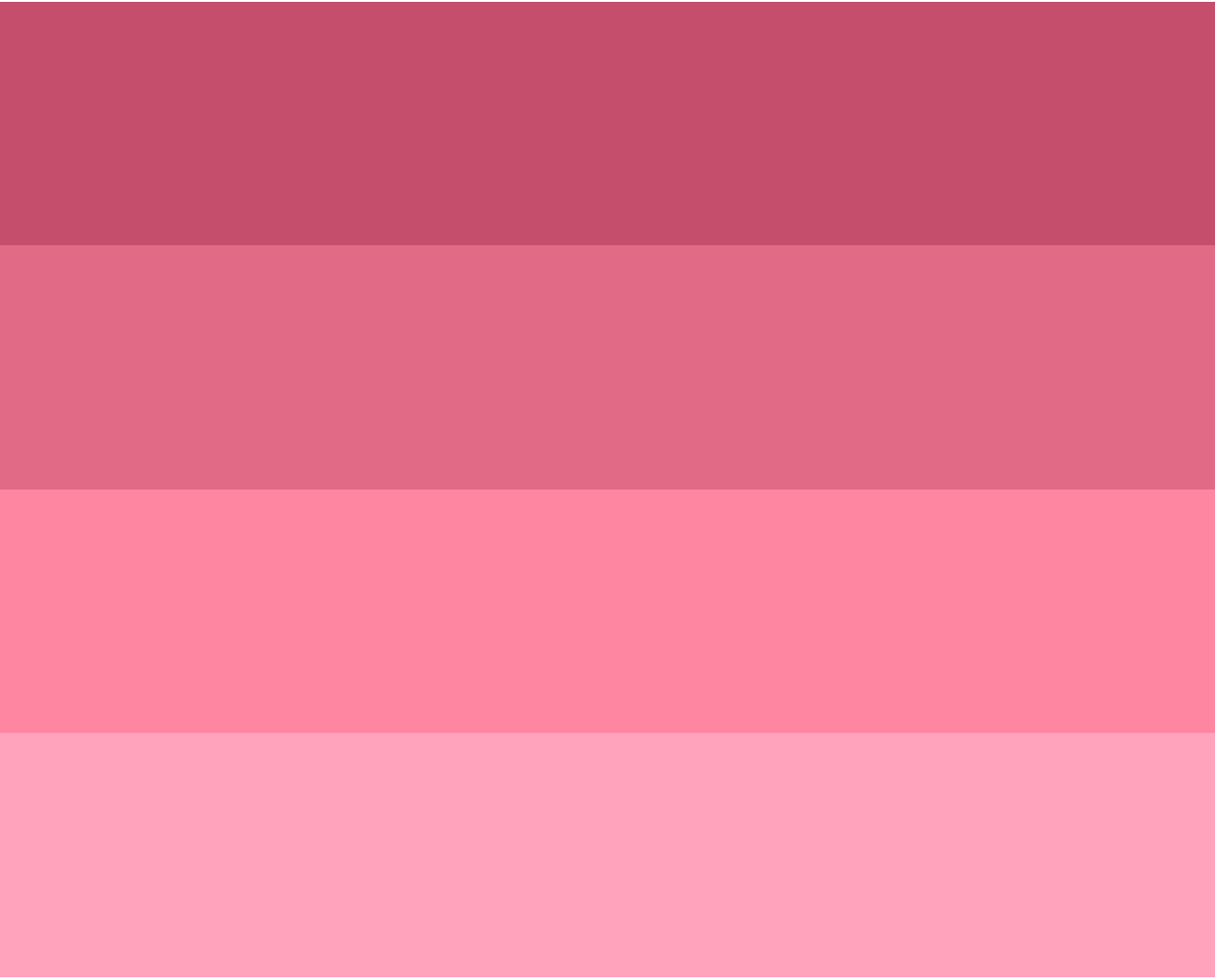
`help("grid.polygon")`



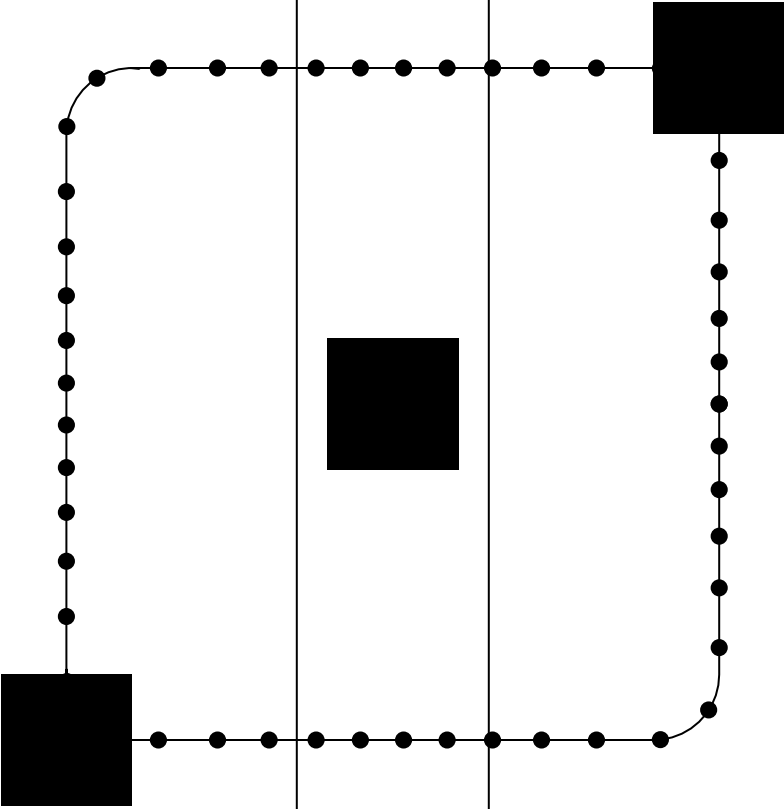
help("grid.polygon")



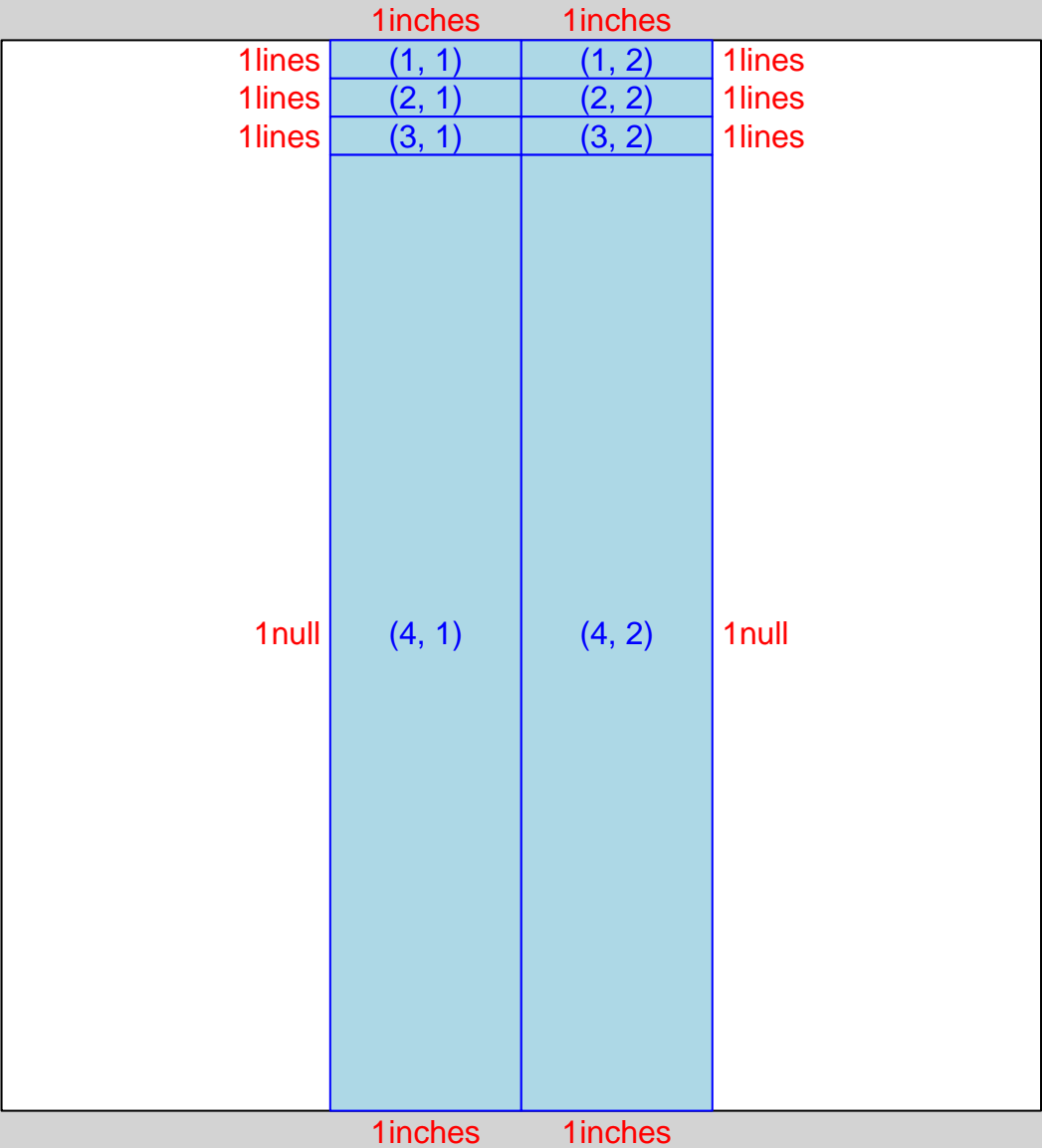
help("grid.raster")



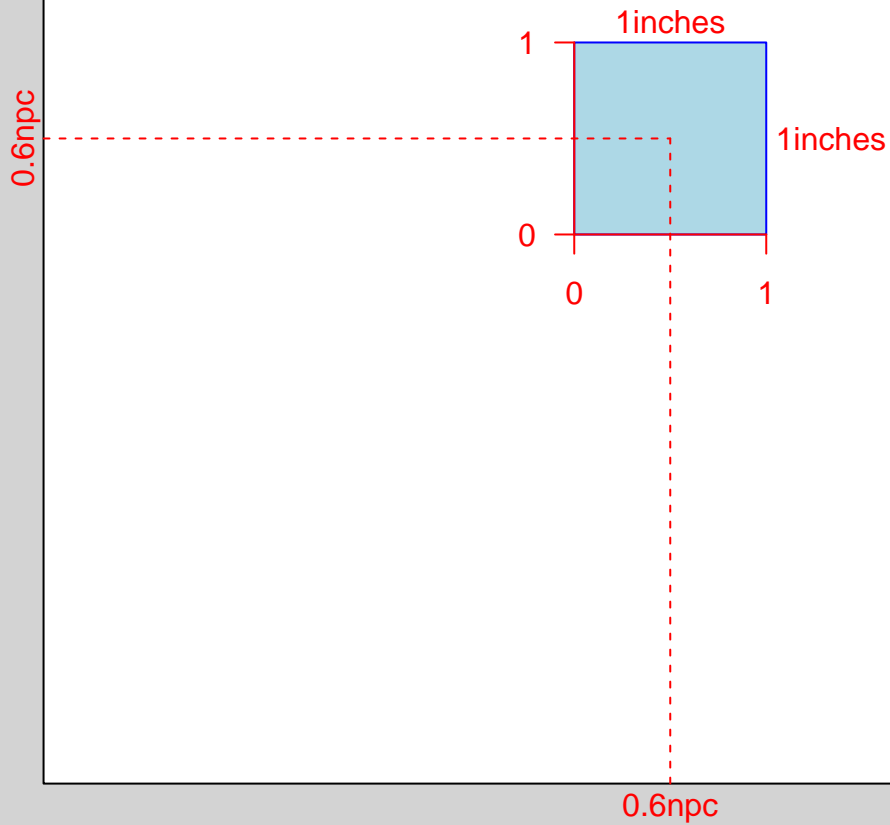
help("grid.raster")



`help("grid.raster")`

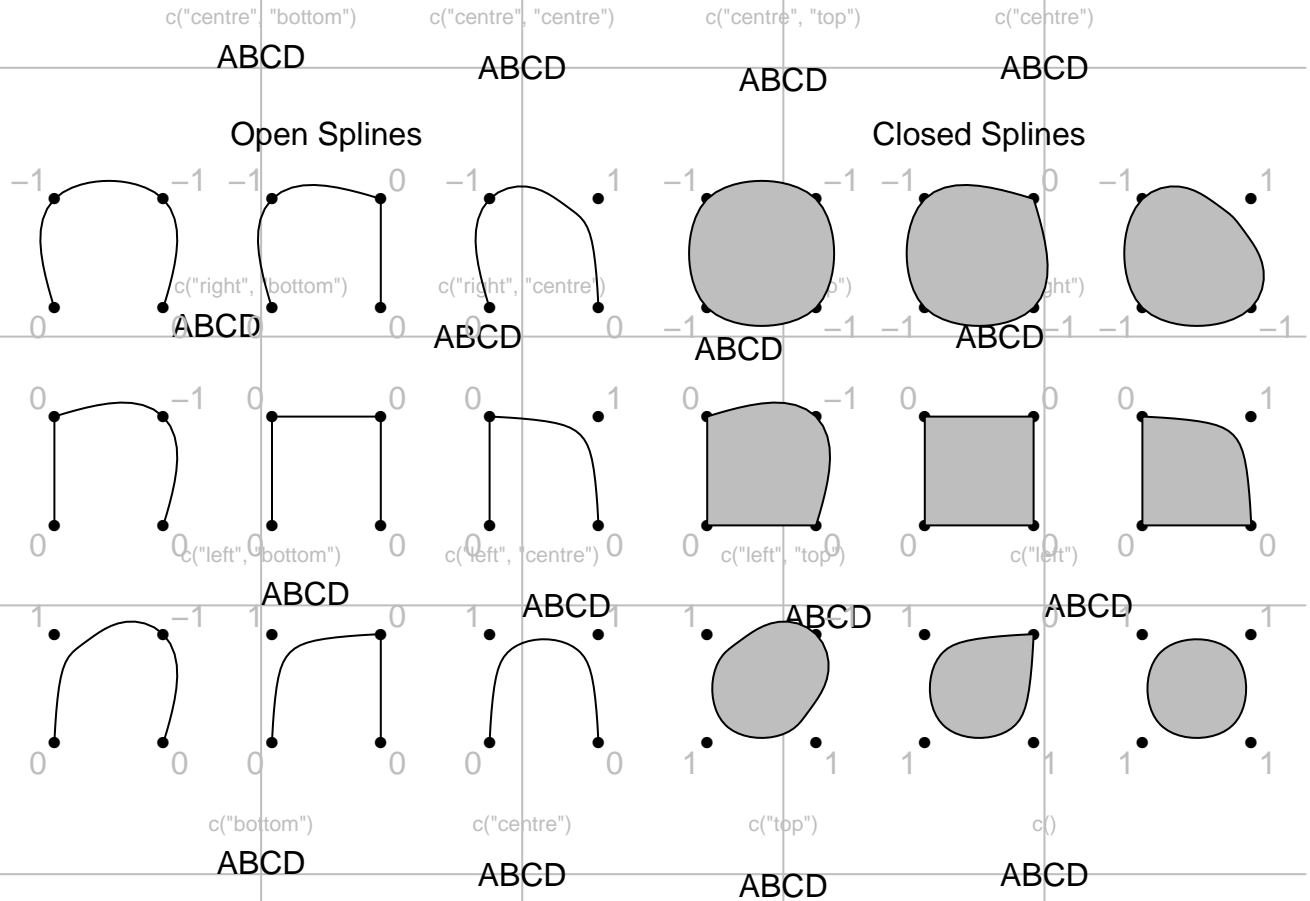


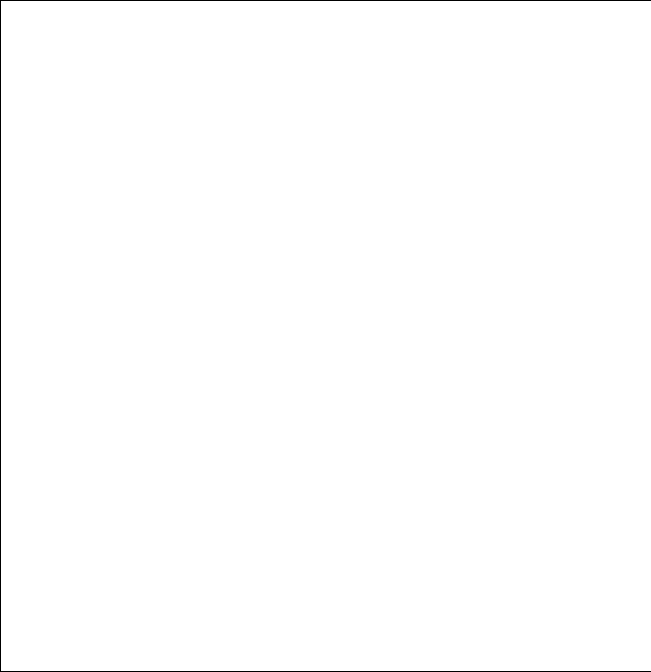
help("grid.show.layout")

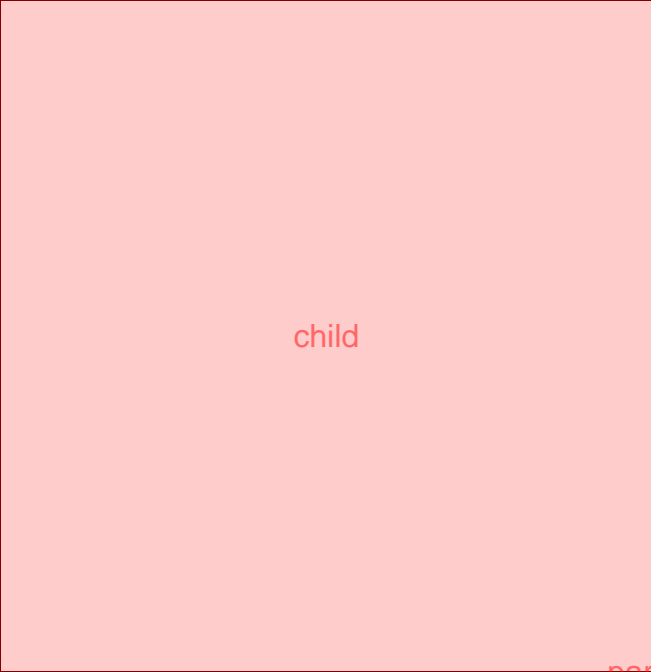




help("grid text")







child

parent

nextSibling()

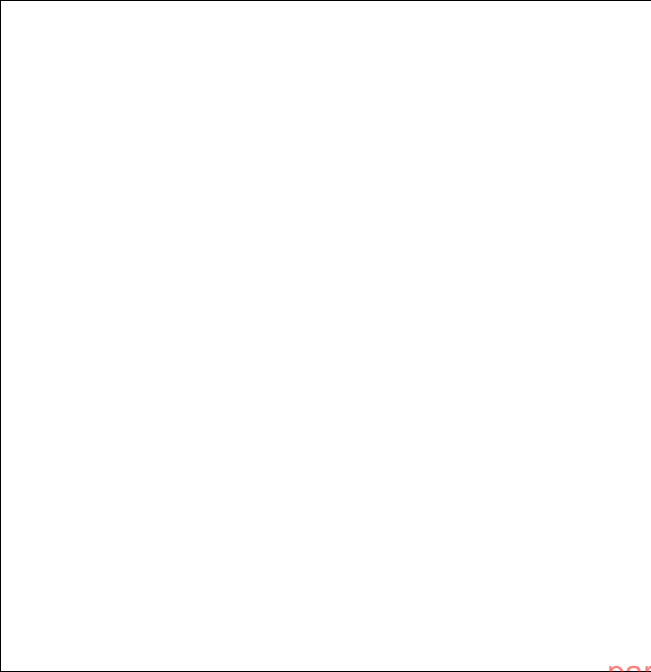
child

help("showGrob")



parent

nextSibling()

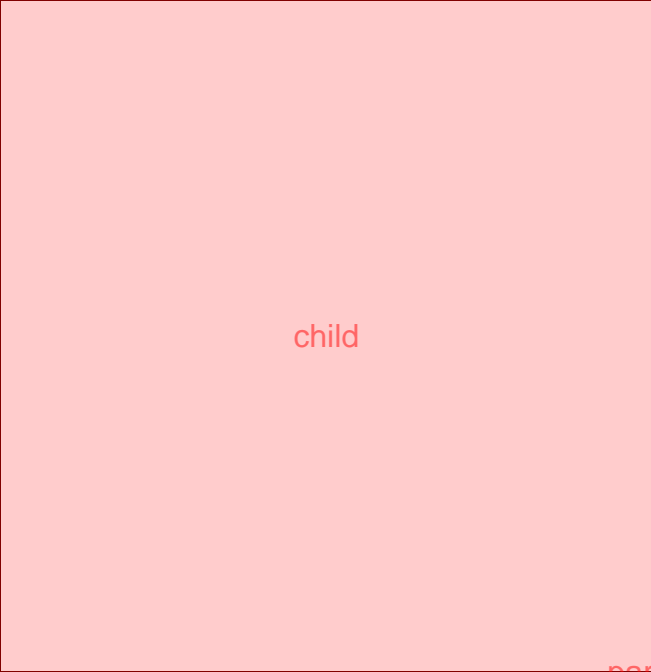


parent

nextSibling()

child

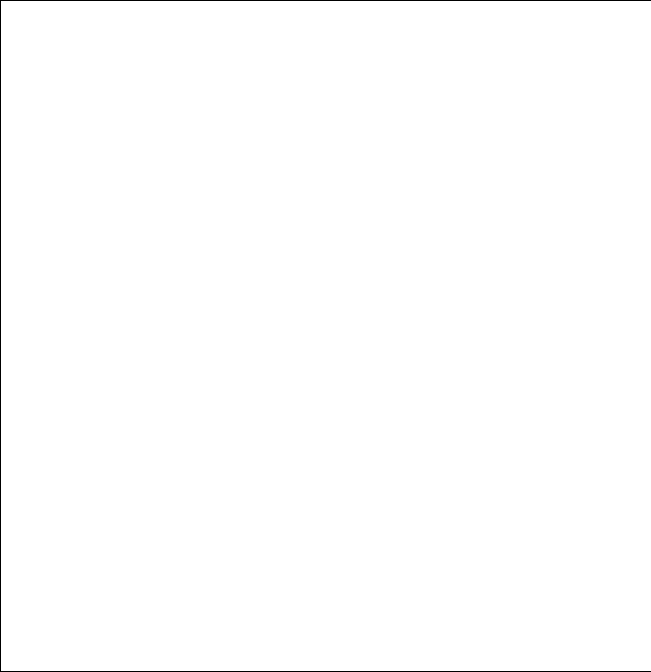
help("showGrob")

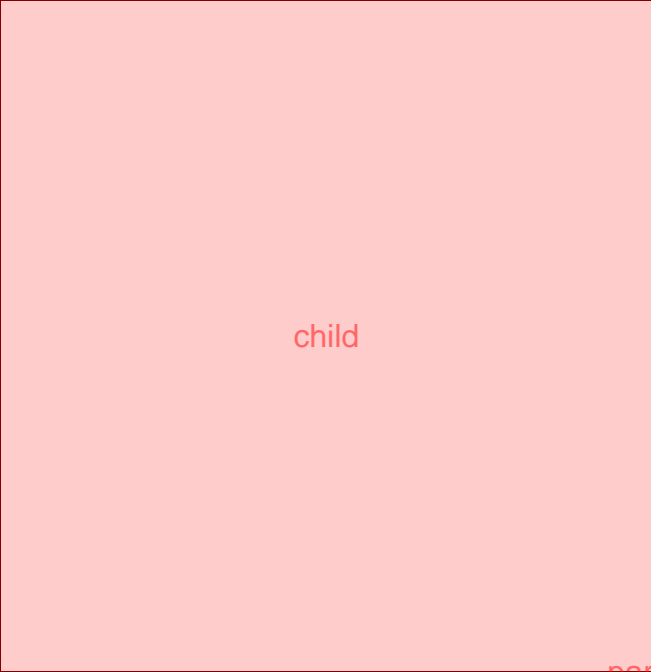


child

parent

nextSibling()

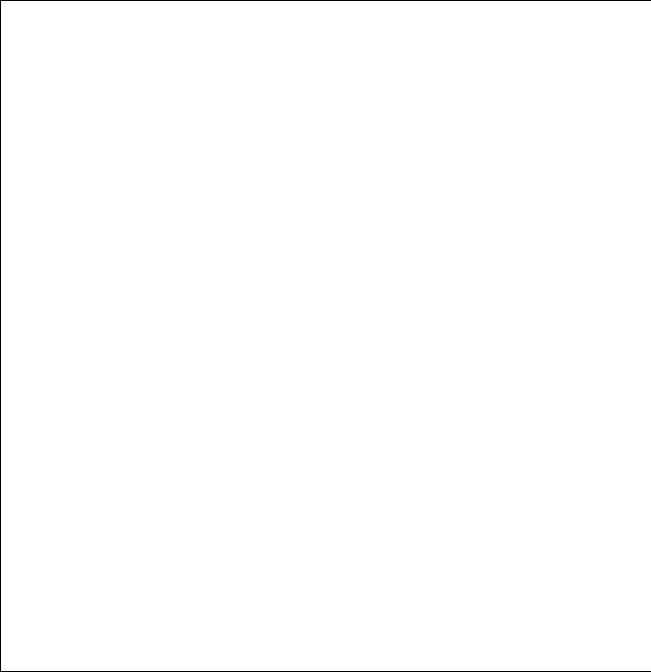




child

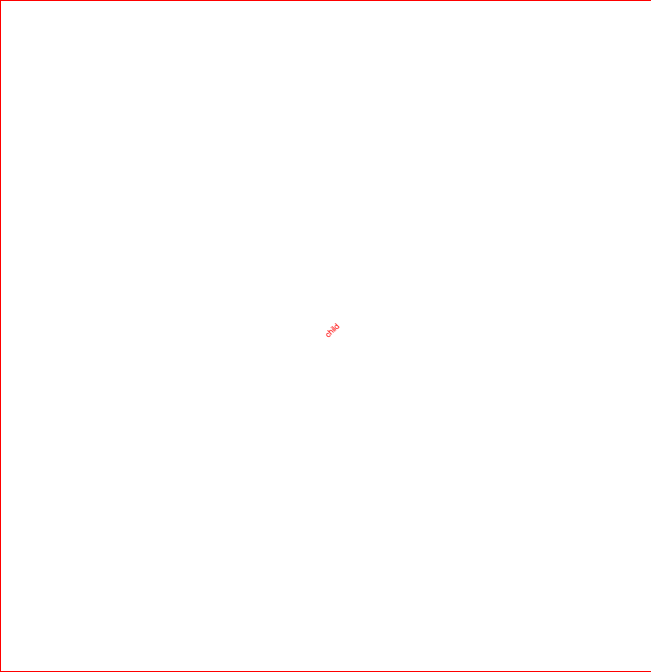
parent

nextSibling()



child

help("showGrob")



print

help("snowglob")

child

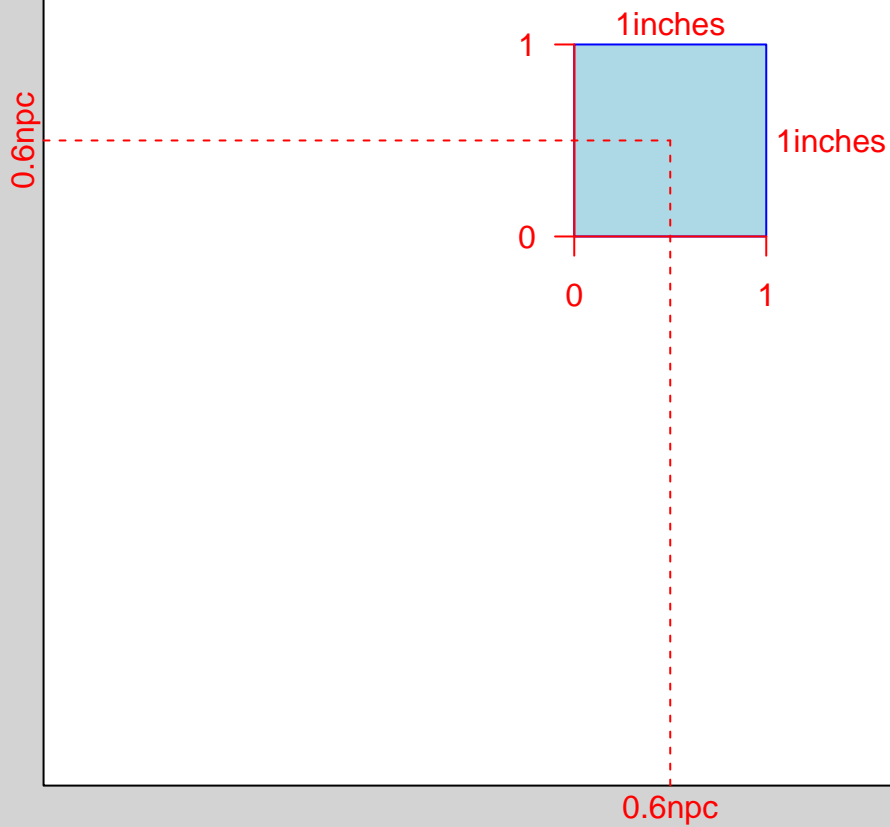
GRID:VP 404

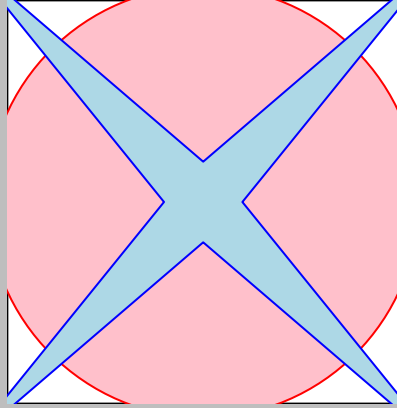
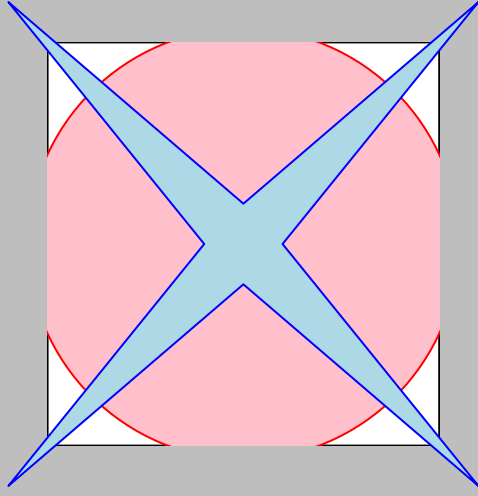
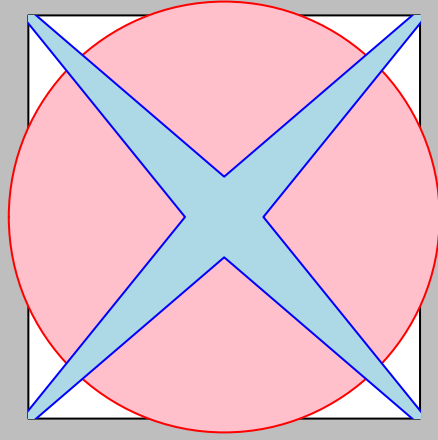
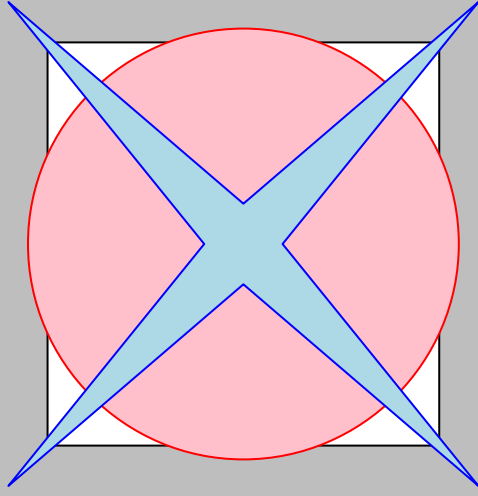
parent

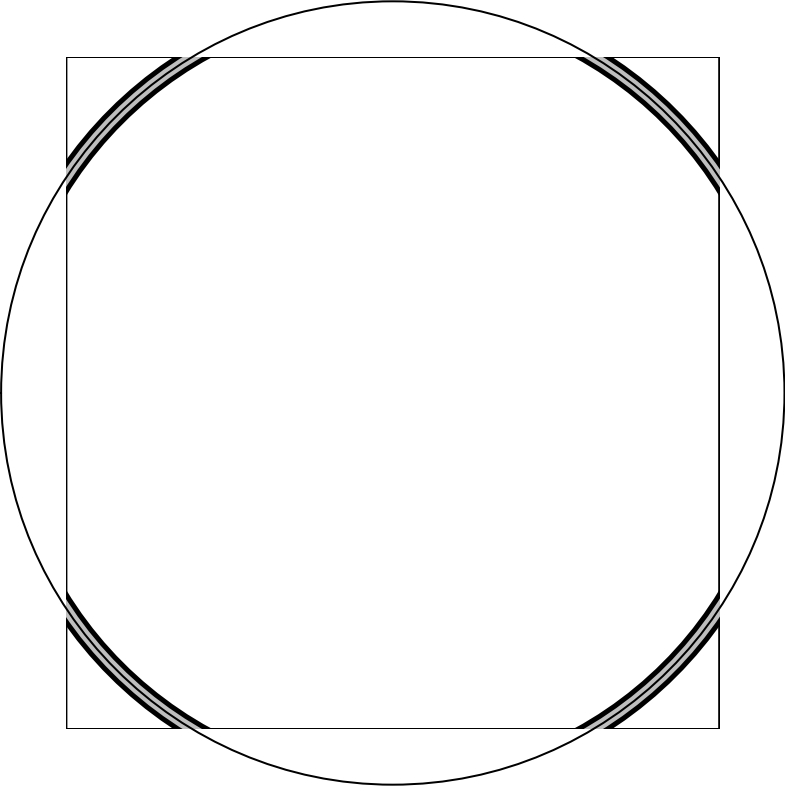
help("showGroG

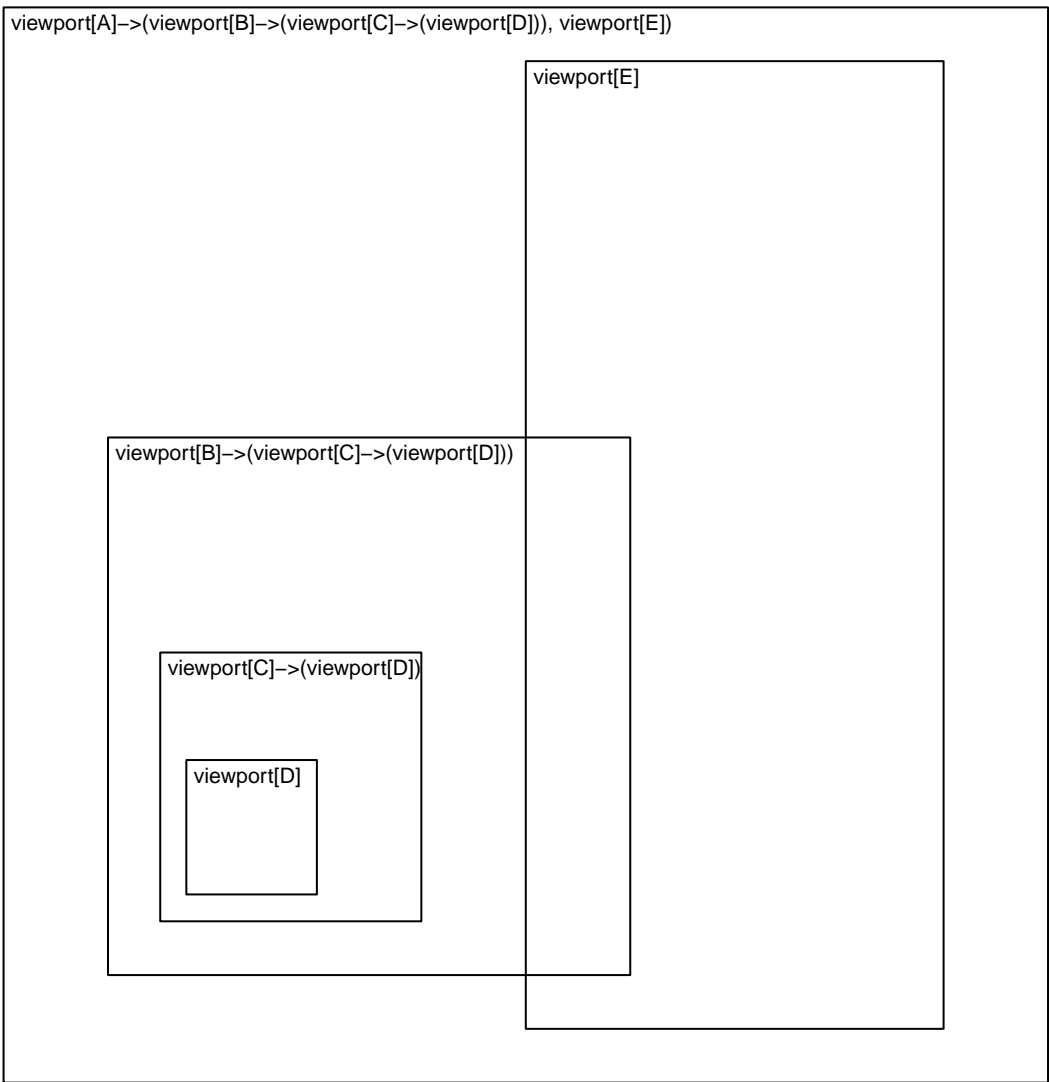




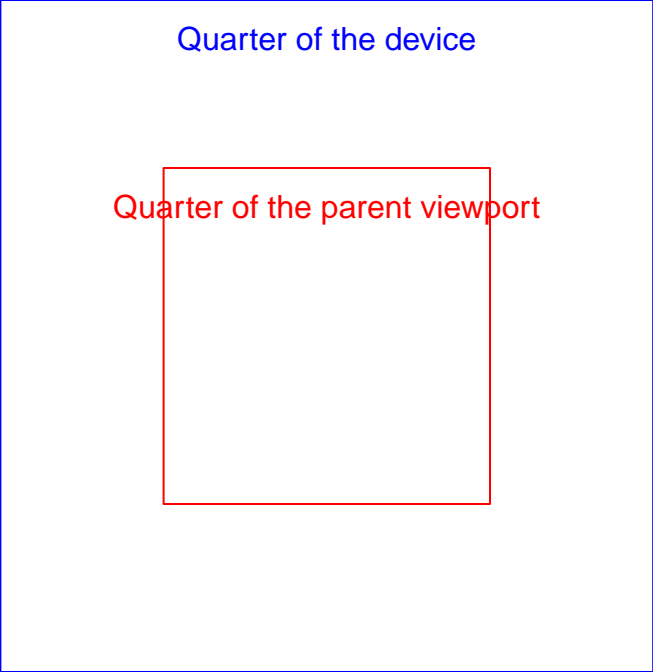






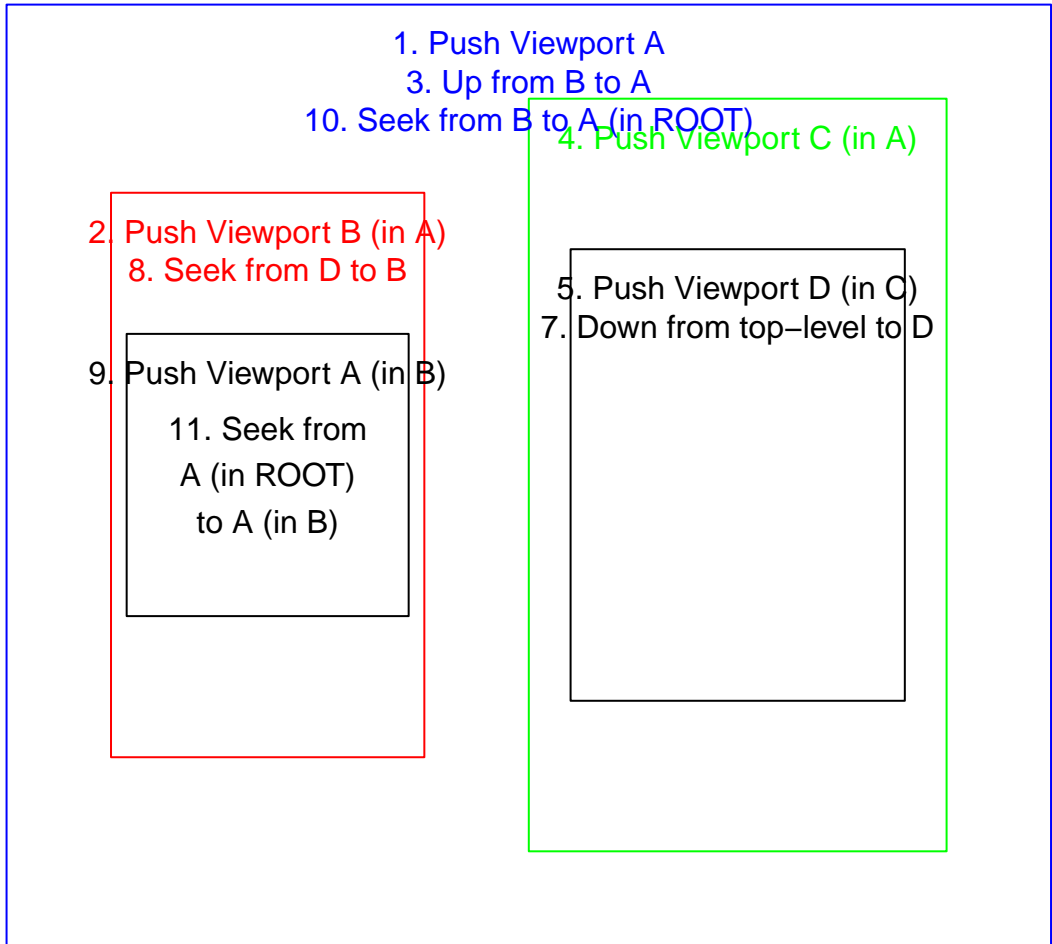


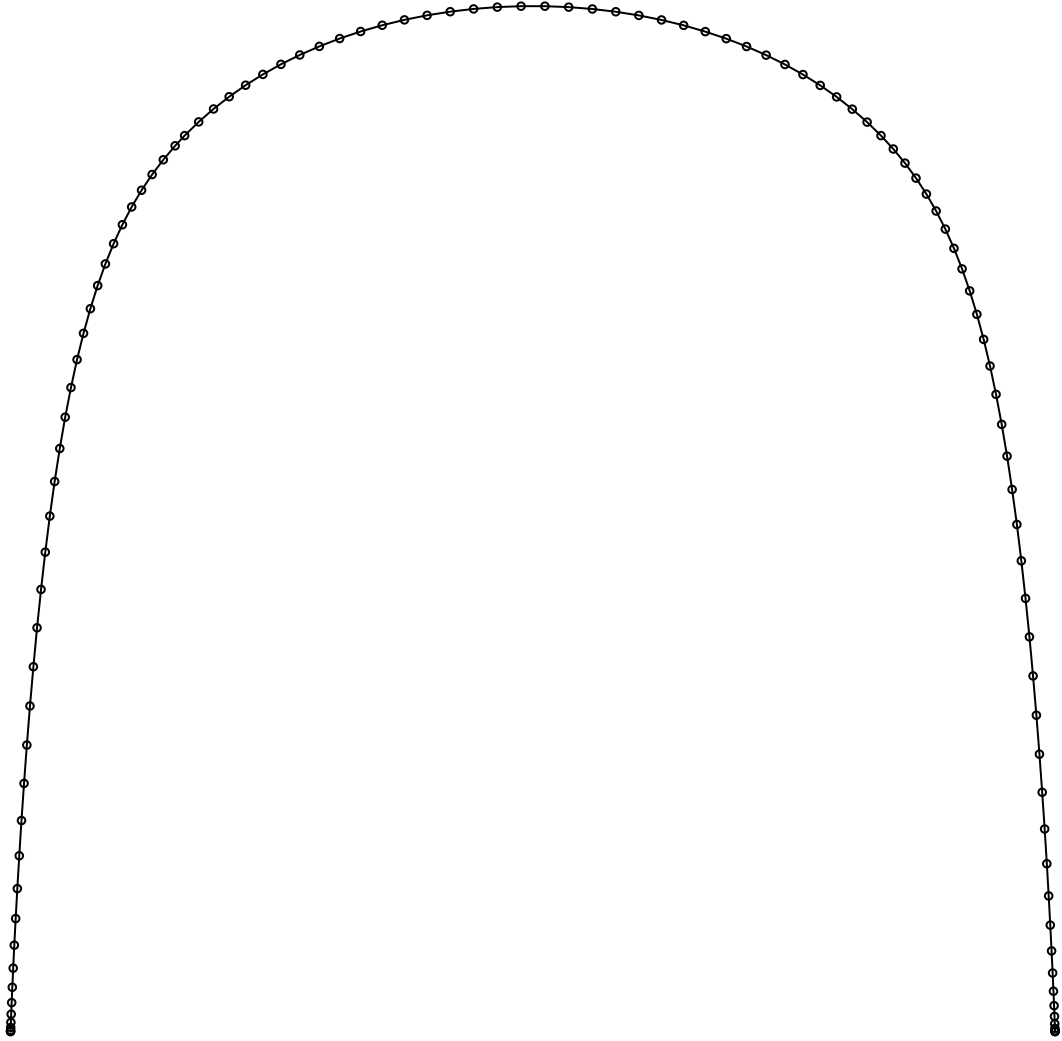
help("viewport")



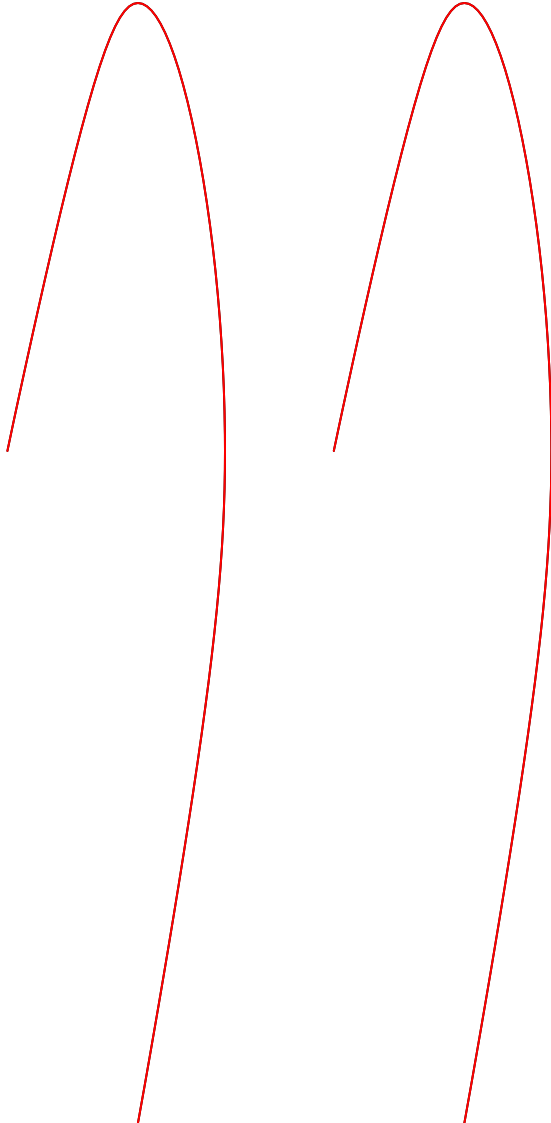
Top-level viewport
6. Up from D to top-level

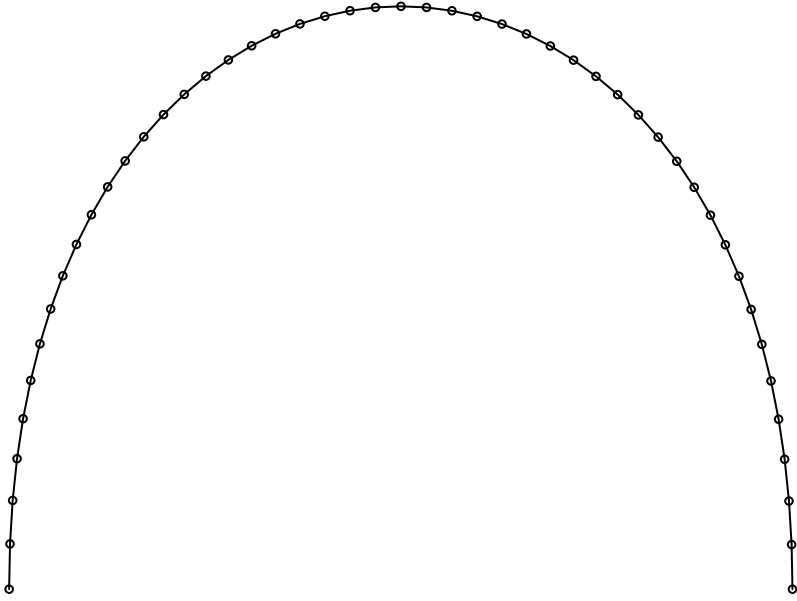
help("viewports")





help("xsplinePoints")





help("xsplinePoints")