NAME

plot − graphics interface

DESCRIPTION

Files of this format are produced by routines described in *plot*(III), and are interpreted for various devices by commands described in *plot*(I). A graphics file is a stream of plotting instructions. Each instruction consists of an ASCII letter usually followed by bytes of binary information. The instructions are executed in order. A point is designated by four bytes representing the x and y values; each value is a signed integer. The last designated point in an **l, m, n,** or **p** instruction becomes the ‘current point’ for the next instruction.

Each of the following descriptions begins with the name of the corresponding routine in *plot*(III).

m move: The next four bytes give a new current point.

n cont: Draw a line from the current point to the point given by the next four bytes. Not effective in *vt0.* See *plot*(I).

p point: Plot the point given by the next four bytes.

l line: Draw a line from the point given by the next four bytes to the point given by the following four bytes.

t label: Place the following ASCII string so that its first character falls on the current point. The string is terminated by a newline.

a arc: The first four bytes give the center, the next four give the starting point, and the last four give the end point of a circular arc. The least significant coordinate of the end point is used only to determine the quadrant. The arc is drawn counter-clockwise. Effective only in *vt0.*

c circle: The first four bytes give the center of the circle, the next two the radius. Effective only in *vt0.*

e erase: Start another frame of output.

f linemod: Take the following string, up to a newline, as the style for drawing further lines. The styles are ‘dotted,’ ‘solid,’ ‘longdashed,’ ‘shortdashed,’ and ‘dotdashed.’ Effective only in *tek.*

d dot: Begin a horizontal dotted line at the point given by the next four bytes. The following two bytes are a signed x-increment, and the two after are a word count. The indicated number of words follow. A point is plotted for each 1-bit in the list, and skipped for each 0-bit. Each point is offset rightward by the x-increment. Effective only in *vt0.*

s space: The next four bytes give the lower left corner of the plotting area; the following four give the upper right corner. The plot will be magnified or reduced to fit the device as closely as possible.

Space settings that exactly fill the plotting area with unity scaling appear below for devices supported by the filters of *plot*(I). The upper limit is just outside the plotting area. In every case the plotting area is taken to be square; points outside may be displayable on devices whose face isn’t square.

tek	space(0, 3120, 0, 3120);
t300	space(0, 4096, 0, 4096);
t300s	space(0, 4096, 0, 4096);
t450	space(0, 4096, 0,4096)
vt0	space(0, 2048, 0, 2048);

SEE ALSO

plot(I), plot(III), graph(I)