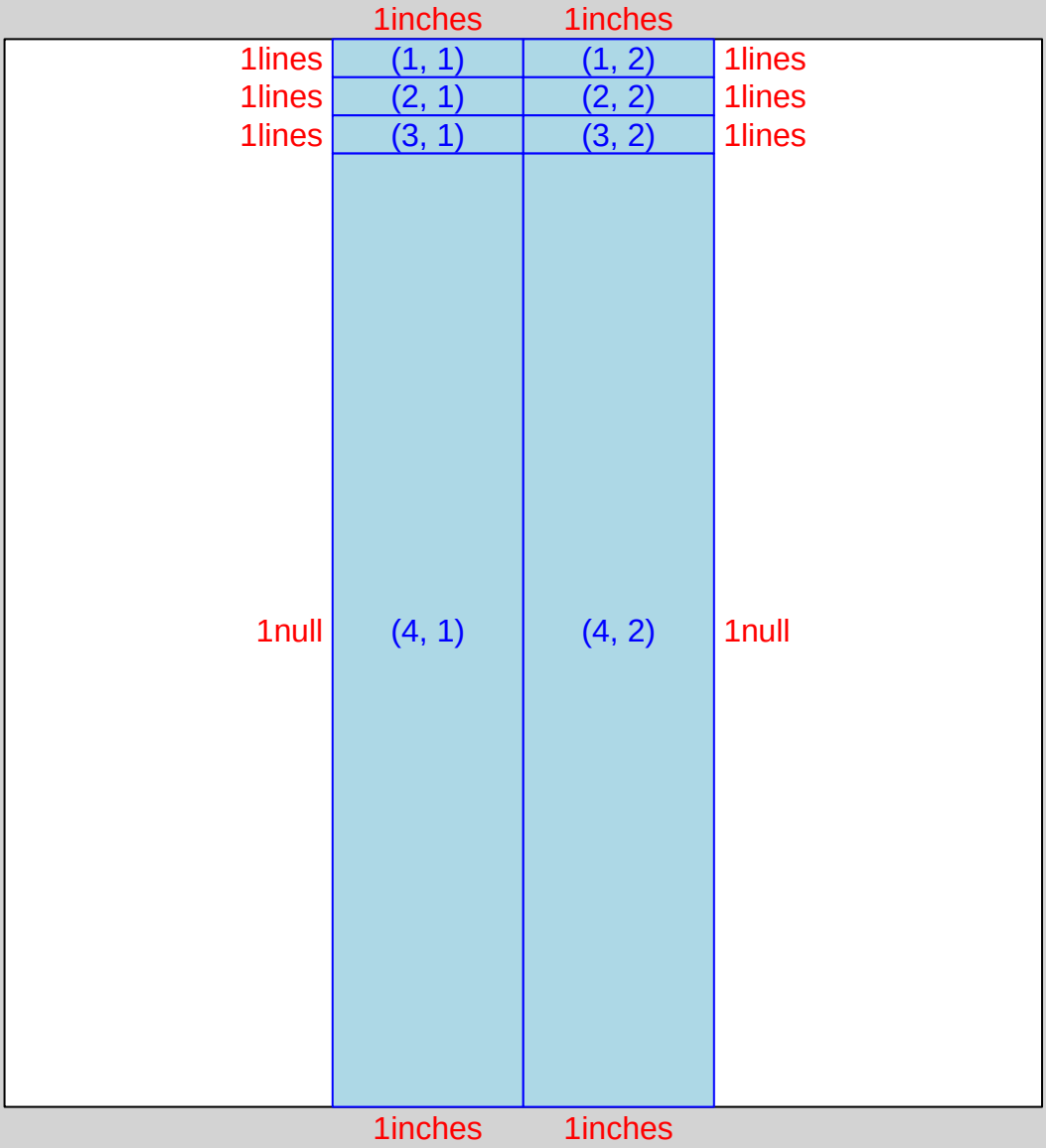
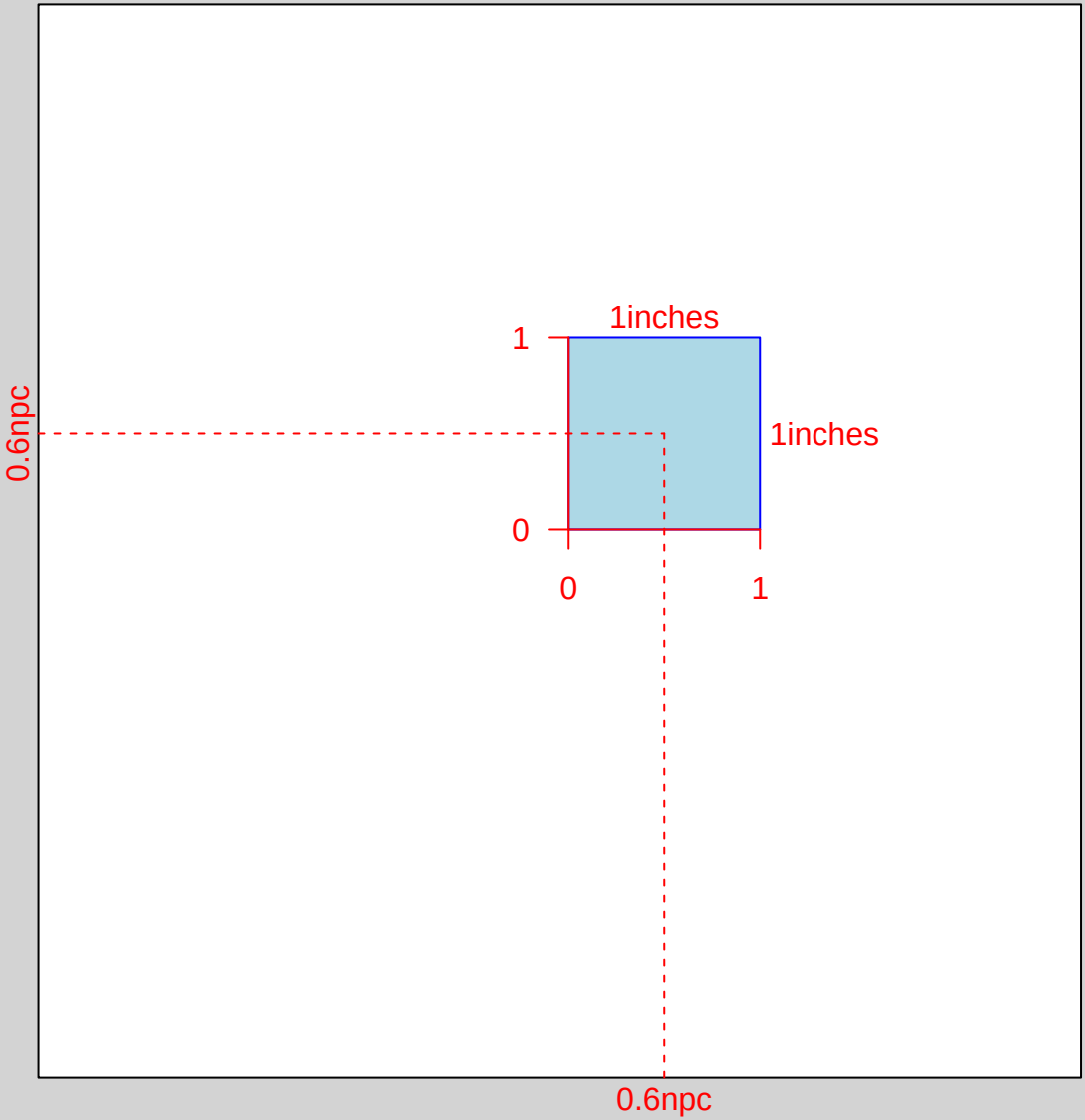
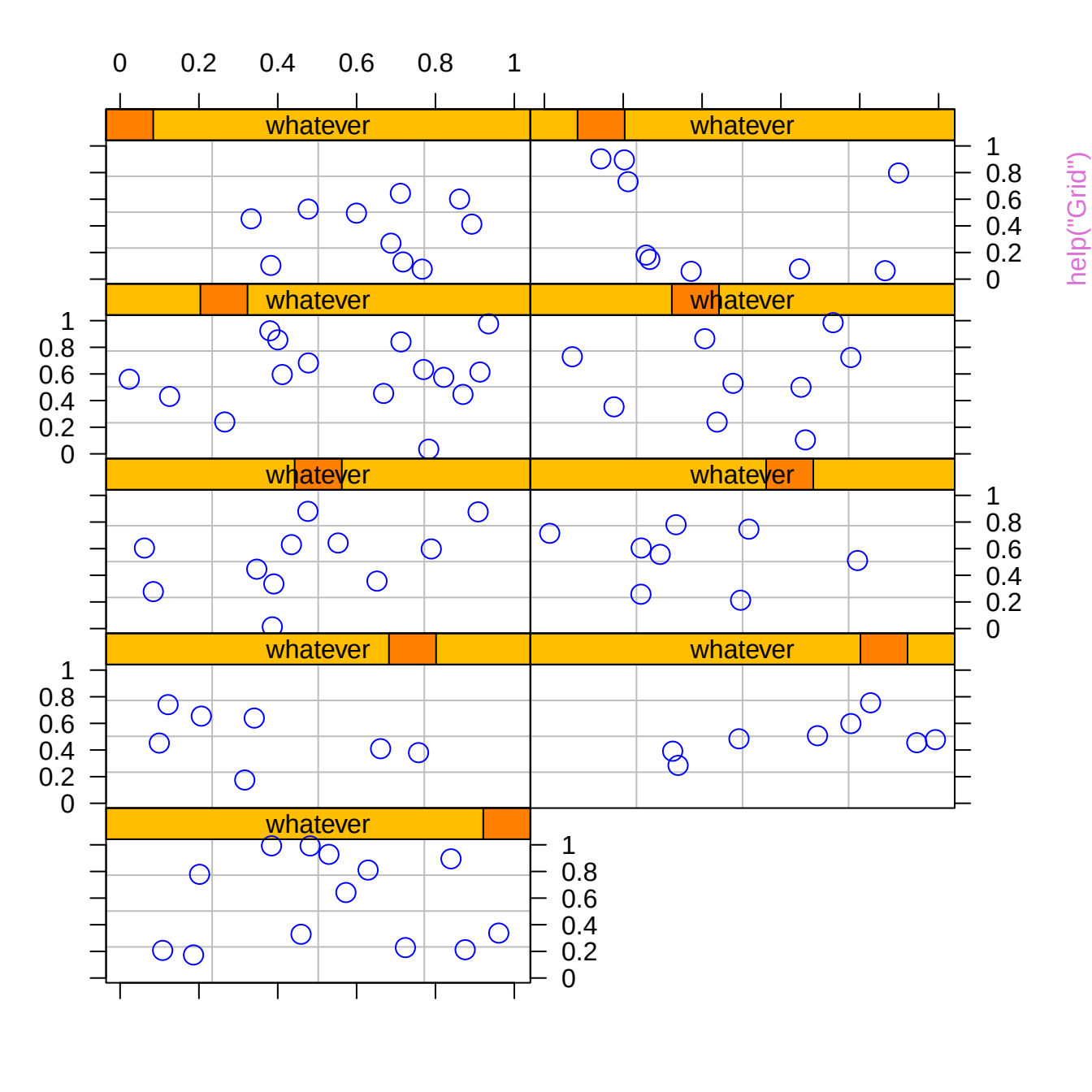

1inches
1inches
1lines
1lines
1lines
(1, 1)
(1, 2)
(2, 1)
(2, 2)
(3, 1)
(3, 2)
1lines
1lines
1lines
1null
(4, 1)
(4, 2)
1null
1inches
1inches

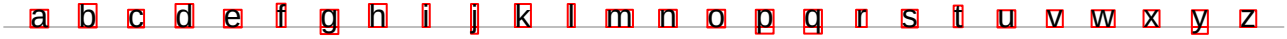
help("Grid")

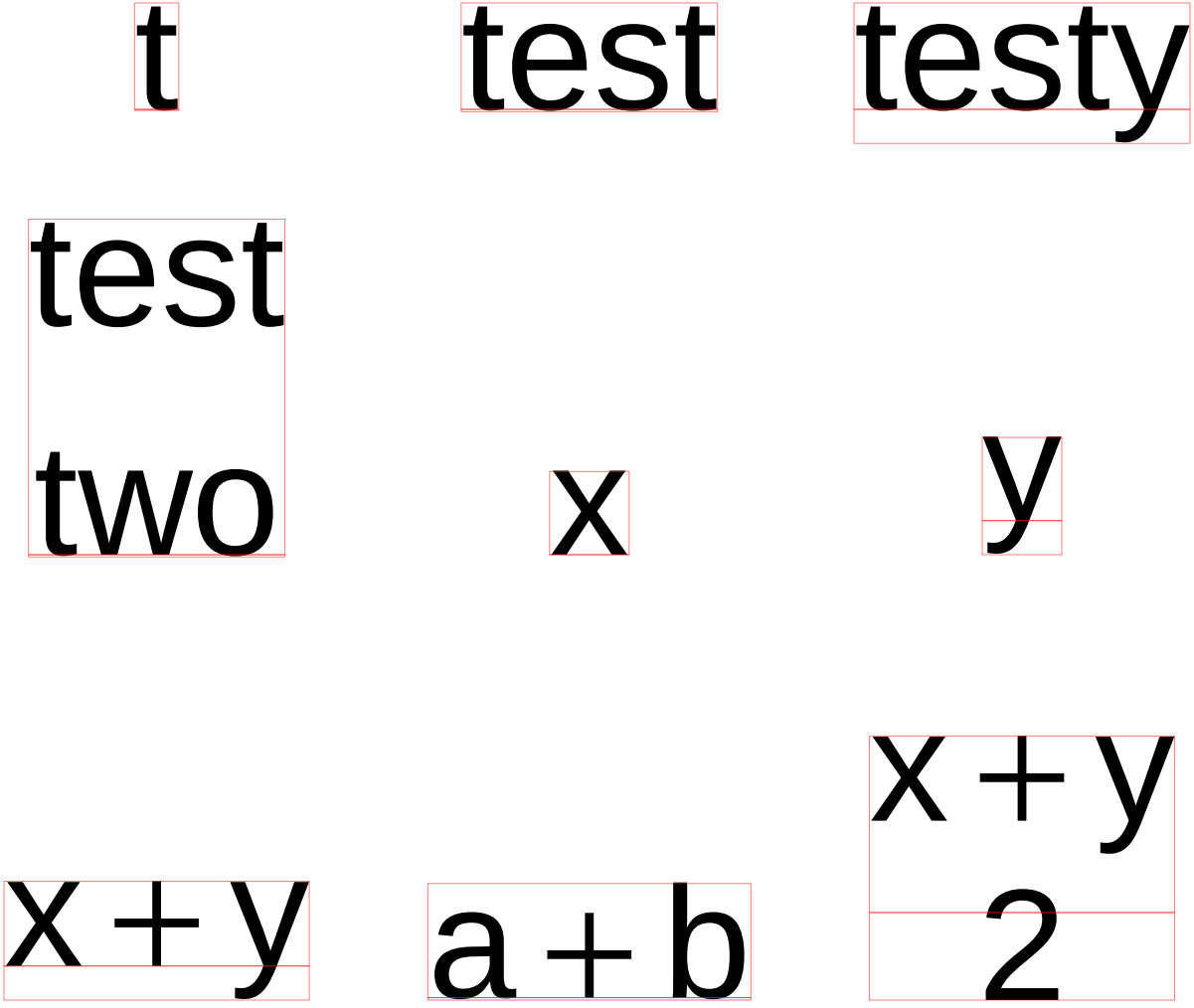


help("Grid")


0
0.2
0.4
0.6
0.8
1
whatever
whatever
whatever
whatever
whatever
whatever
whatever
whatever
whatever
1
0.8
0.6
0.4
0.2
0
help("Grid")

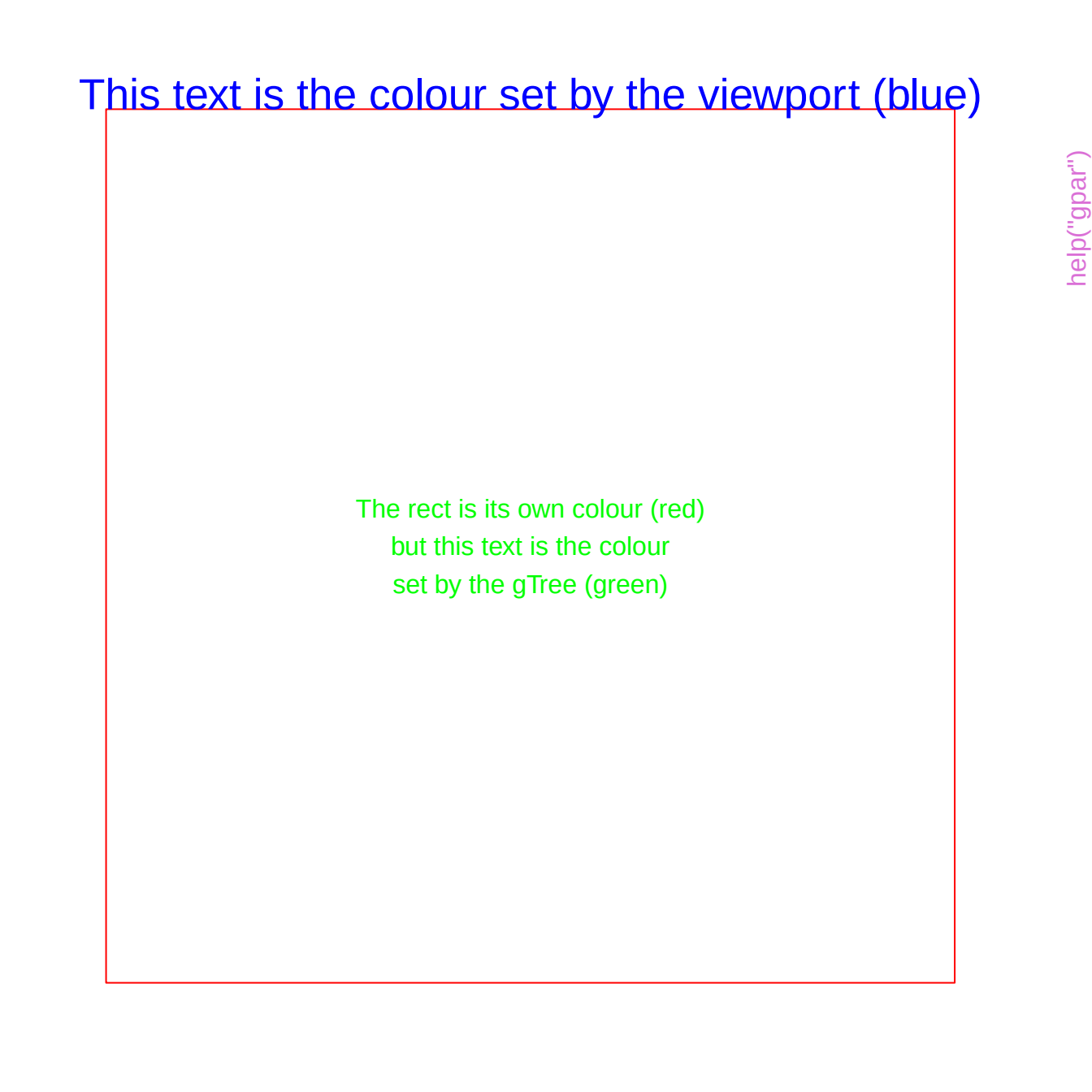
help("calcStringMetric")



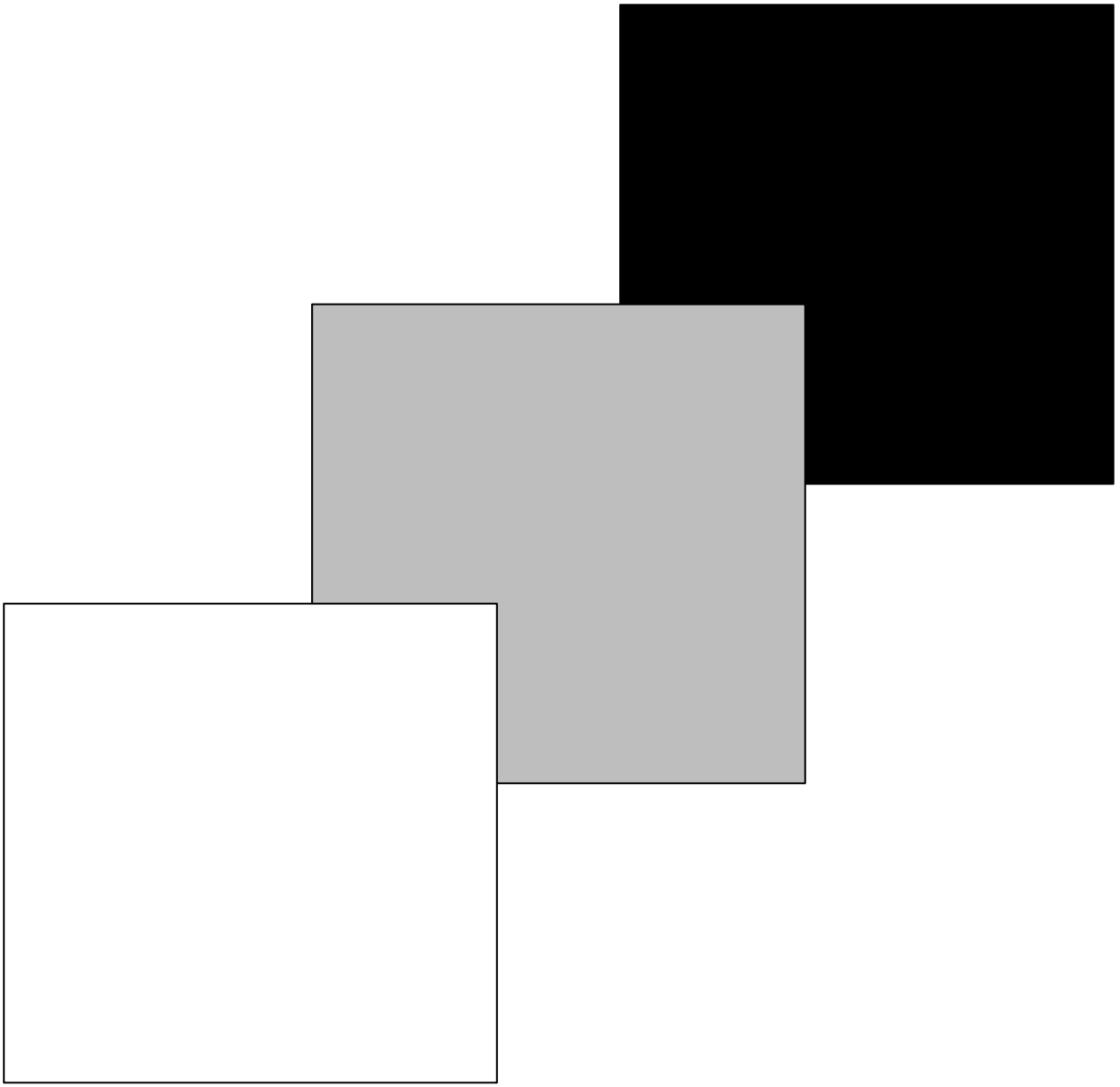


help("calcStringMetric")

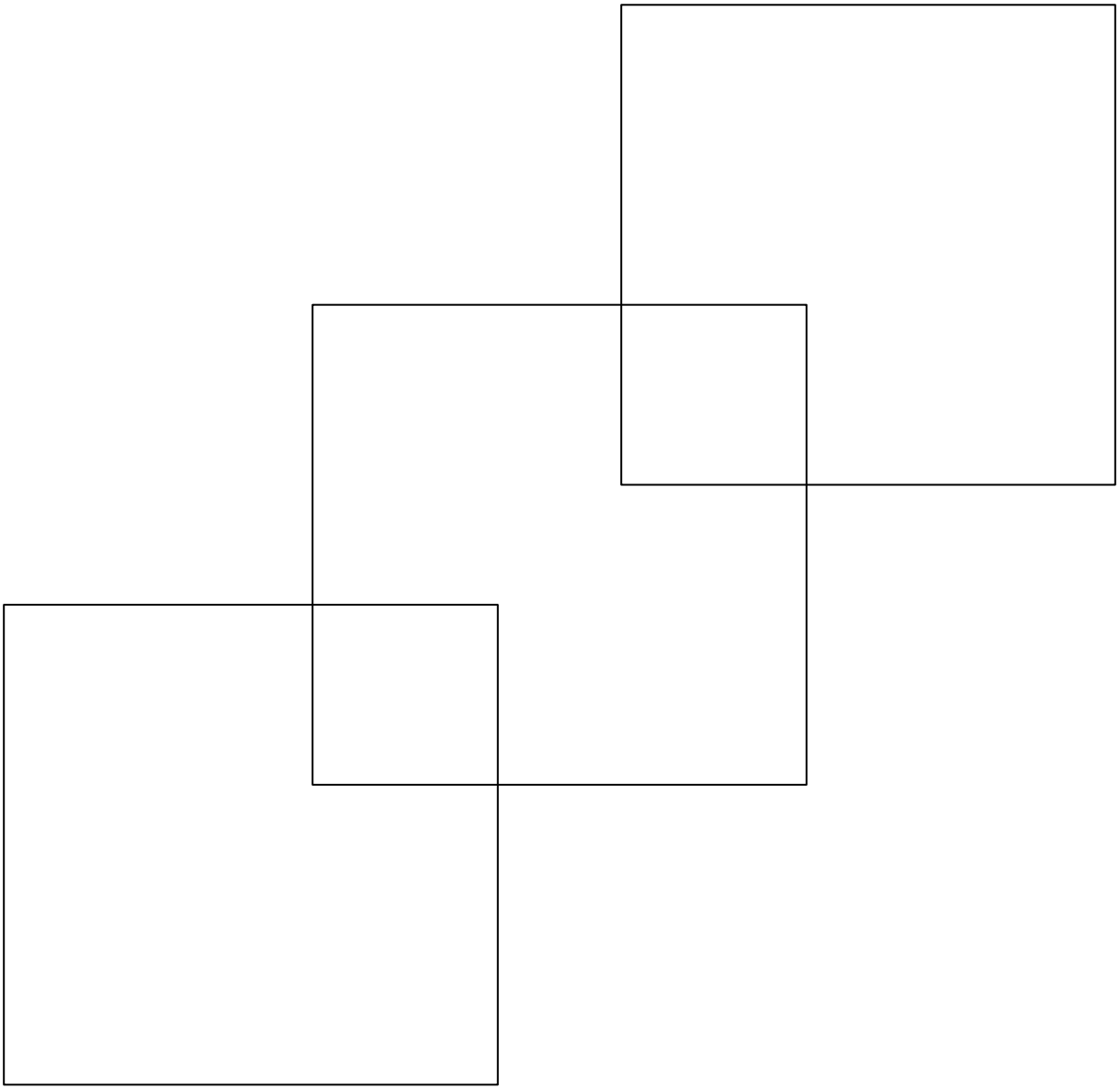

help("current.viewport")


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")

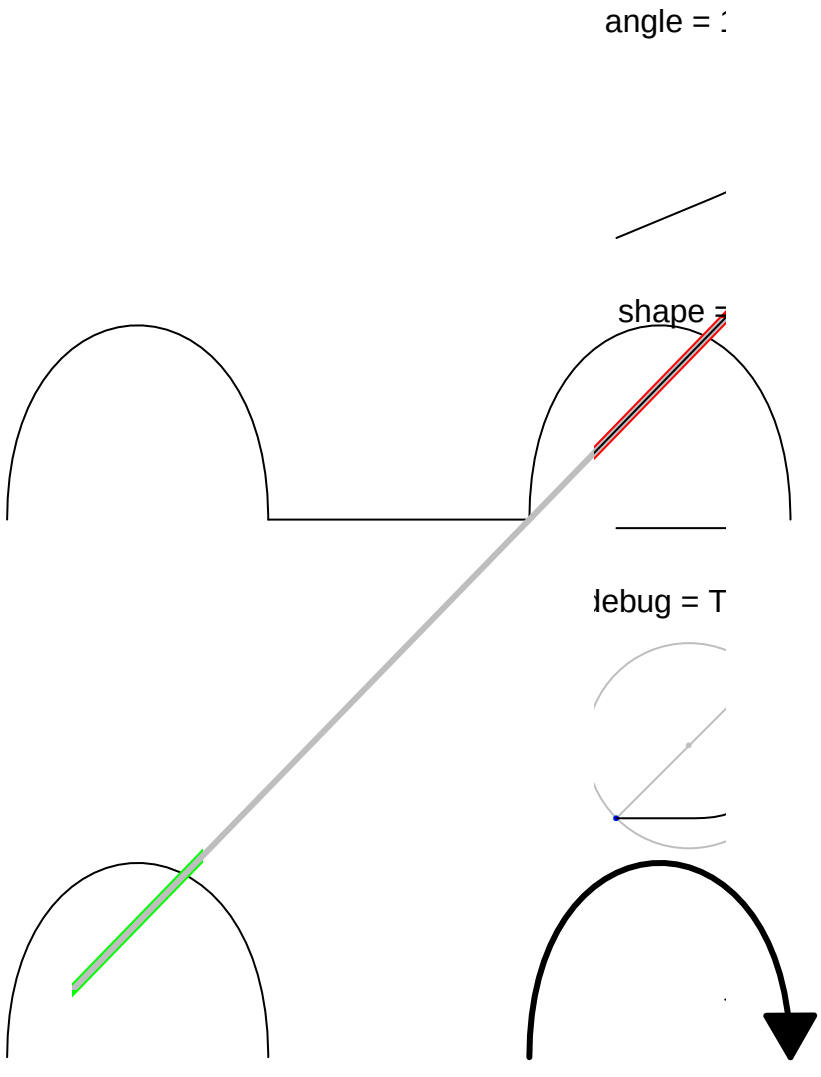
help("gpar")



help("grid.DLapply")



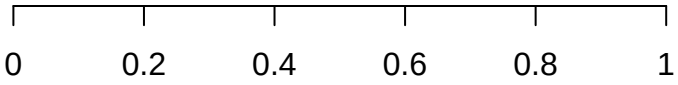
help("grid.DLapply")



help("grid.bezier")

help("grid.draw")

help("grid.edit")

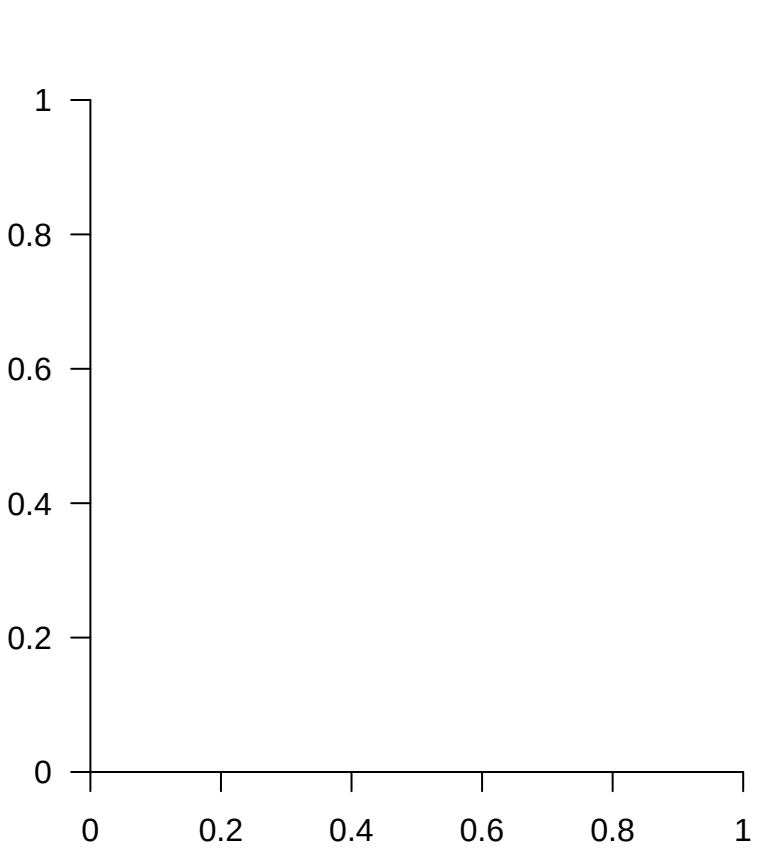


help("grid.edit")

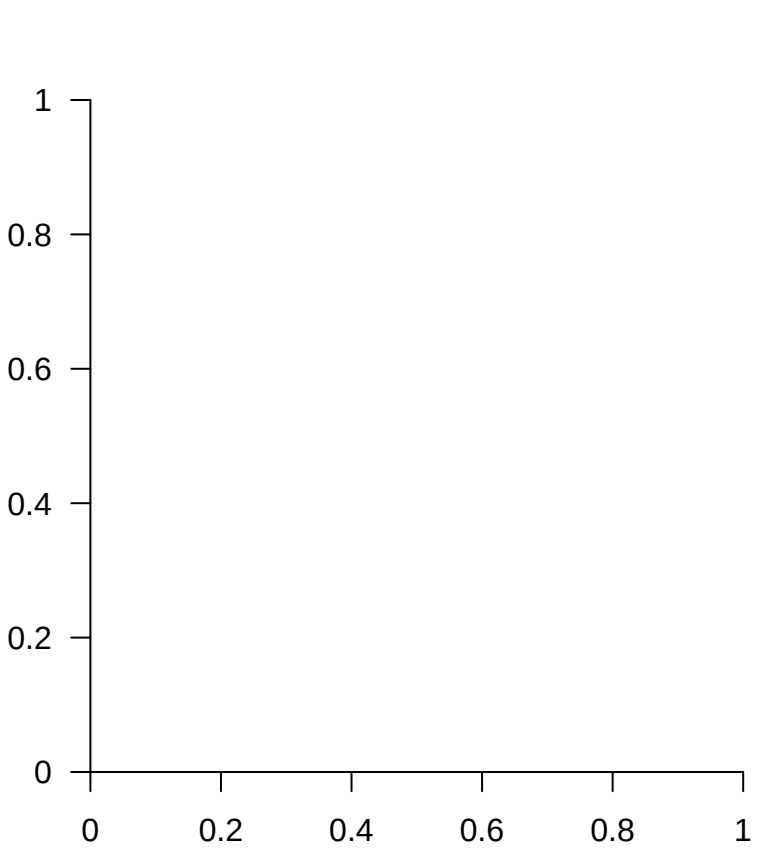
help("grid.edit")

help("grid.edit")

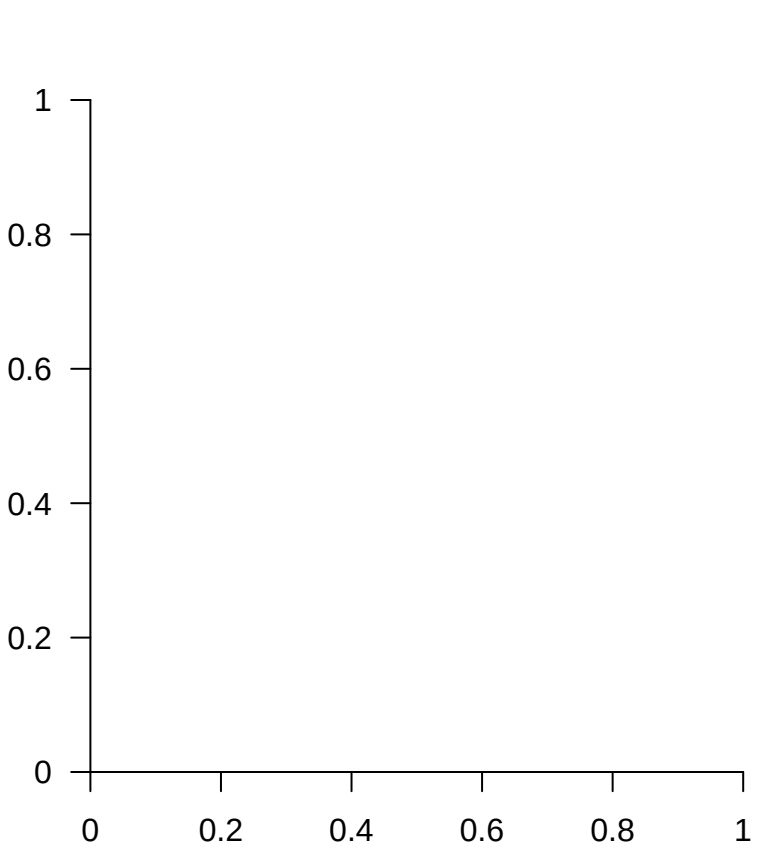
help("grid.force")



help("grid.force")

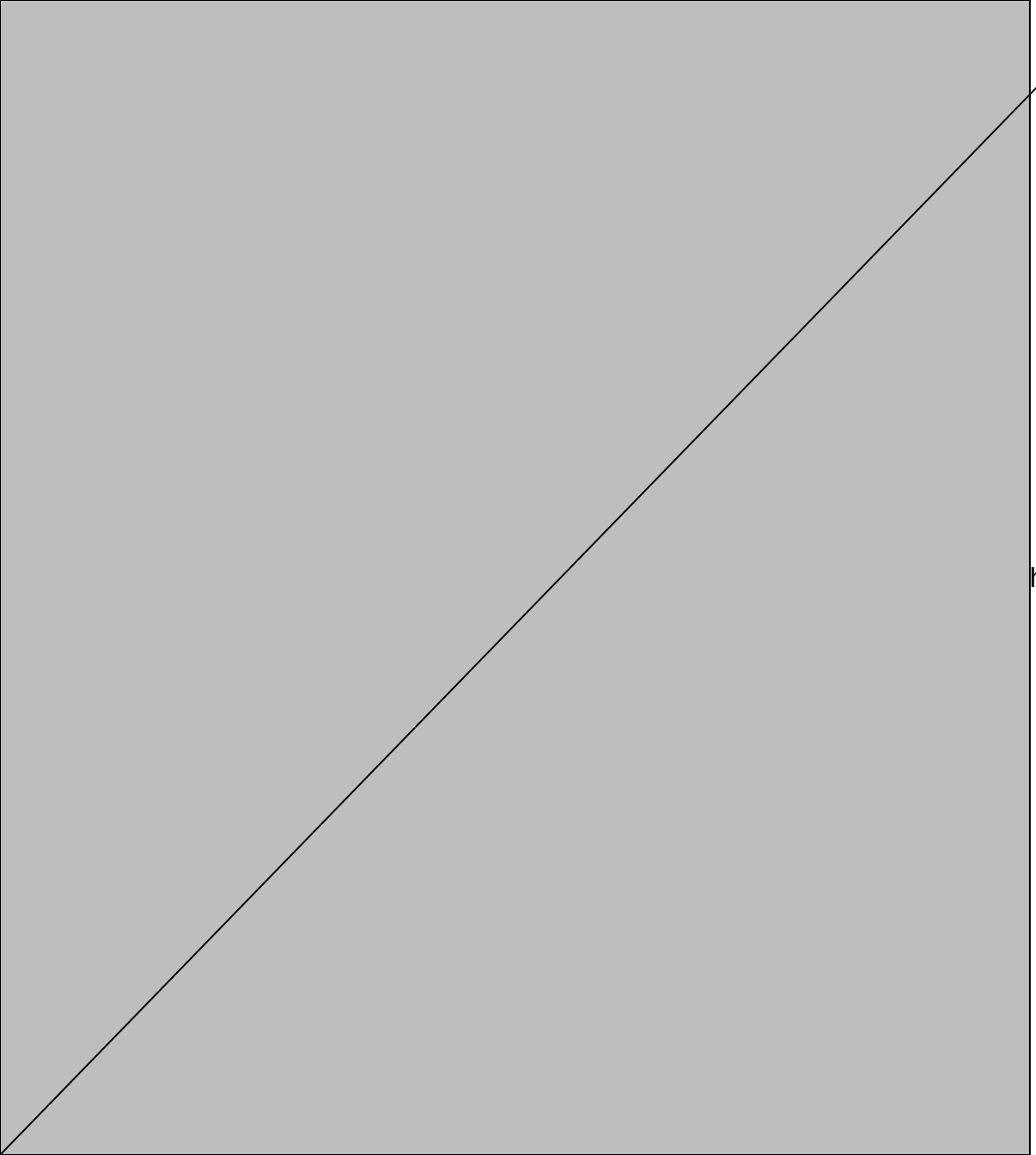


help("grid.force")



help("grid.frame")

help("grid.frame")

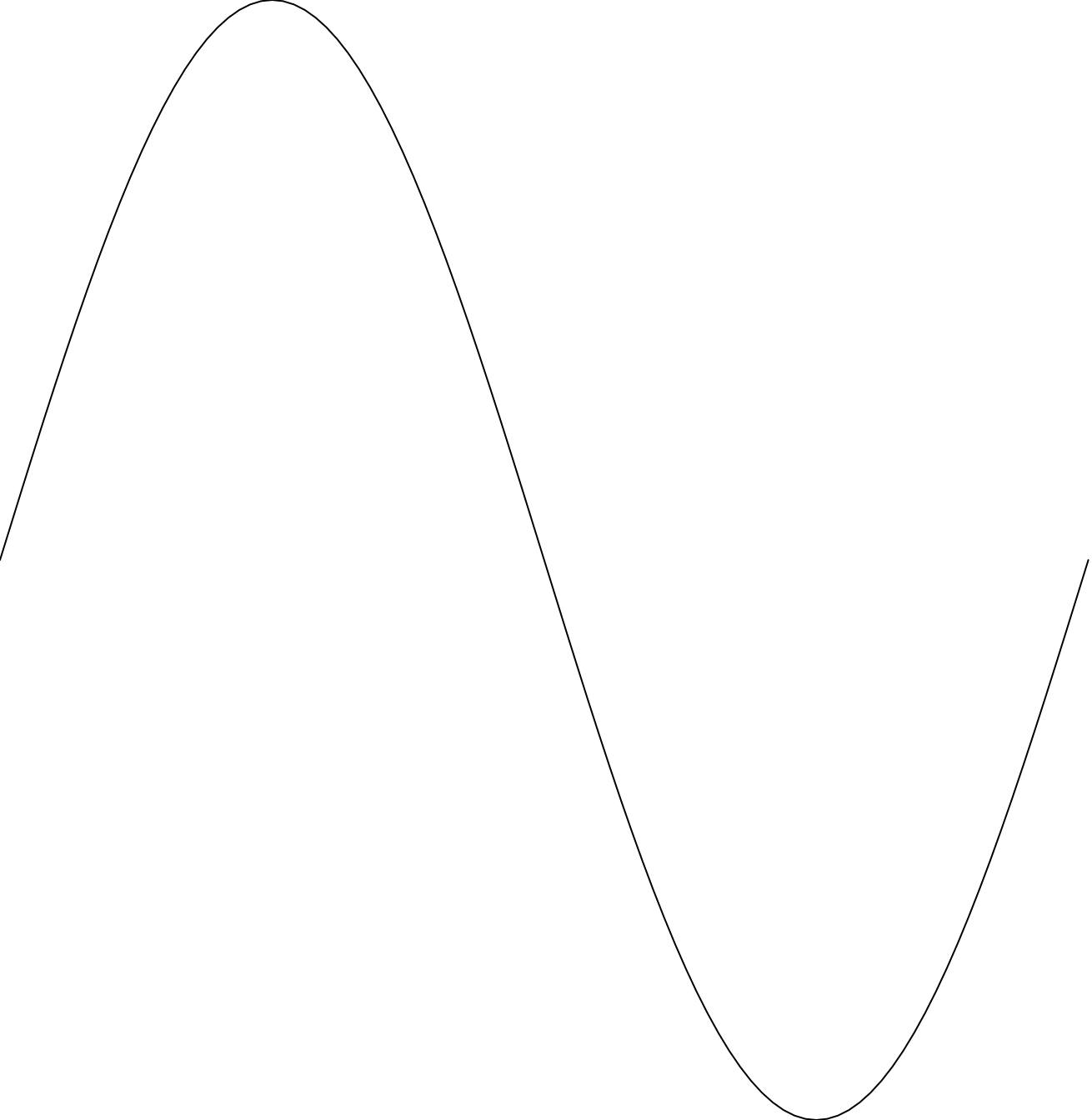


help("grid.frame")

hi there

help("grid.function")

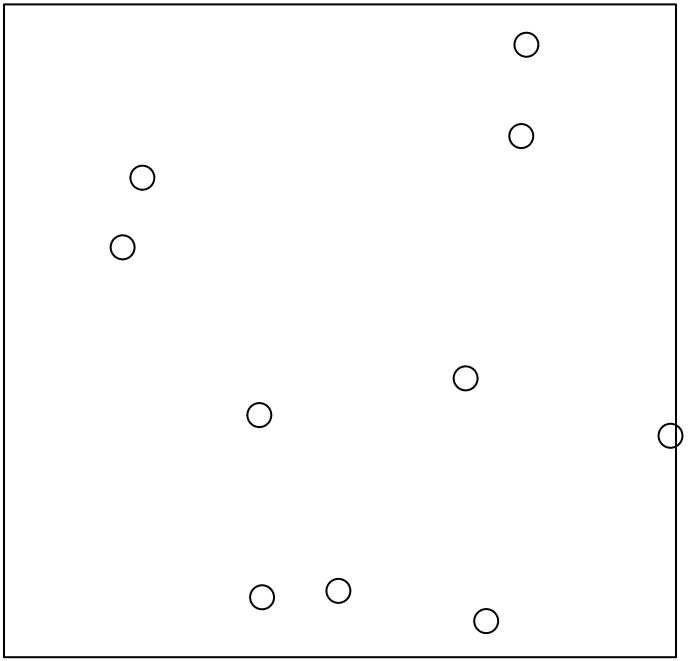
help("grid.function")


help("grid.function")

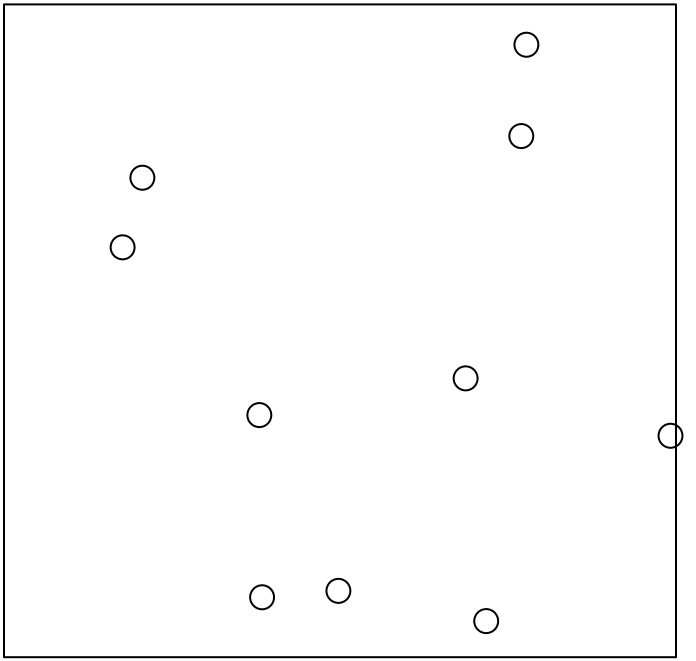
help("grid.function")

help("grid.function")

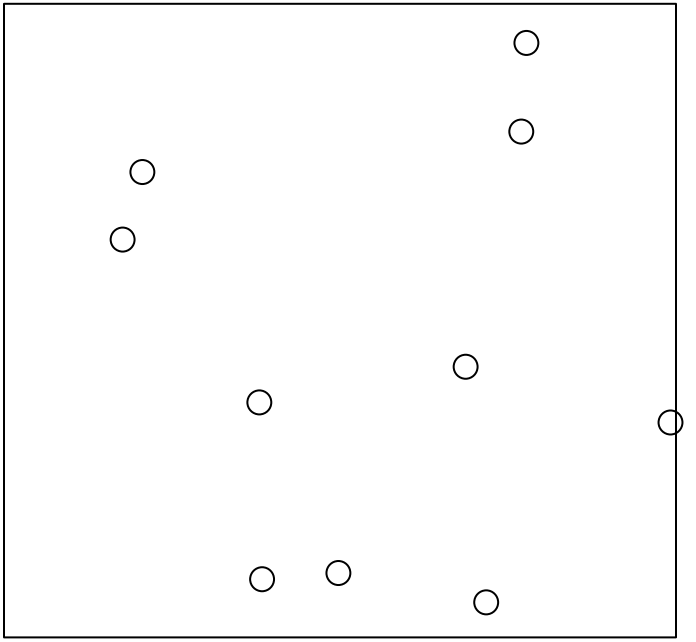
help("grid.function")



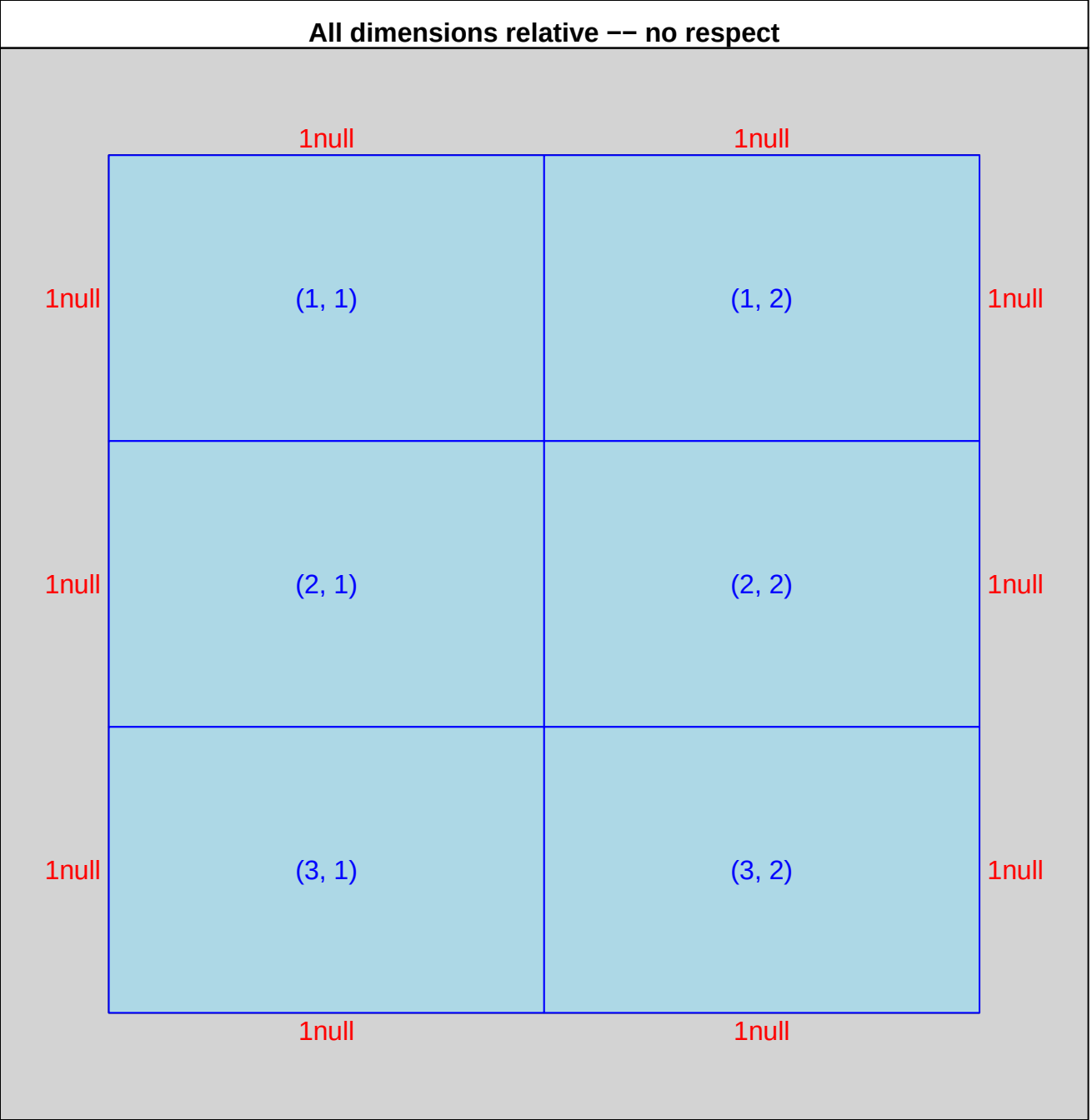
help("grid.function")



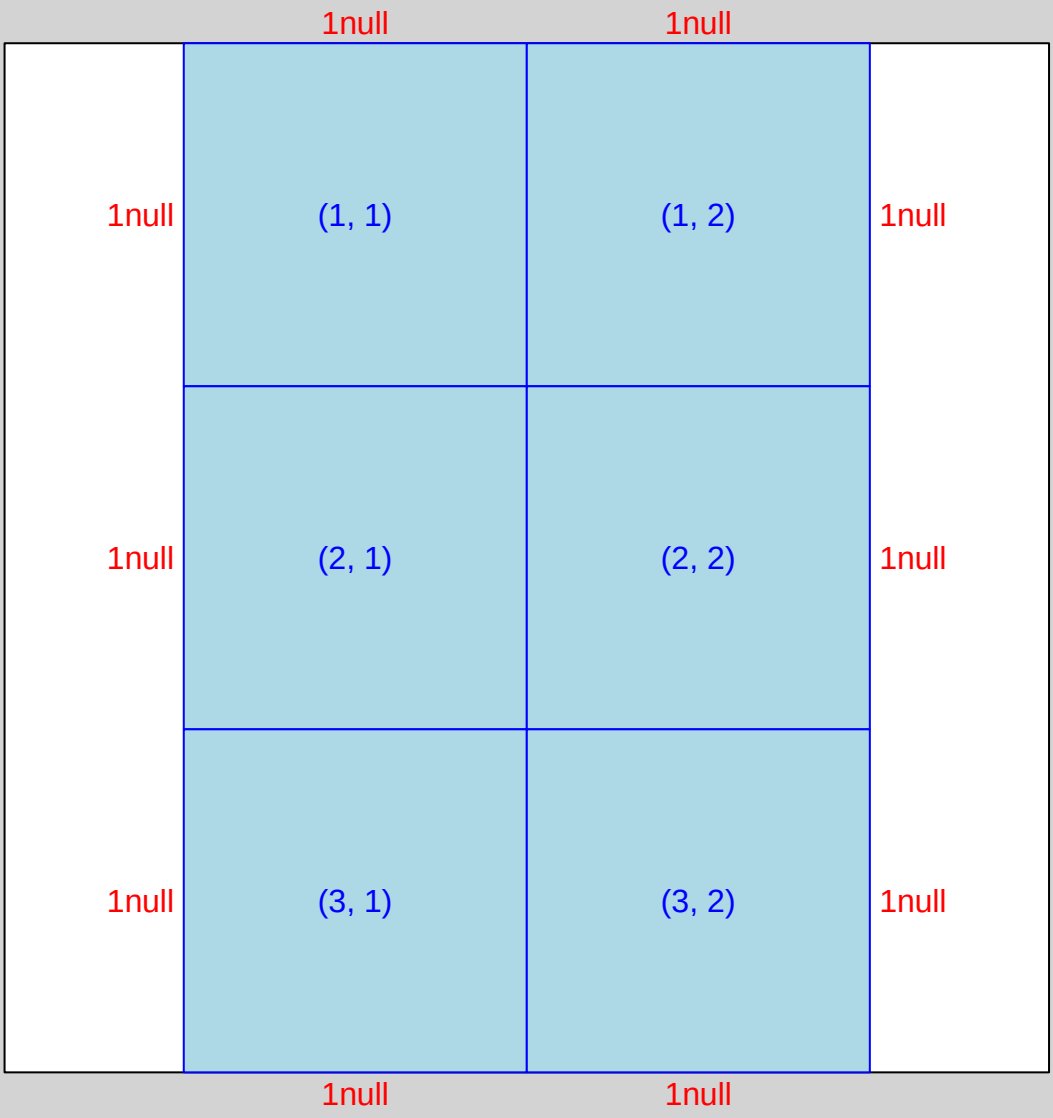
help("grid.function")



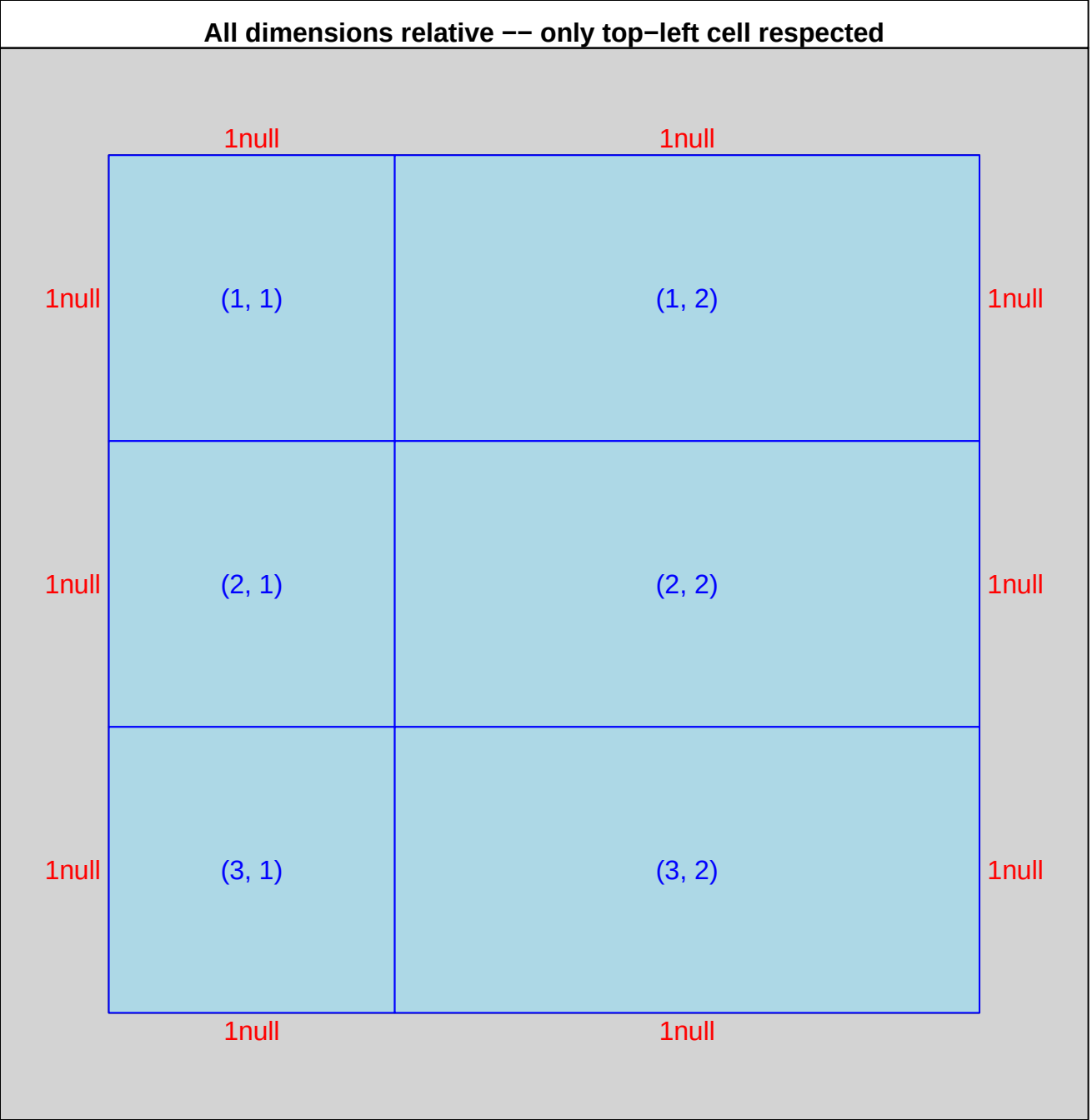
help("grid.function")
help("grid.grab")

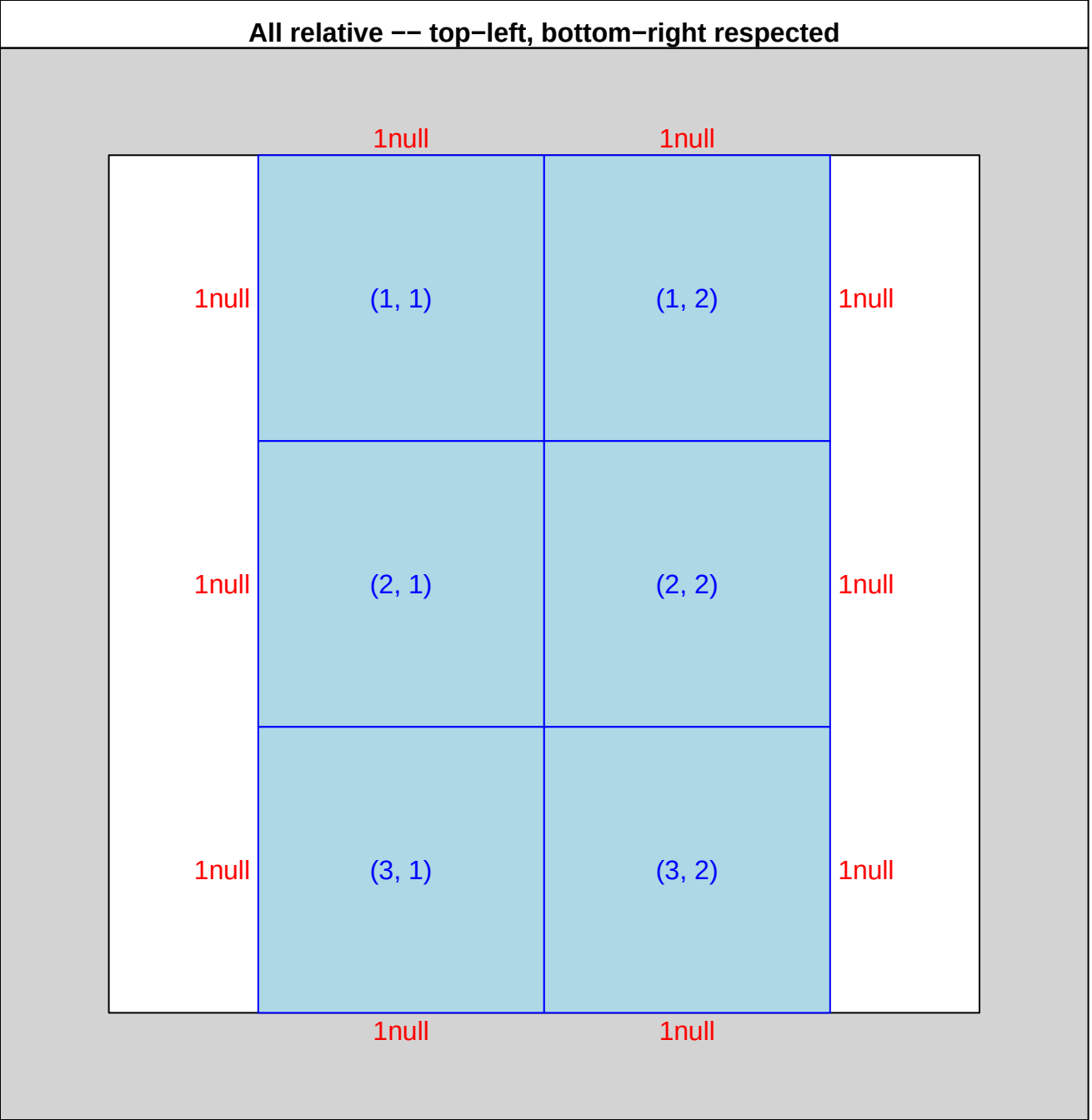

All dimensions relative −− no respect
1null
1null
1null
1null
(1, 1)
(1, 2)
1null
1null
(2, 1)
(2, 2)
1null
1null
(3, 1)
(3, 2)
1null
1null
help("grid.layout")

All dimensions relative −− full respect

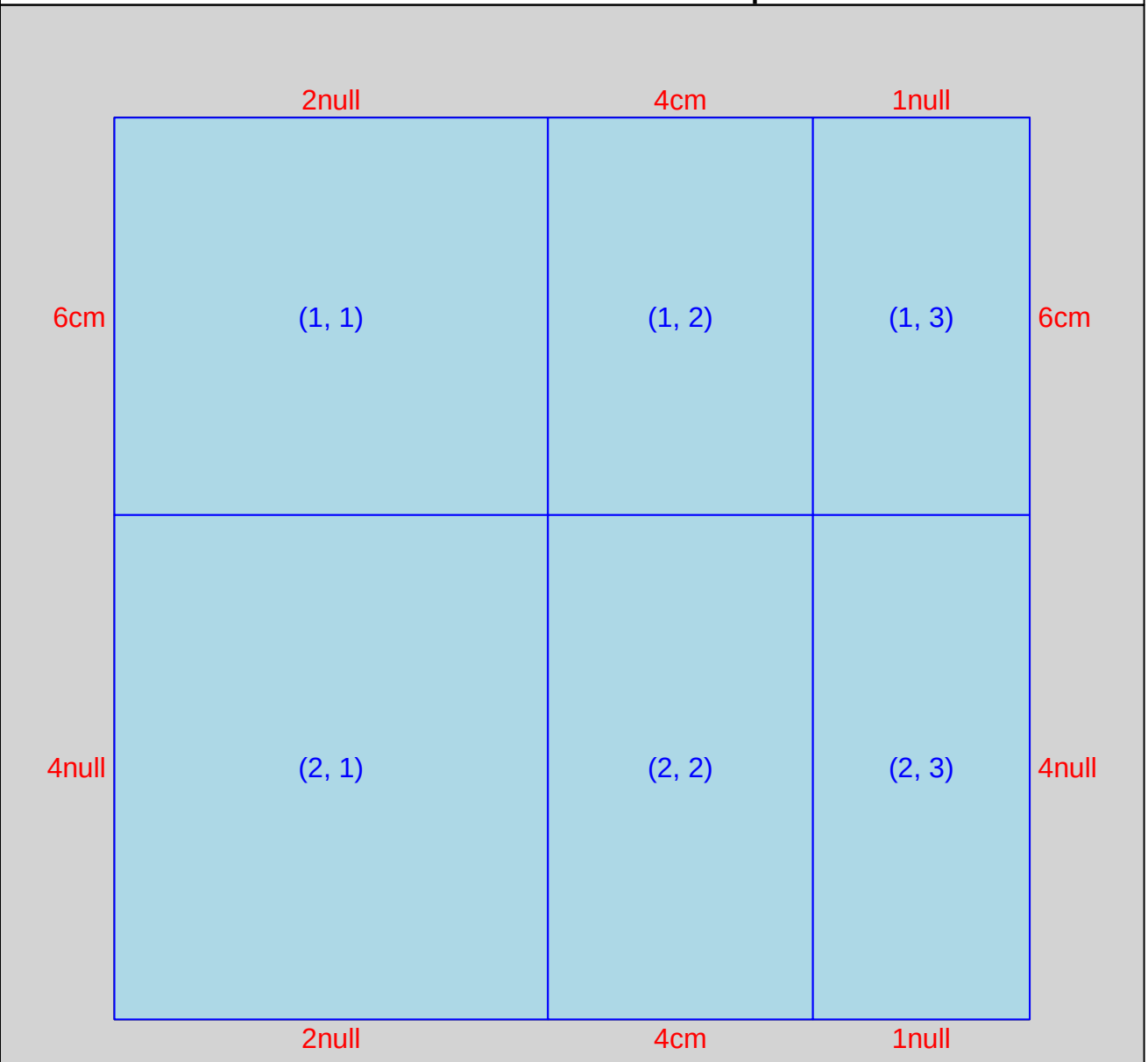


help("grid.layout")


All dimensions relative −− only top−left cell respected
1null
1null
1null
1null
(1, 1)
(1, 2)
1null
1null
(2, 1)
(2, 2)
1null
1null
(3, 1)
(3, 2)
1null
1null
help("grid.layout")

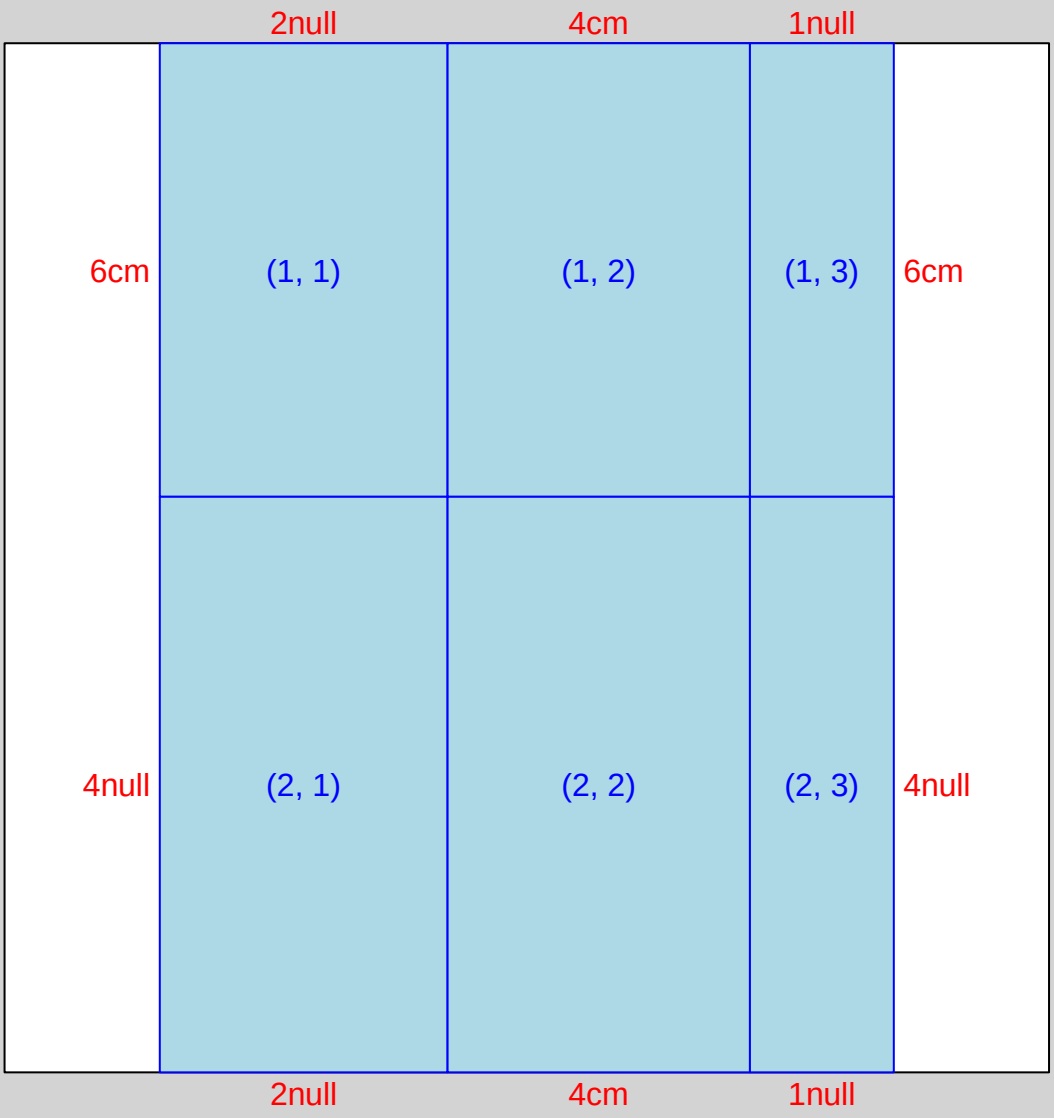

All relative −− top−left, bottom−right respected
1null
1null
1null
(1, 1)
(1, 2)
1null
1null
(2, 1)
(2, 2)
1null
1null
(3, 1)
(3, 2)
1null
1null
1null
help("grid.layout")

Absolute and relative −− no respect

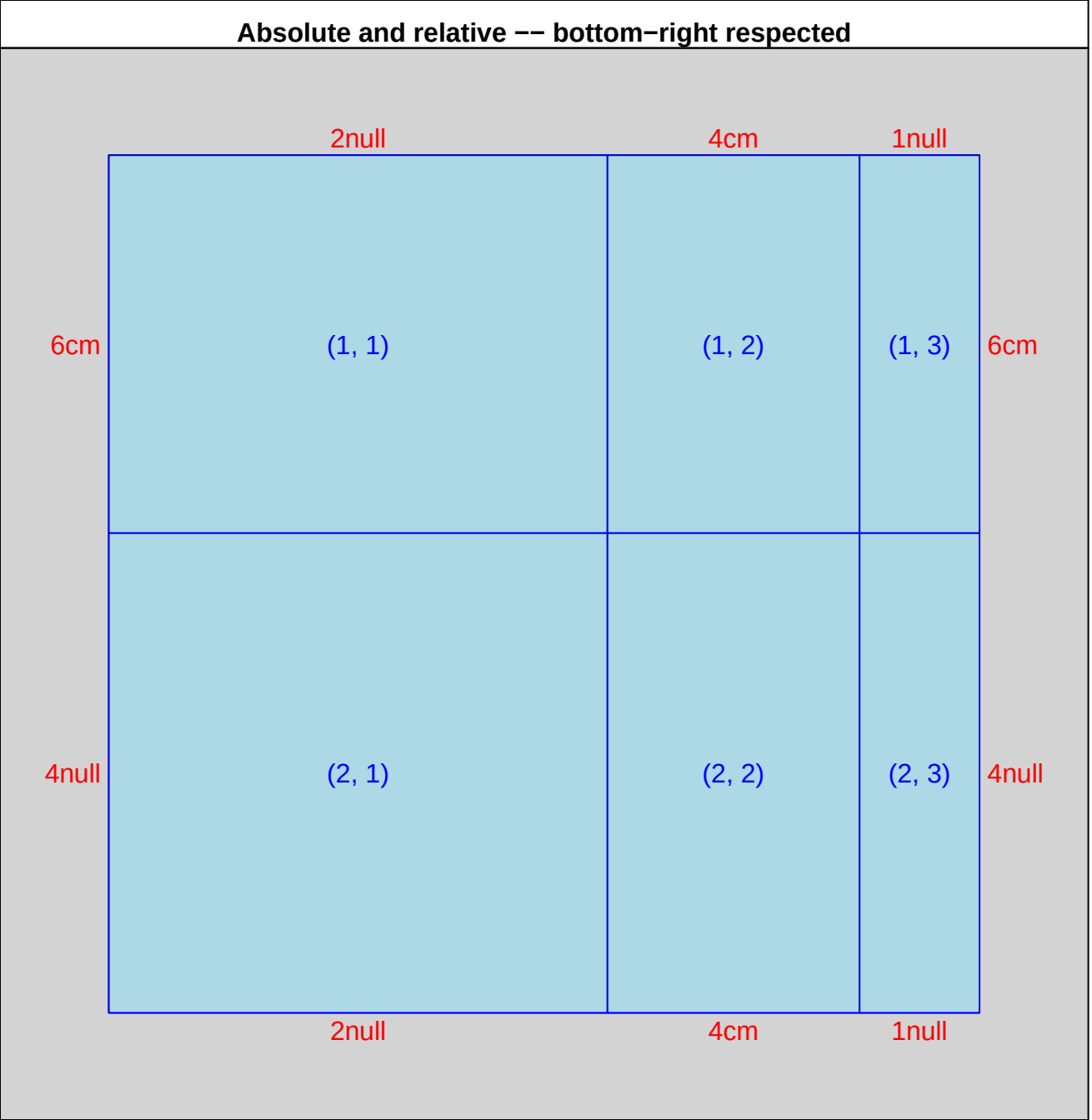


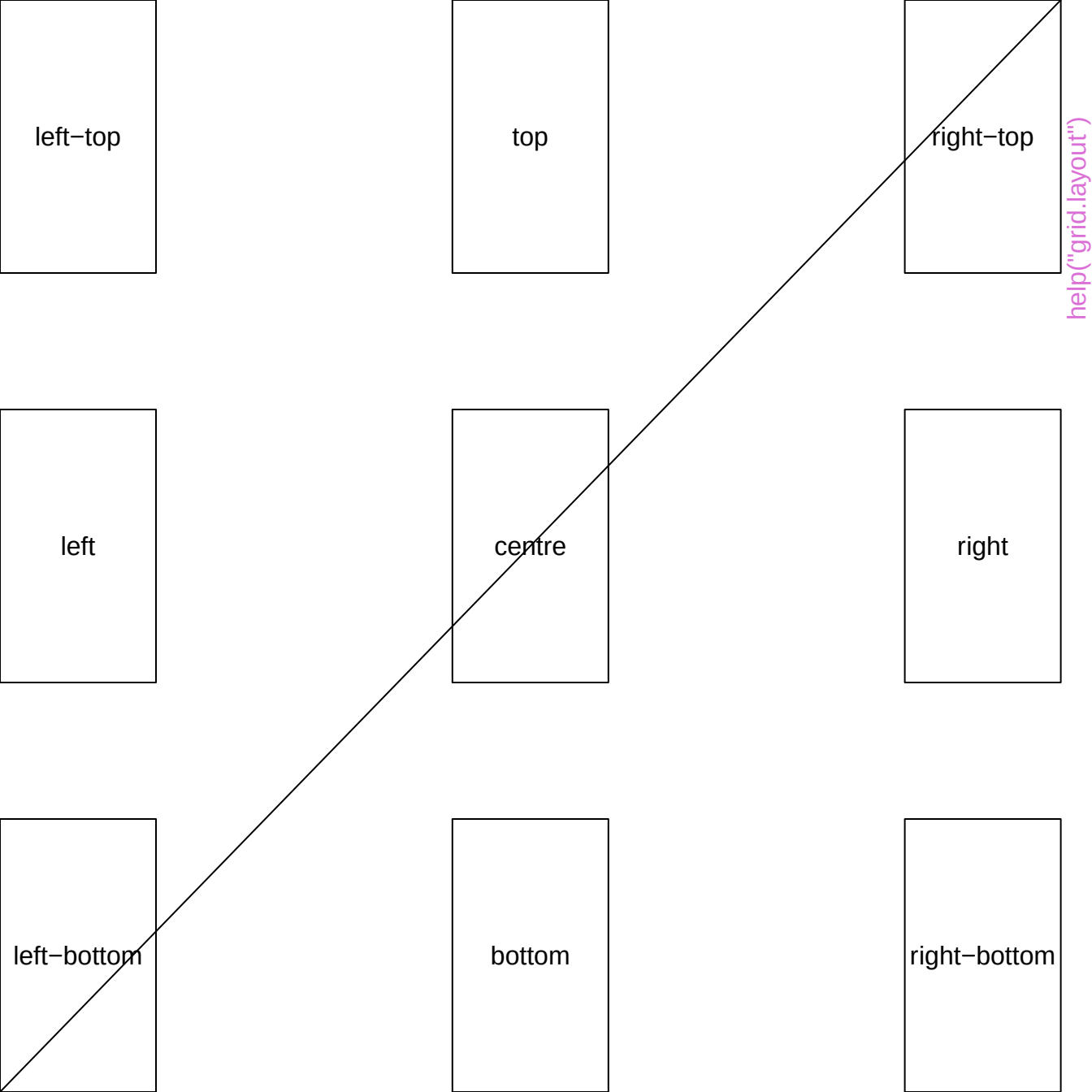
help("grid.layout")

Absolute and relative −− full respect



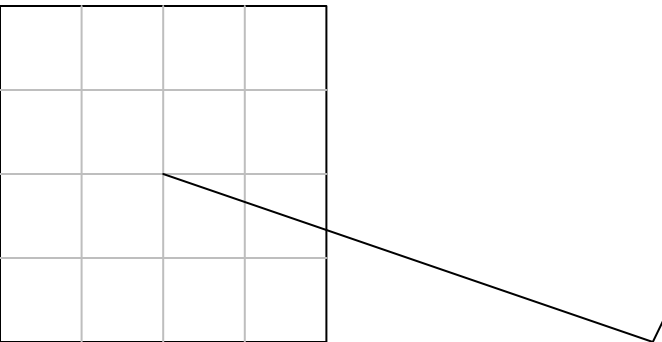
help("grid.layout")


Absolute and relative −− bottom−right respected
2null
4cm
1null
6cm
(1, 1)
(1, 2)
(1, 3)
6cm
4null
(2, 1)
(2, 2)
(2, 3)
4null
2null
4cm
1null
help("grid.layout")


left−top
top
right−top
help("grid.layout")
left
centre
right
left−bottom
bottom
right−bottom

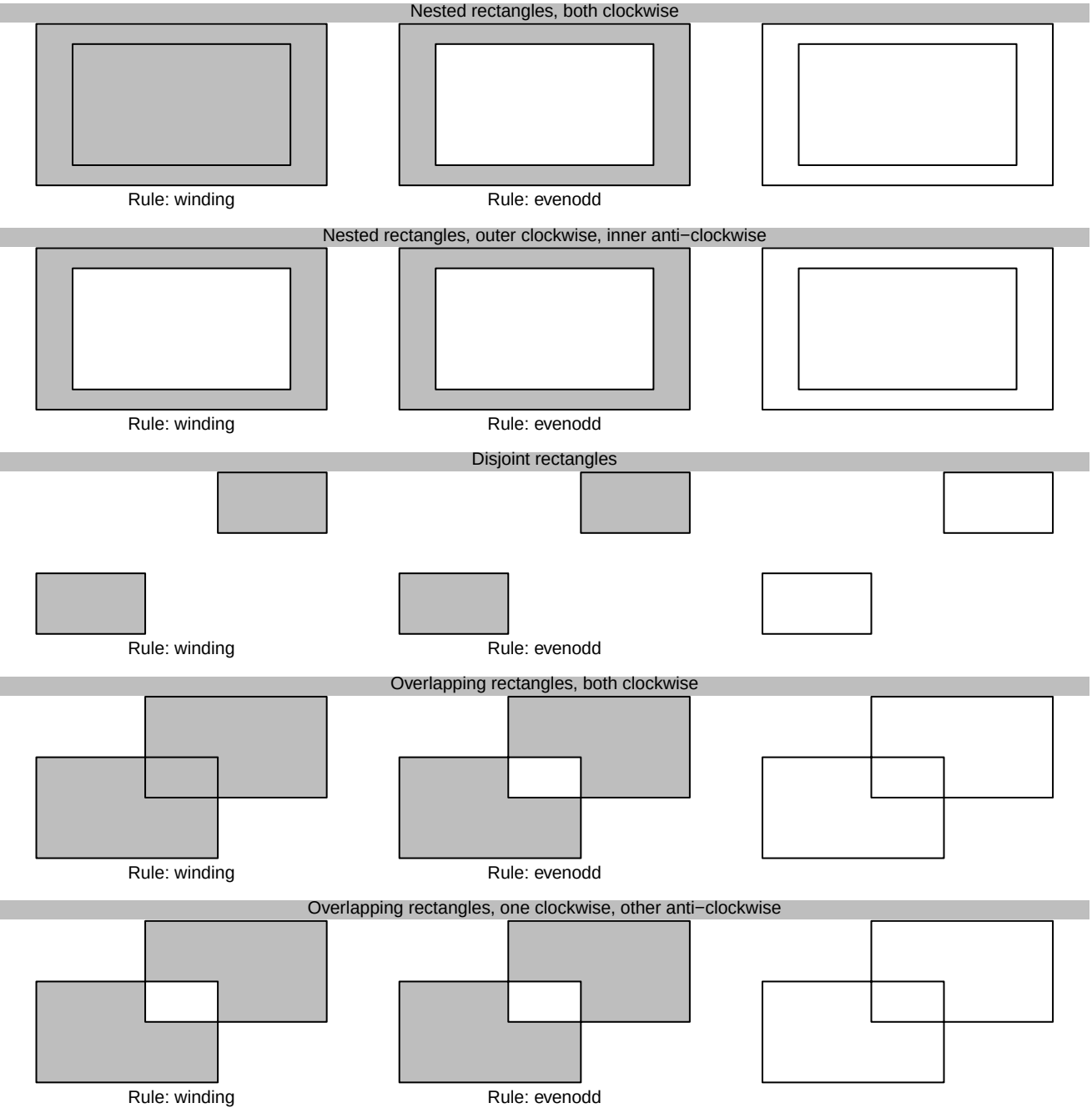
help("grid.lines")

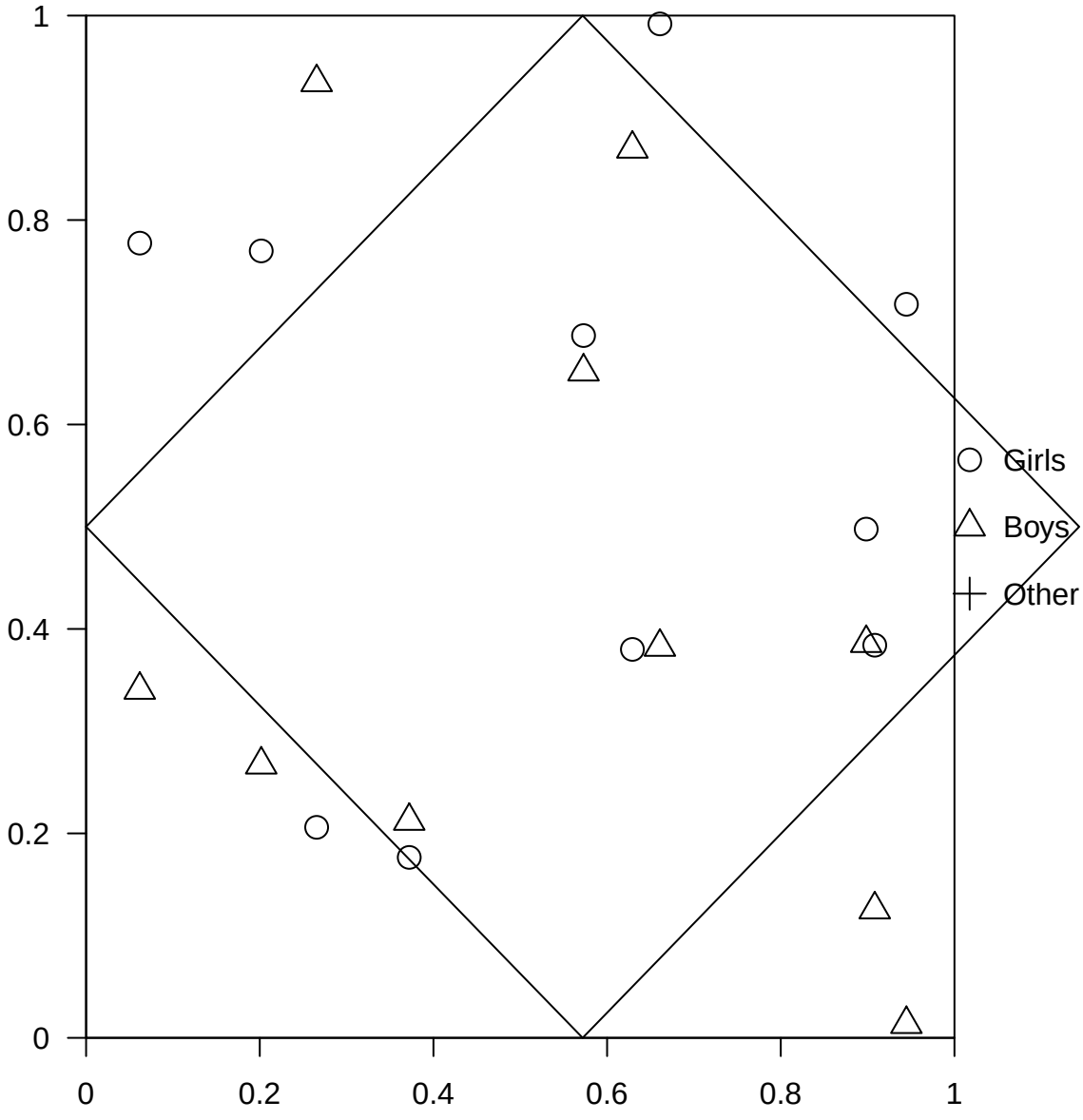
help("grid.lines")



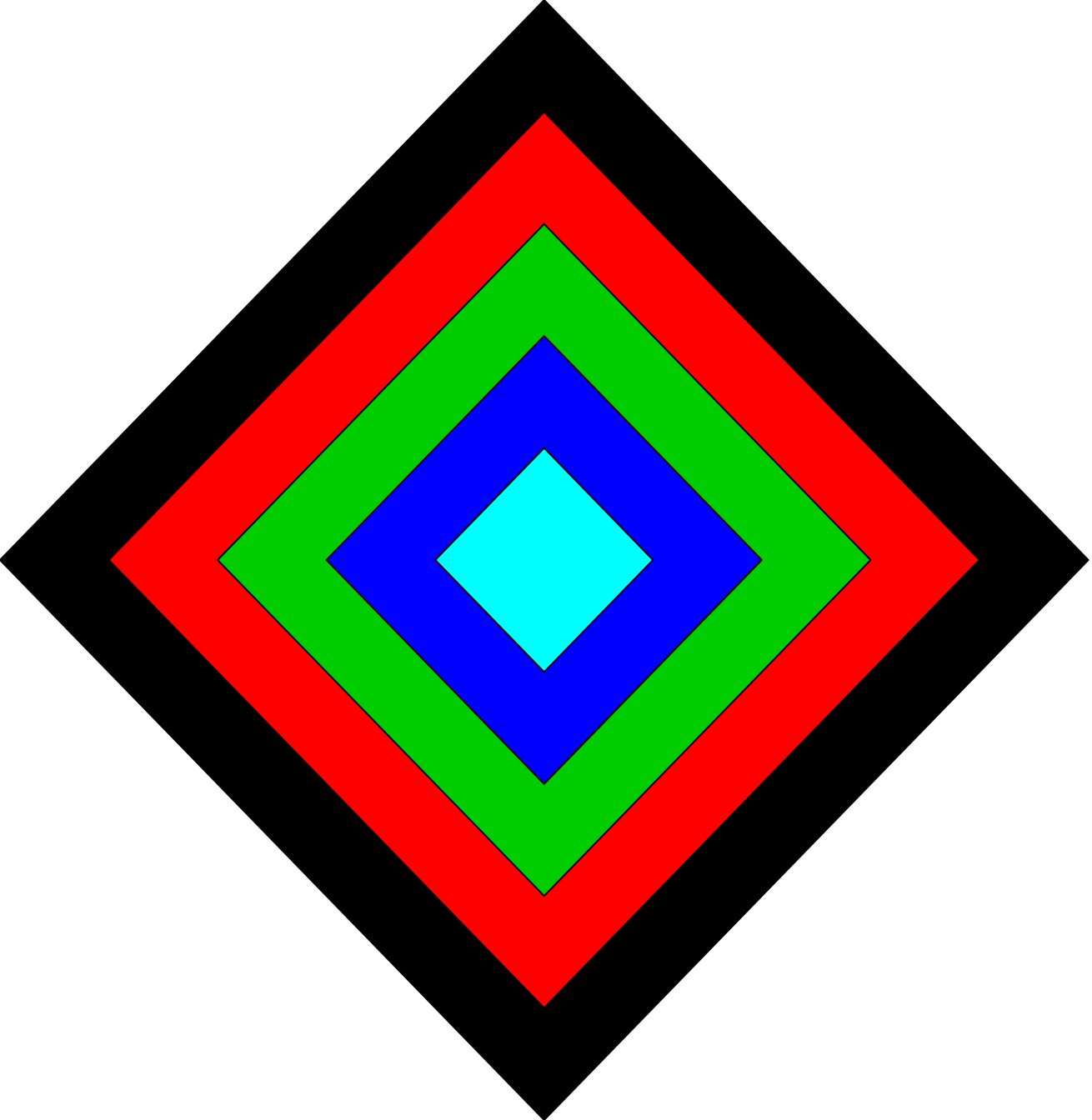
help("grid.move.to")

help("grid.null")

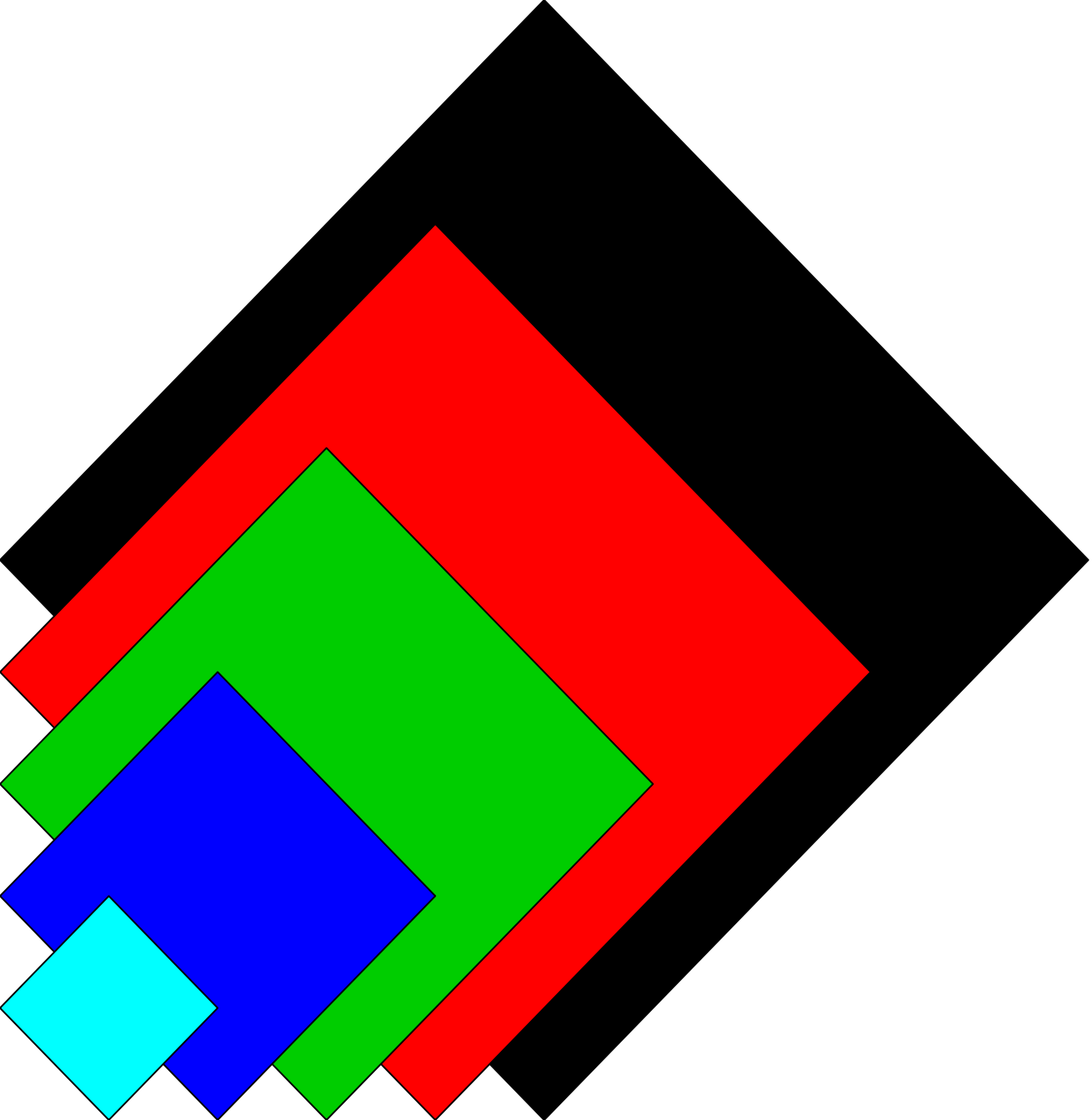

Nested rectangles, both clockwise
Rule: winding
Rule: evenodd
Nested rectangles, outer clockwise, inner anti−clockwise
Rule: winding
Rule: evenodd
Disjoint rectangles
Rule: winding
Rule: evenodd
Overlapping rectangles, both clockwise
Rule: winding
Rule: evenodd
Overlapping rectangles, one clockwise, other anti−clockwise
Rule: winding
Rule: evenodd
help("grid.path")



help("grid.plot.and.legend")



help("grid.polygon")

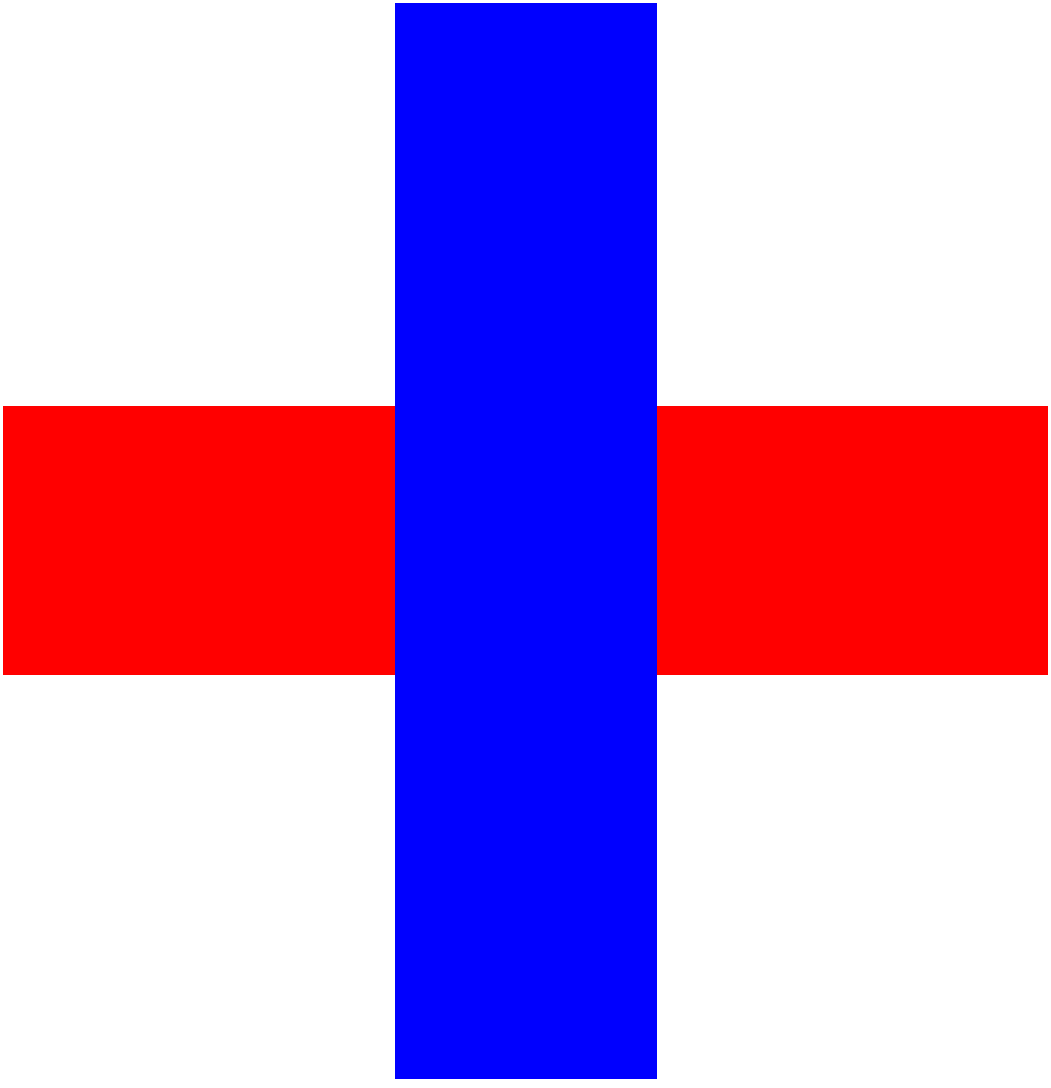


help("grid.polygon")

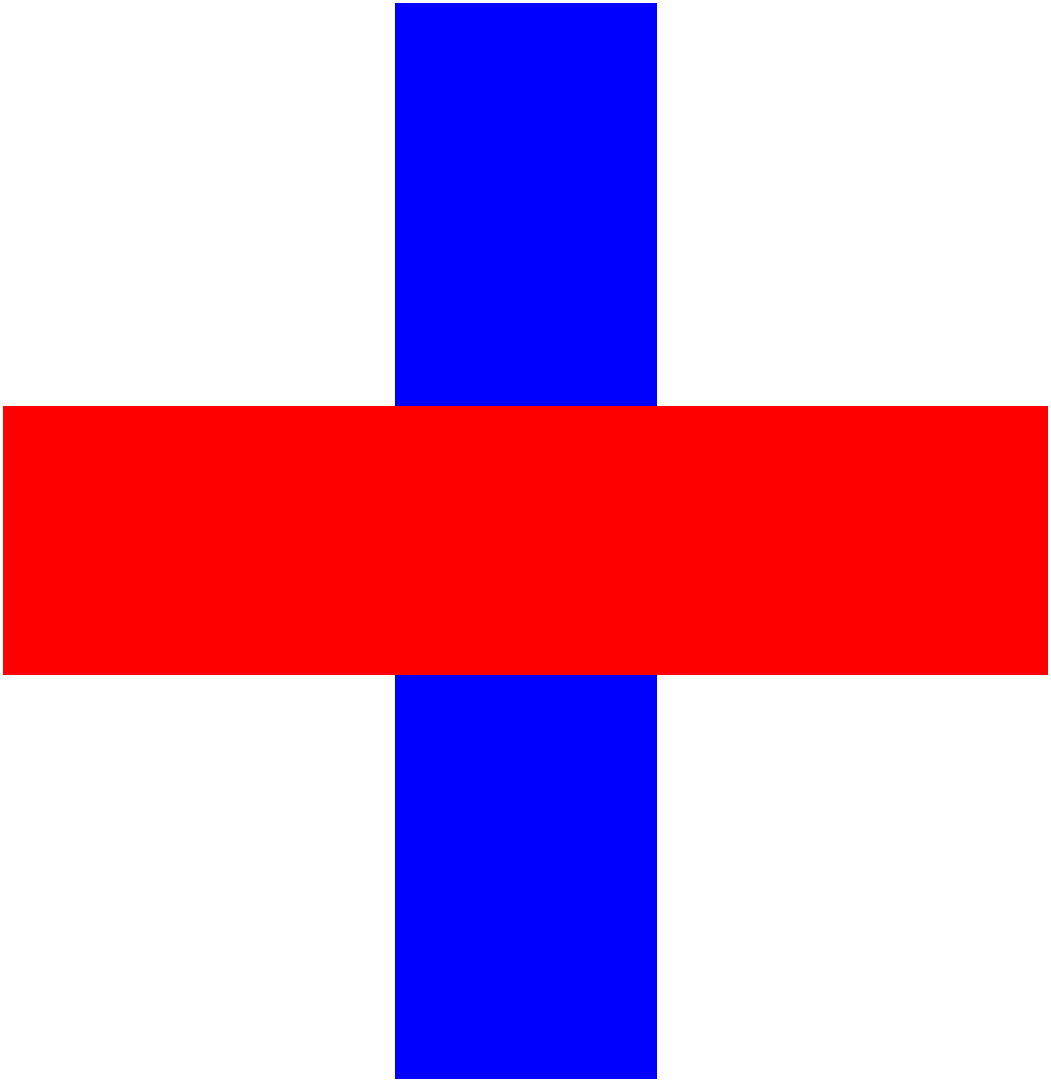
help("grid.raster")

help("grid.raster")

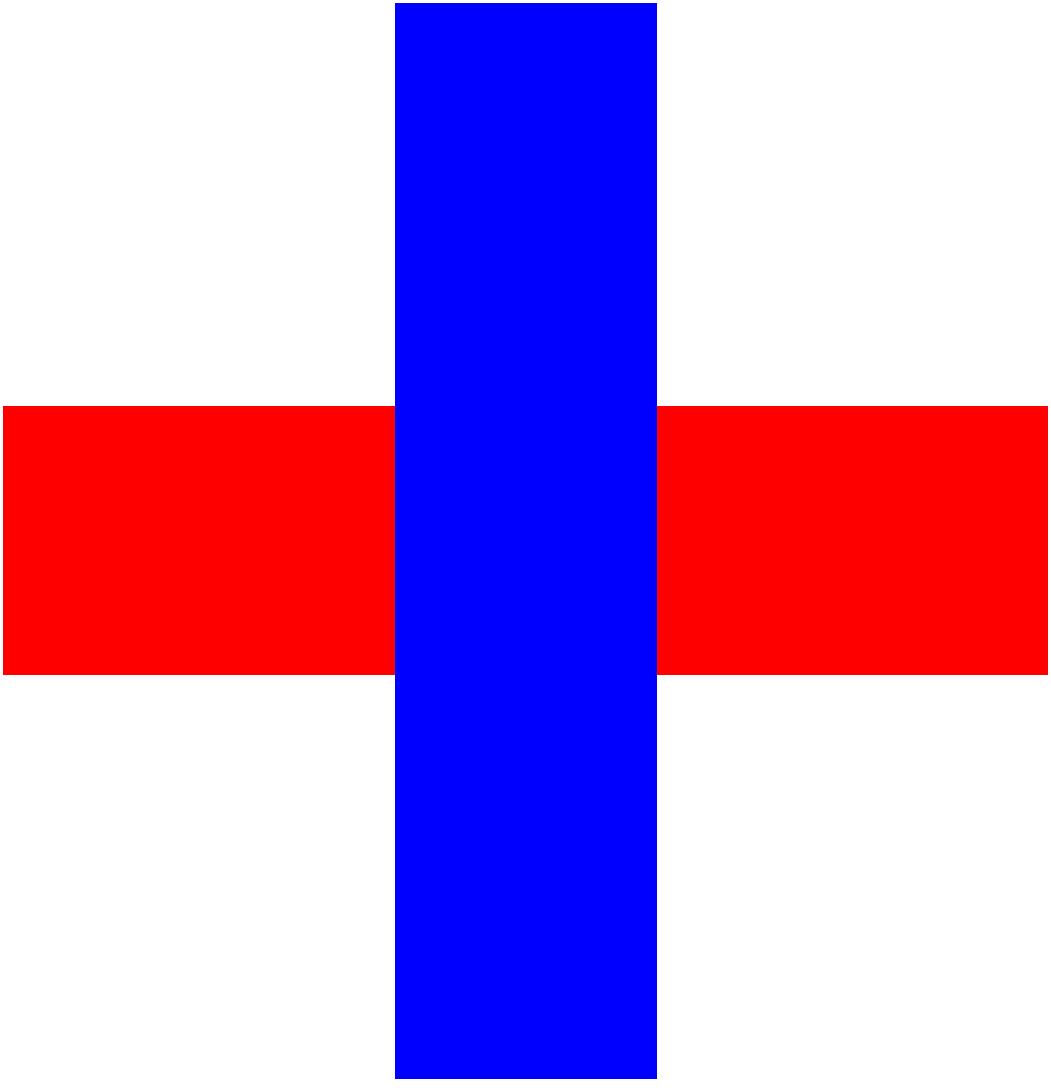
help("grid.raster")



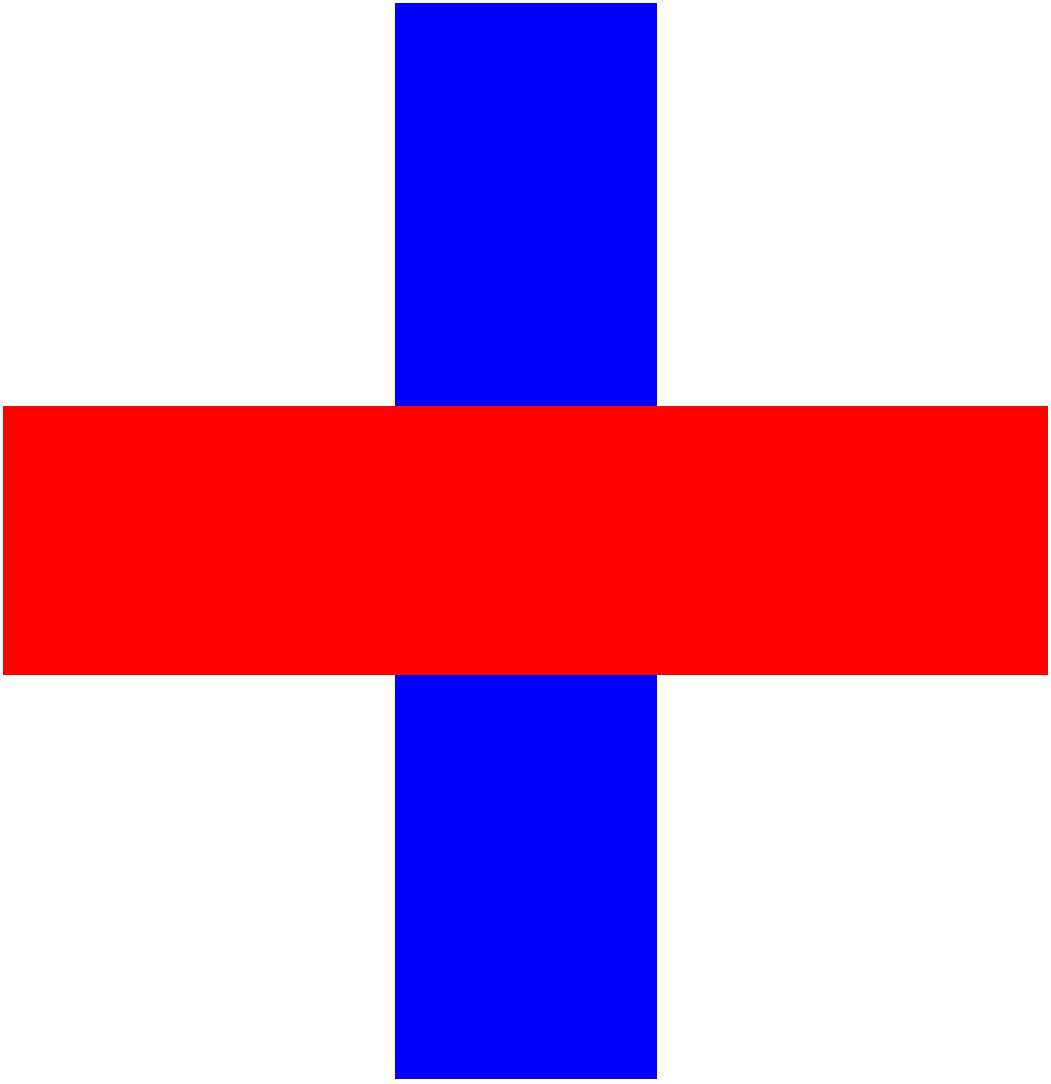
help("grid.reorder")



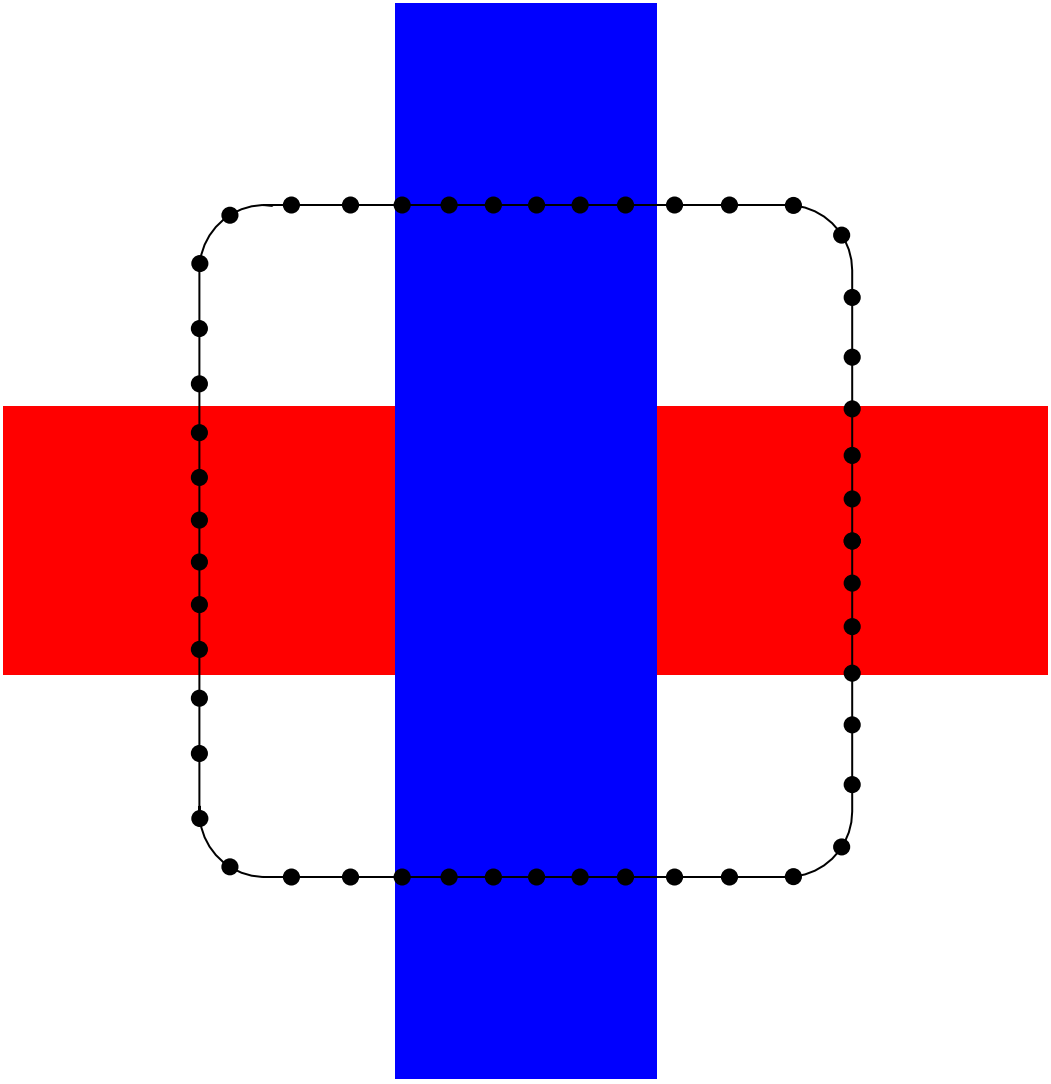
help("grid.reorder")



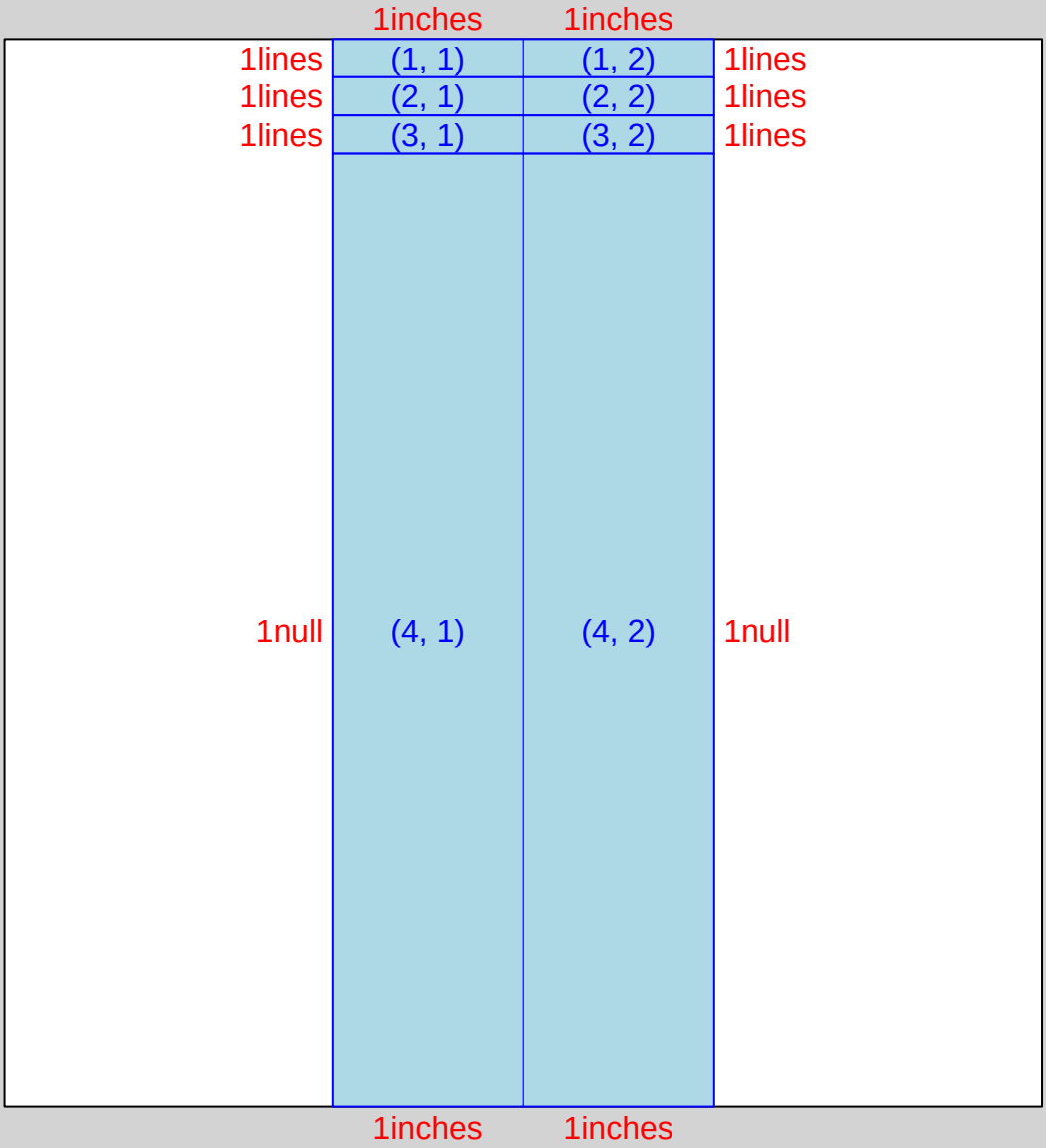
help("grid.reorder")



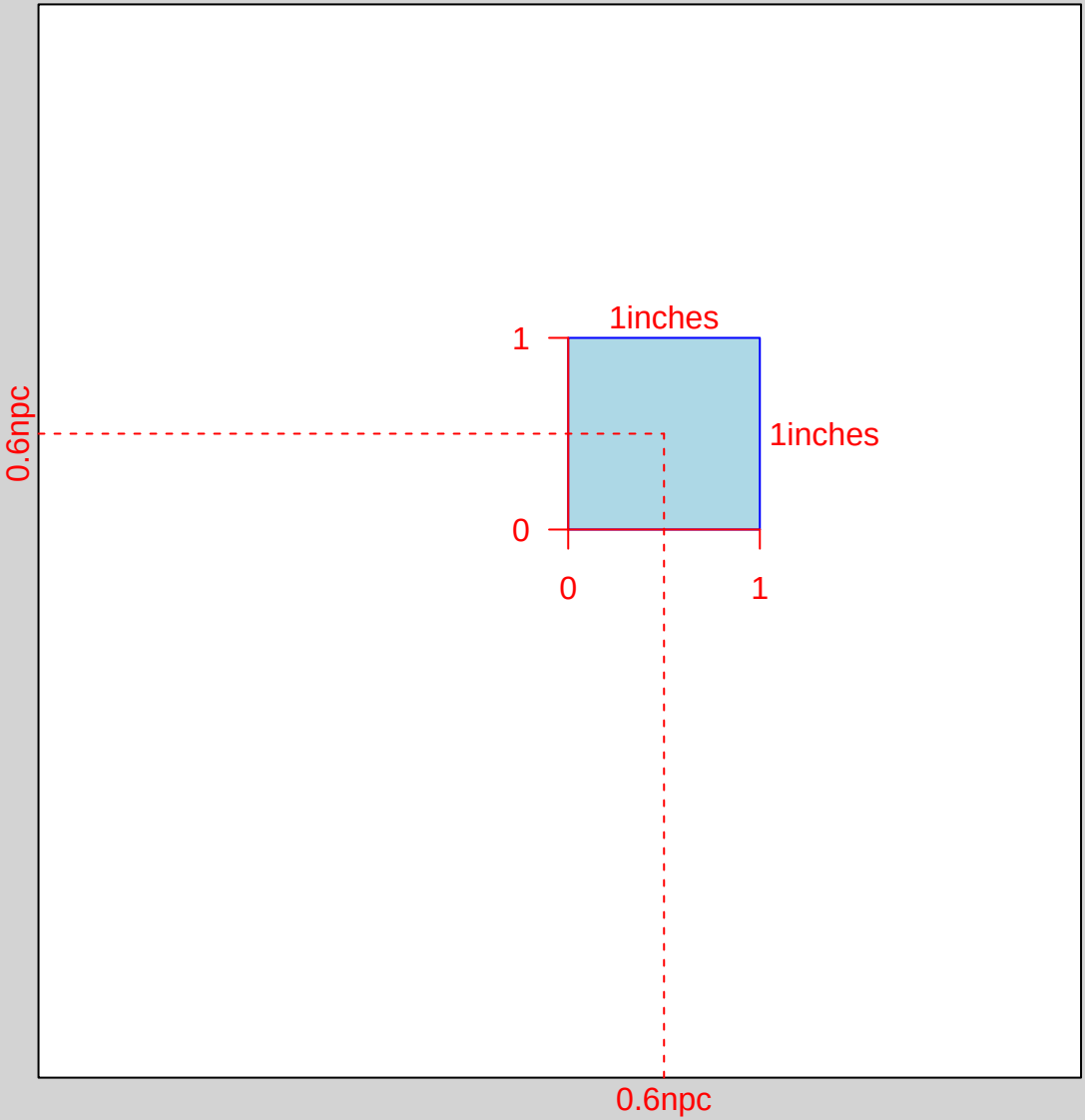
help("grid.reorder")



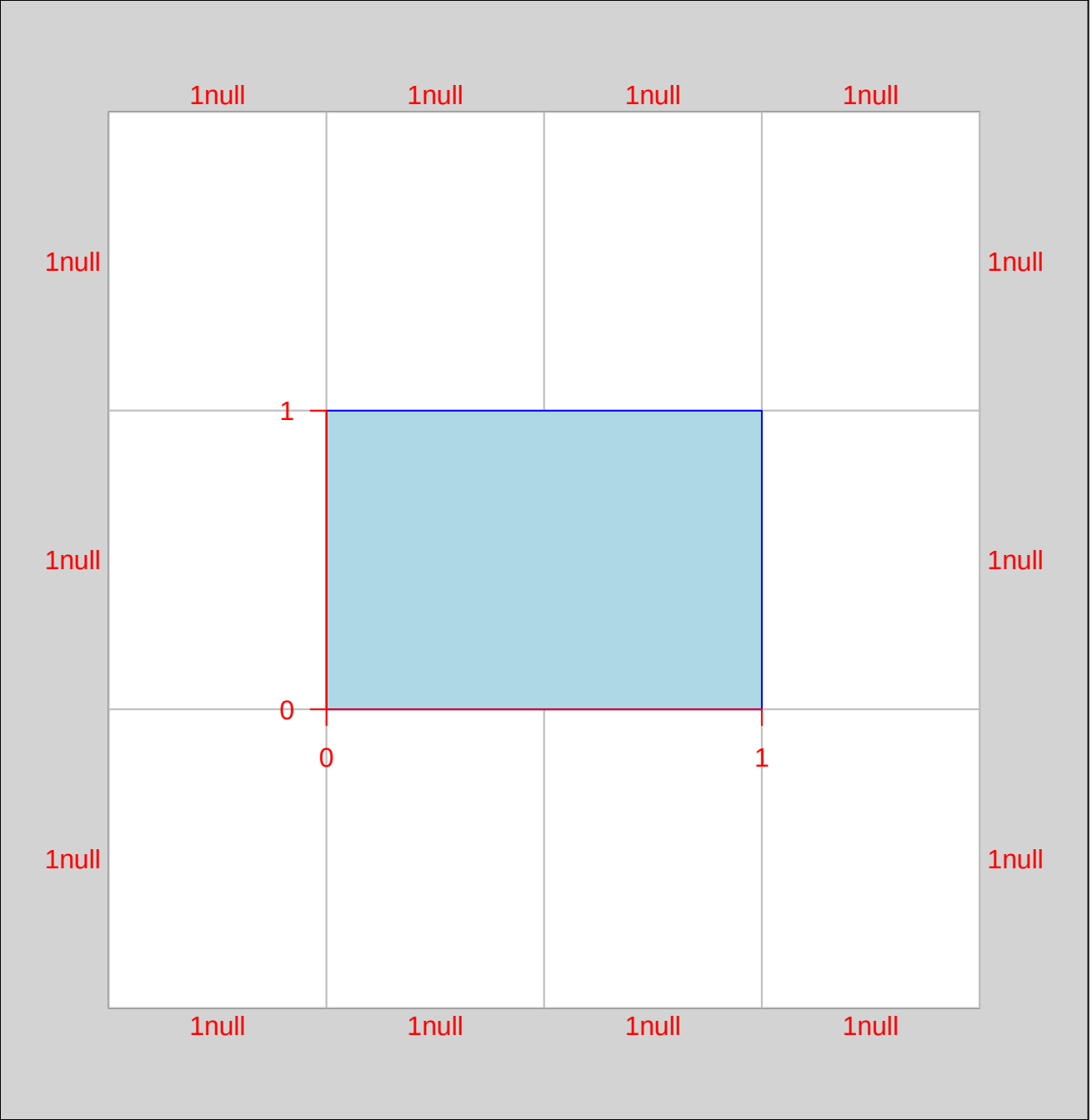
help("grid.reorder")



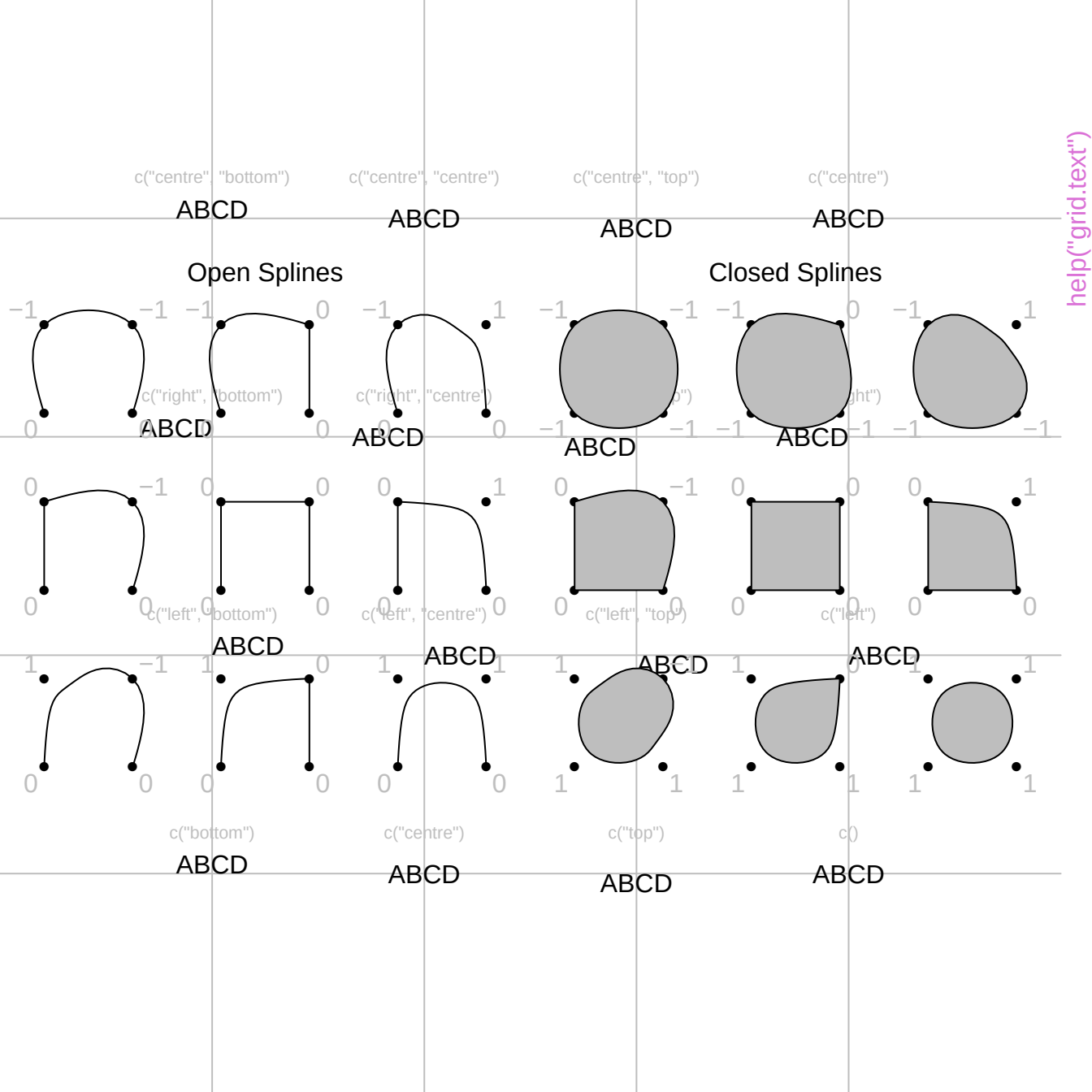
help("grid.show.layout")

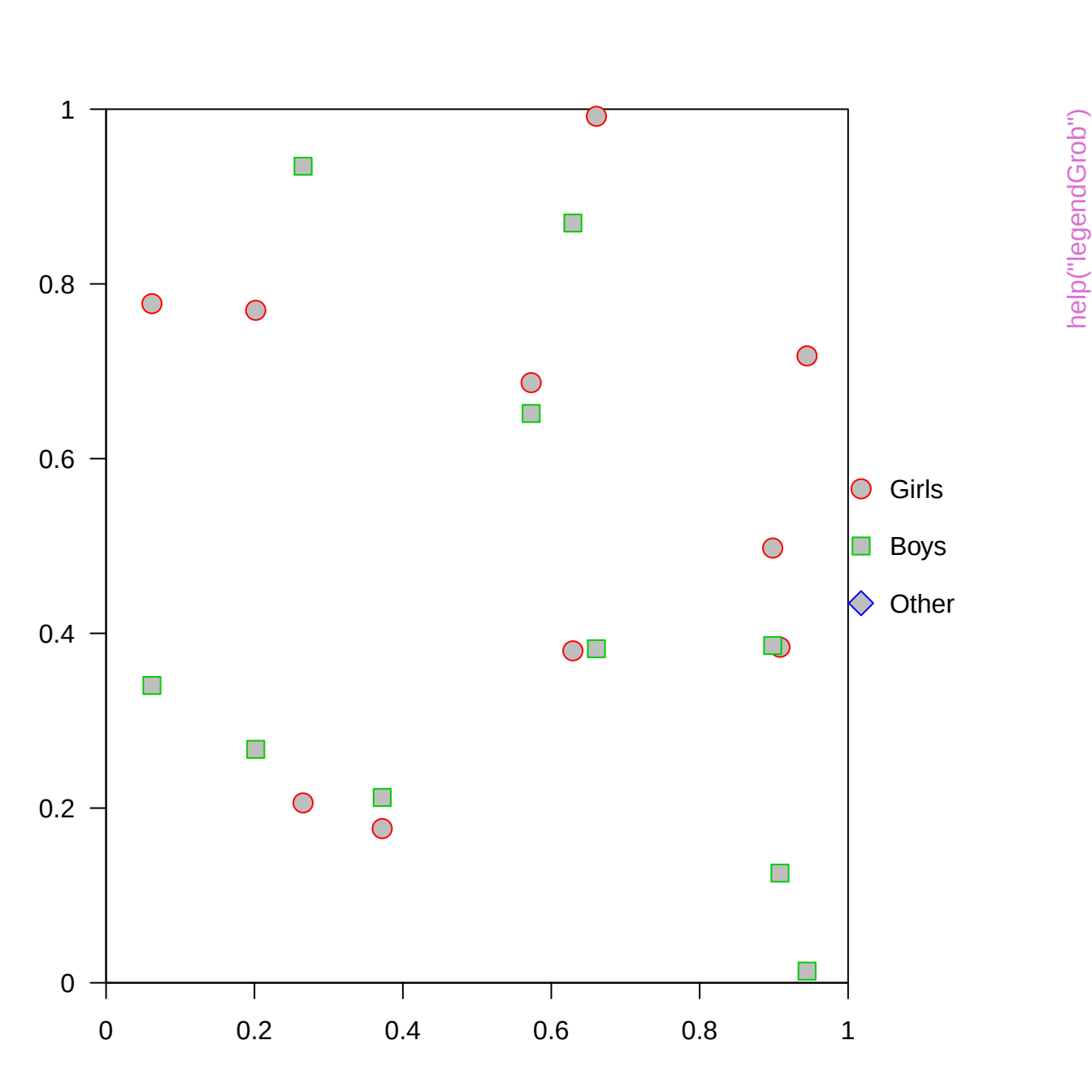


help("grid.show.viewport")


1null
1null
1null
1null
1null
1null
1null
1null
1null
1null
1null
1null
1
0
0
1
help("grid.show.viewport")

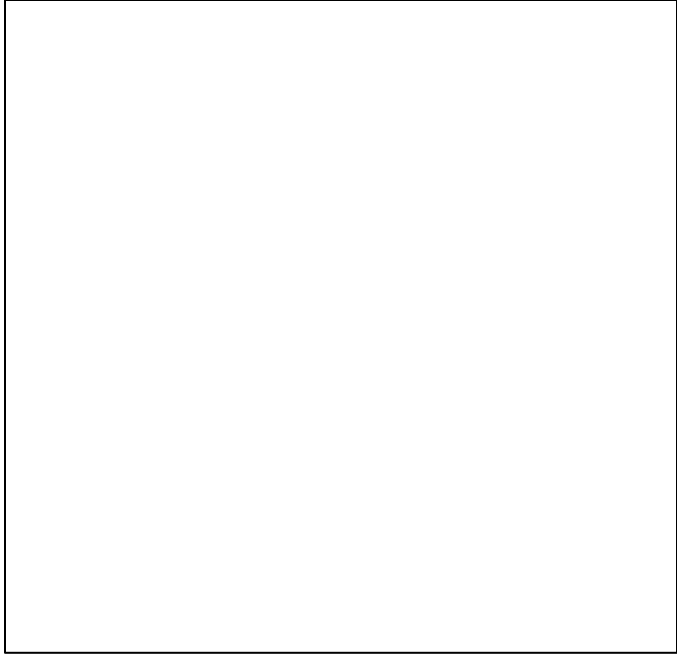

SOMETHING NICE AND BIG
SOMETHING NICE AND BIG
SOMETHING NICE AND BIG
SOMETHING NICE AND BIG
SOMETHING NICE AND BIG
help("grid.text")


help("grid.text")
c("centre", "bottom")
ABCD
c("centre", "centre")
ABCD
c("centre", "top")
ABCD
c("centre")
ABCD
Open Splines
Closed Splines
c("right", "bottom")
ABCD
c("right", "centre")
ABCD
ABCD
ABCD
c("left", "bottom")
ABCD
c("left", "centre")
ABCD
c("left", "top")
ABCD
c("left")
ABCD
c("bottom")
ABCD
c("centre")
ABCD
c("top")
ABCD
c()
ABCD

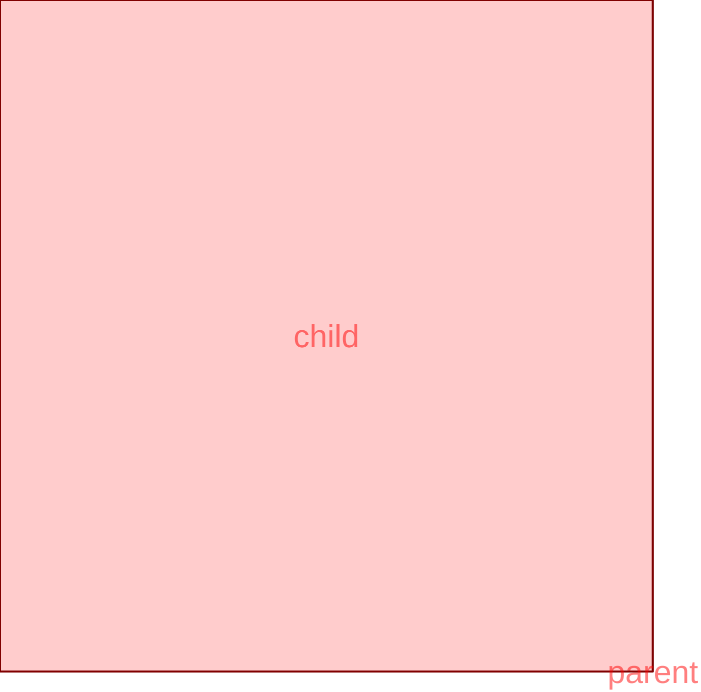

1
0.8
0.6
0.4
0.2
0
0
0.2
0.4
0.6
0.8
1
Girls
Boys
Other
help("legendGrob")

help("resolveRasterSize")

help("resolveRasterSize")

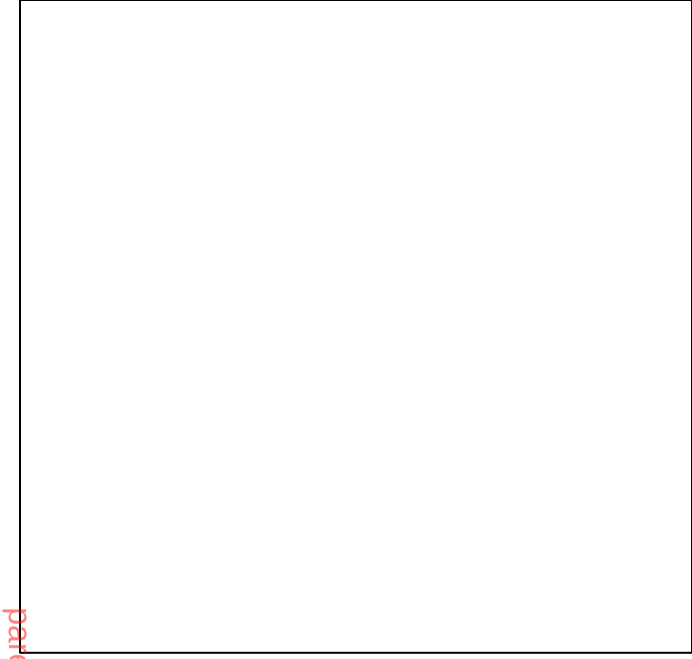


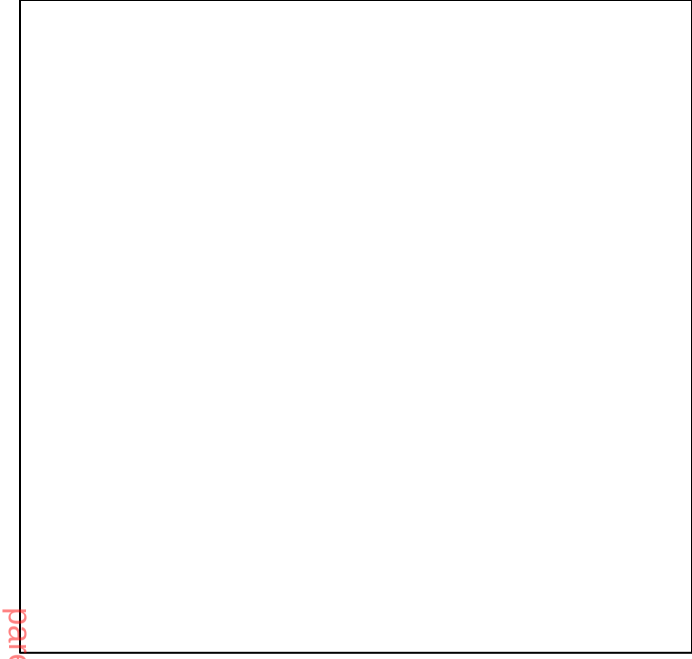
help("showGrob")


child
parent

child

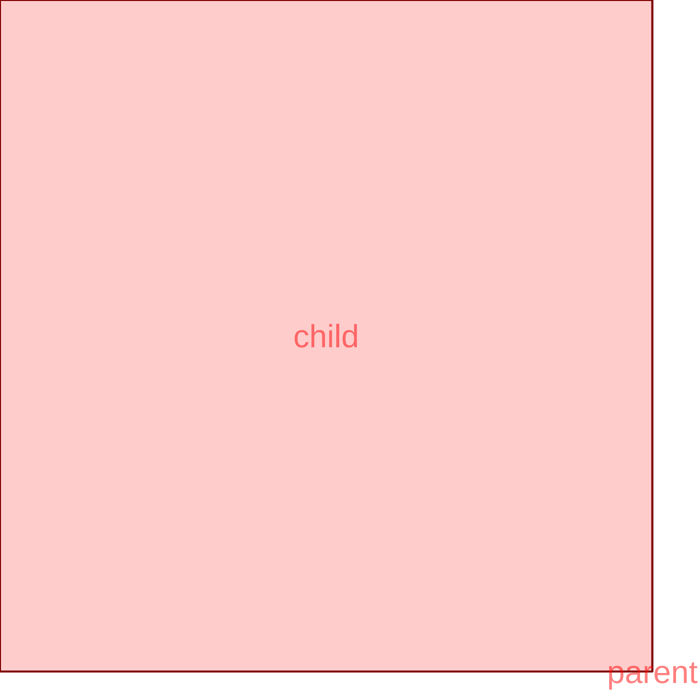
help("showGrob")

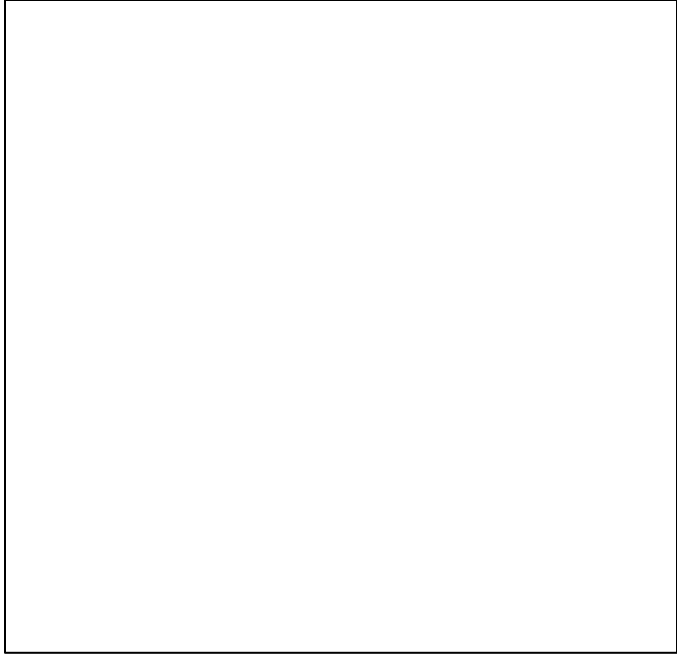

parent


parent

child

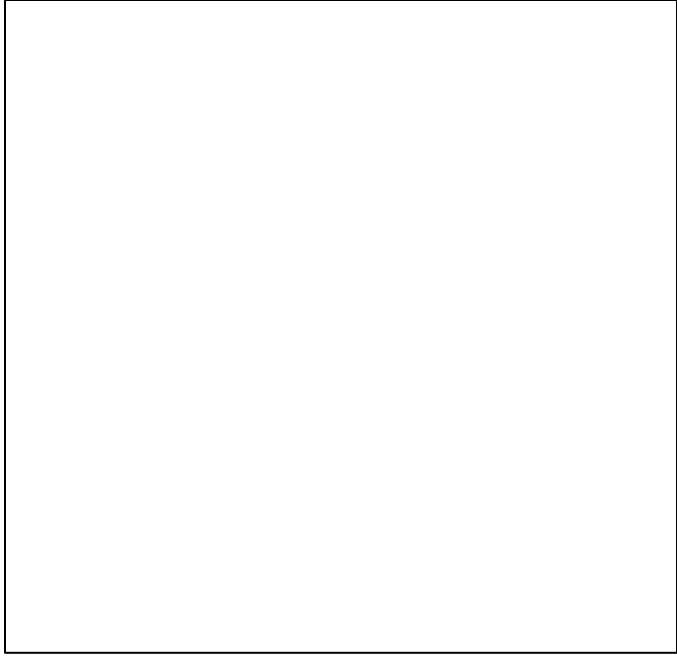
help("showGrob")


child
parent



help("showGrob")

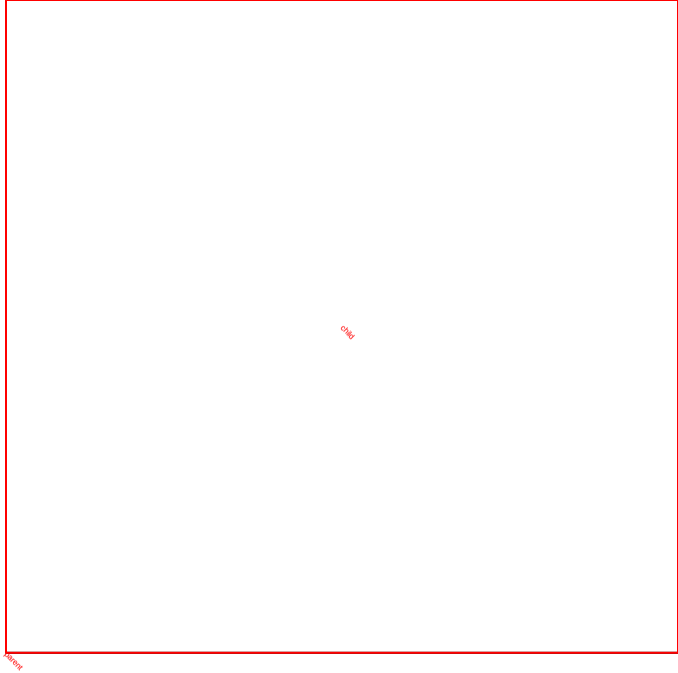

child
parent



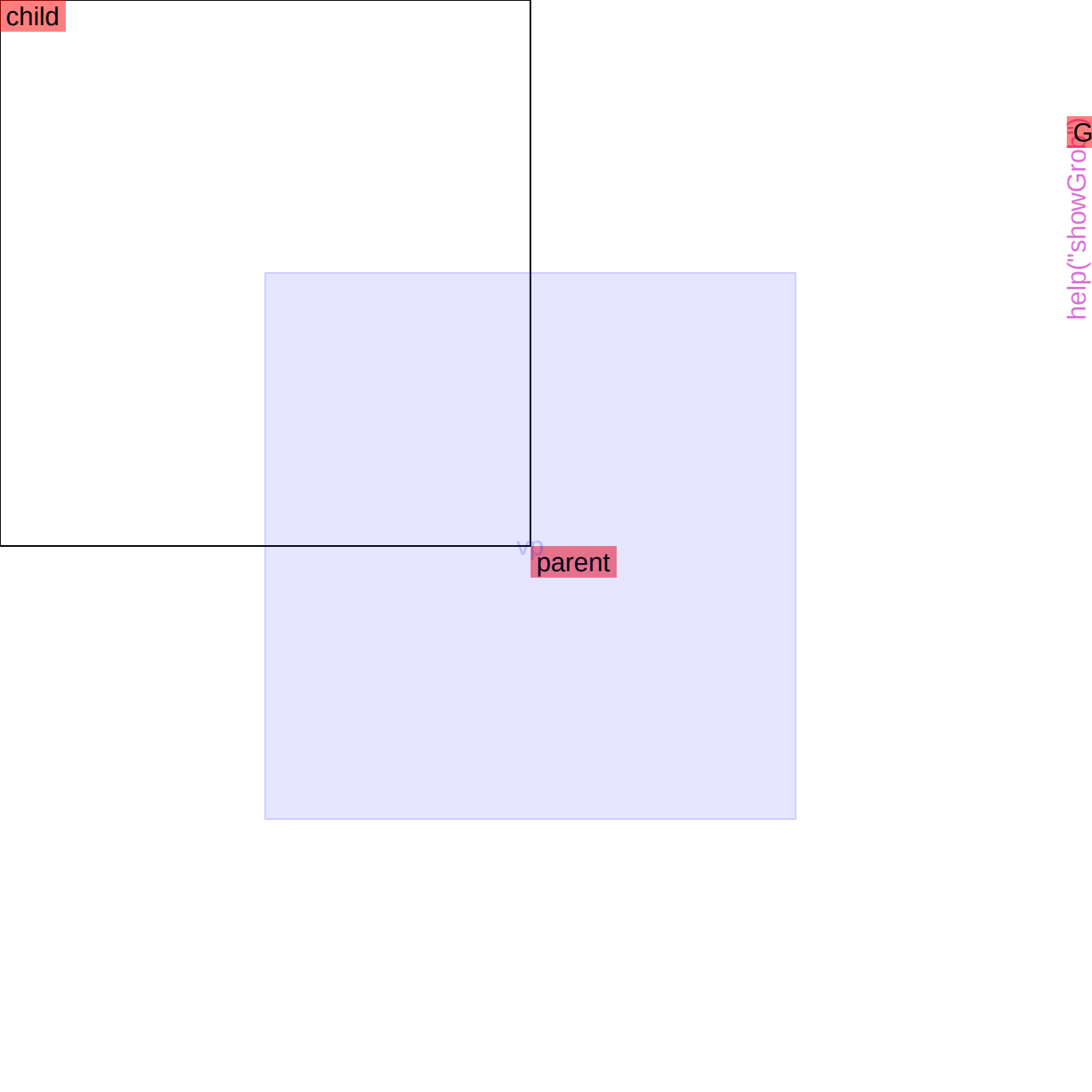
help("showGrob")

child

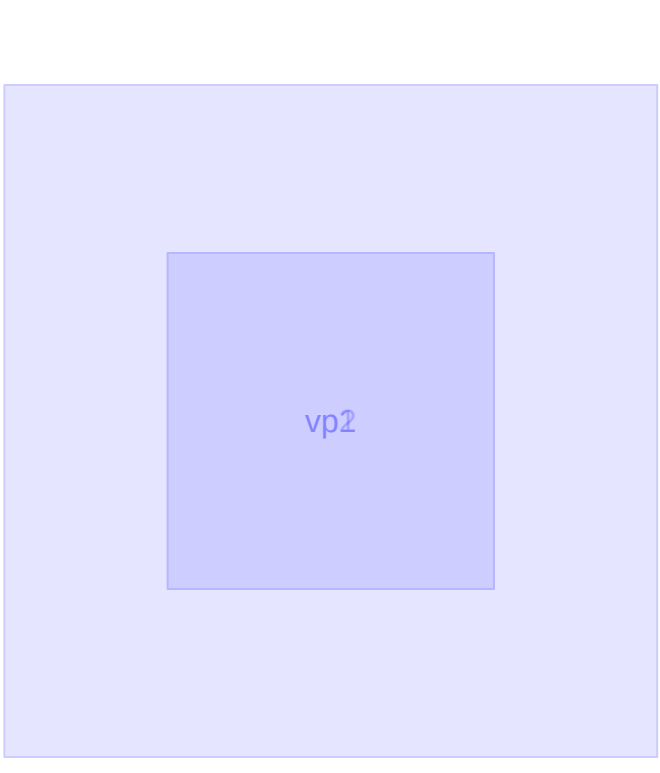
help("showGrob")



help("showGrob")


child
parent
help("showGro

help("showViewport")



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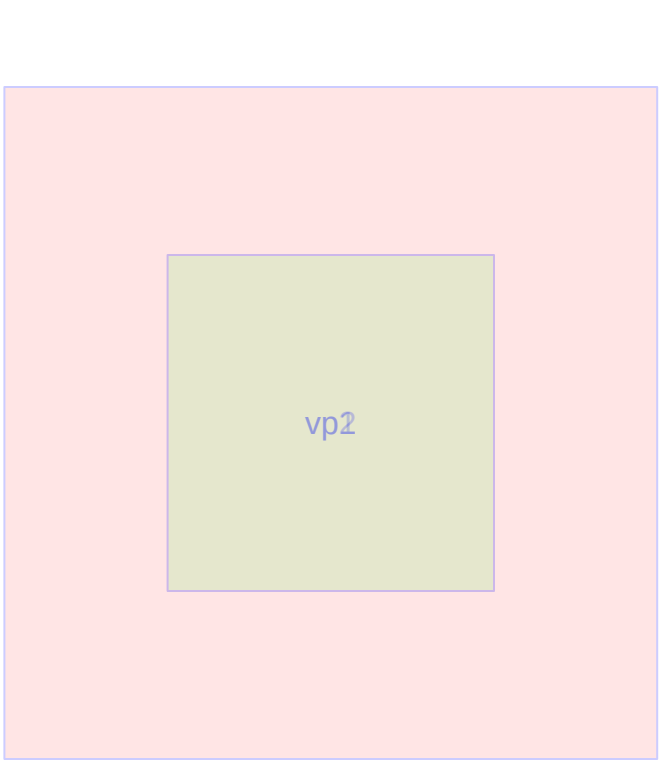

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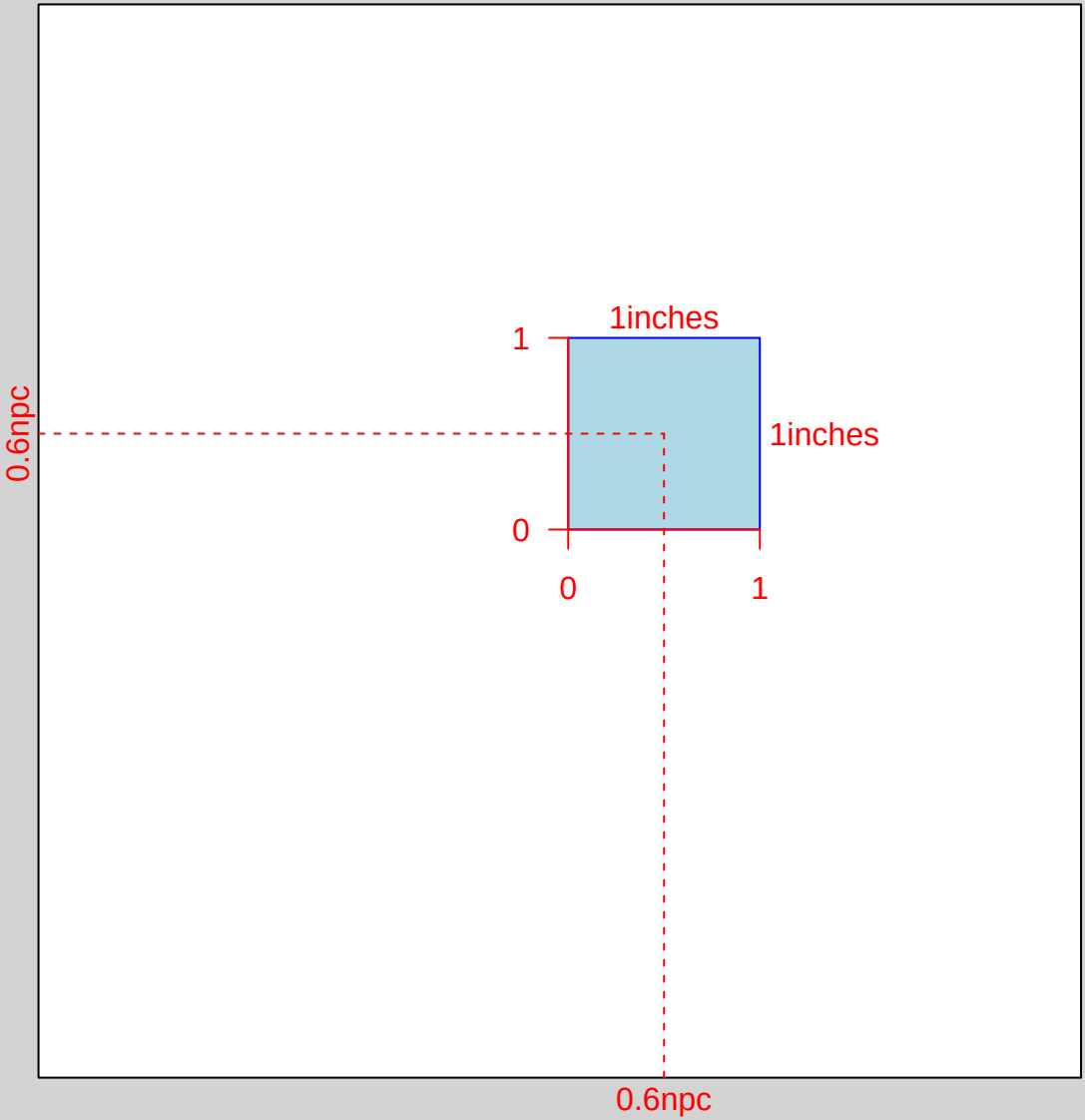

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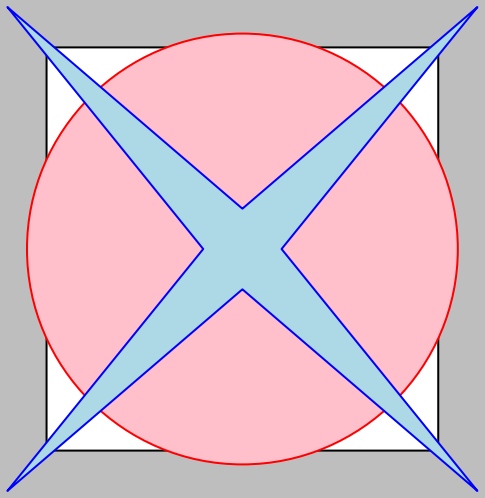

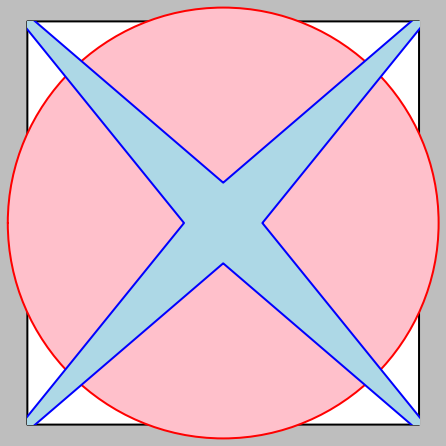

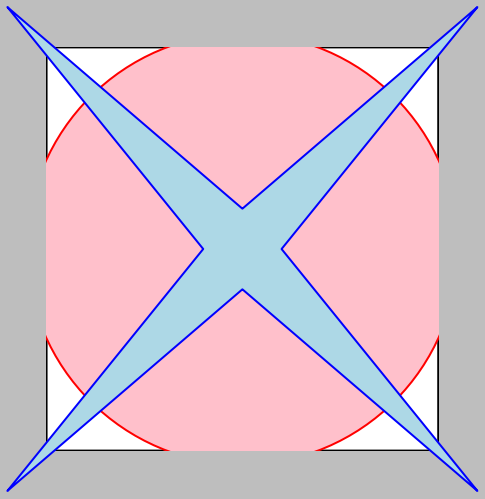

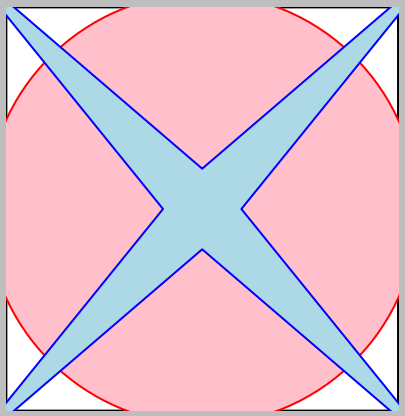

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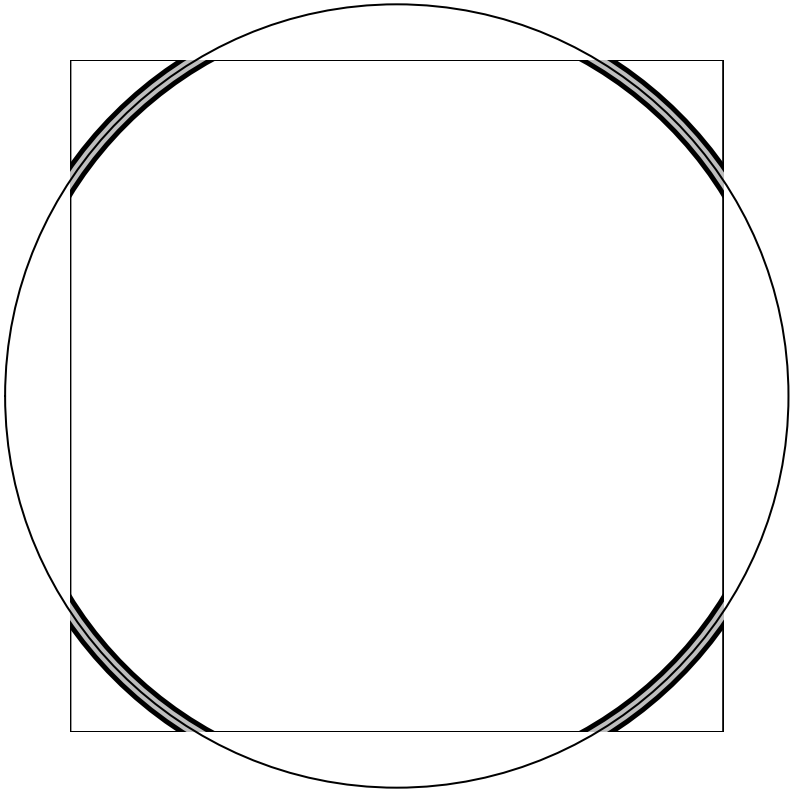

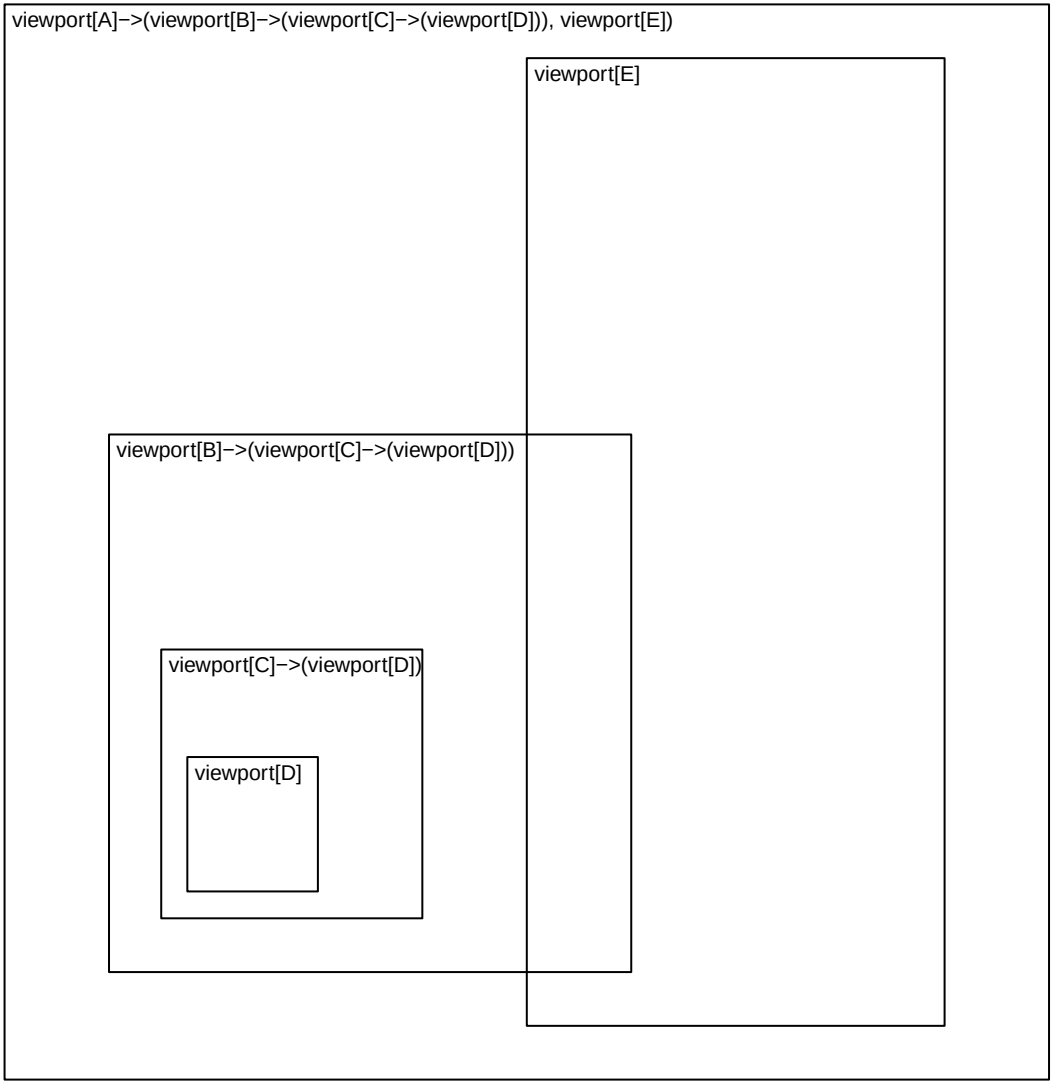

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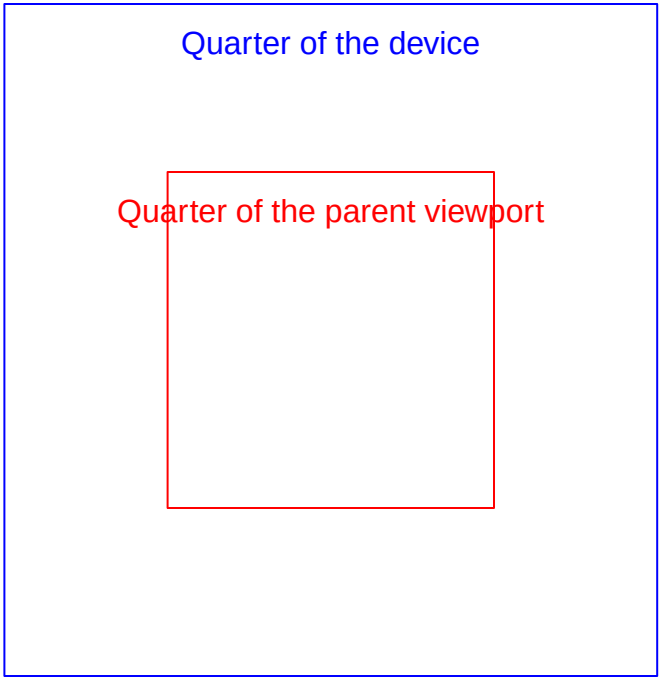
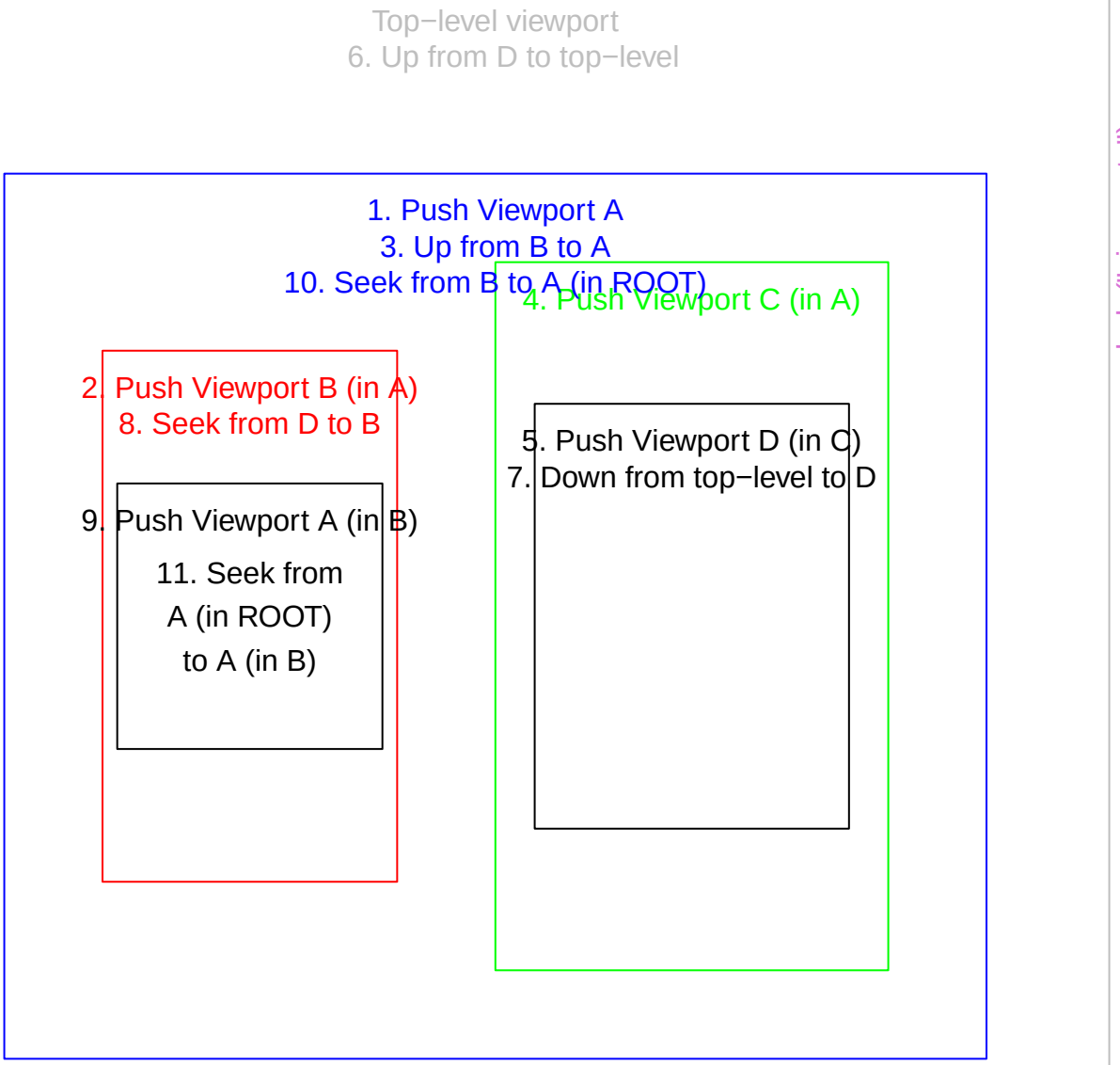


help("viewports")


Top−level viewport
6. Up from D to top−level
1. Push Viewport A
3. Up from B to A
10. Seek from B to A (in ROOT)
4. Push Viewport C (in A)
2. Push Viewport B (in A)
8. Seek from D to B
5. Push Viewport D (in C)
7. Down from top−level to D
9. Push Viewport A (in B)
11. Seek from
A (in ROOT)
to A (in B)
help("viewports")

help("xsplinePoints")

help("xsplinePoints")

help("xsplinePoints")