Flow — a syntax to generate flow charts in the \LaTeX picture environment

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1 Summary

Flow is a small syntax which parses the flowchart description explained in this document and translates it to the LATEX picture environment.

Flow acts as a filter, so a typical execution would be...

flow < myprog.flo > myprog.pic

...where myprog.flo is a plain text file containing a description of a flowchart, and myprog.pic will be a plain text file containing the body of a LATEX picture environment to draw the flowchart. Alternatively

flow inputFile or flow inputFile outputFile

may be used. VMS users see notes at end.

myprog.pic could either be inserted into a picture environment in a LATEX file with a text editor, or pulled in by the \input command as LATEX is run.

2 System requirements

Nothing in particular. Flow is in very plain C and should be portable to pretty much anything without alteration. Check beginning of file for defines if it gives trouble.

3 Distribution and Bug Reports

Flow is free software covered by the GPL. See the file COPYING for details. Email to terry_n_brown@yahoo.com ¹ with bug reports etc.

4 Flowchart description syntax

4.1 [indented text]

[indented text] indicates the command accepts zero or more line of text, these lines are identified by indentation. All lines after the command starting with either a space or a tab are assumed to be text for that command. The first line not starting with one of these characters is assumed to be the next command. Distributed code / executeables are case insensitive, but local compilations may vary.

 $^{^1} Please Contact me (kurino@zaregoto.org) for version +k-0.01 or later. I'm a japanese, so japanese comment is welcome. And please refer github{\slash}kurino{\slash}flow[https:/github.com/kurino/flow] too.$

The flowchart is always "going" either up, down, left or right. The initial direction is down.

The flowchart description file is terminated either by an invalid command, a blank line, or the end of the file. Keywords are case sensitive.

The output from flow will appear inside a LATEX picture environment. The positioning of the picture can be adjusted with the second pair as usual for the picture environment.

\unitlength should be set for use with the picture environment, all the examples in this document use 2em (ie. put \setlength{\unitlength}{2em} at the top of the LATEX file). Smaller values make the boxes tighter around the text, larger values make them more open.

4.2 The Commands

4.2.1 Comment

% comment to end of line

If the first thing on a line is a '%' symbol the line is treated as a comment. Thanks to Joost Bruynooghe for adding this command.

4.2.2 Box

```
Box [x y]
  [indented text]
```

Draws a text at the current position, including a line or arrow leading to it if appropriate. If x and y are specified, the size of the box (in \unitlengths), and all subsequent boxes, is set to these. The default size of a box is 4 by 2 \unitlengths.

```
Right
Box
This is
the first
box.
Box 8 1
And this is the second
```



4.2.3 Oval, Tilt and Text

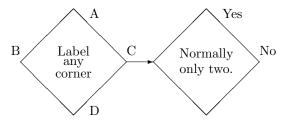
```
Oval [x y]
  [indented text]
Tilt [x y]
  [indented text]
Text [x y]
  [indented text]
   Oval, Tilt and Text are identical to Box, except for the shape of the frame.
(Text is an invisible frame.)
Right
Oval
  This is
  an Oval
Tilt
  And this
  is a
  Tilt
Text
  And this
  is a
  Text
                              And this
                                                    And this
         This is
                                is a
Tilt
                                                      is a
Text
        an Oval
```

4.2.4 Choice

Choice A B C D [x y]
 [indented text]

Draws a choice diamond, with the corners labeled as illustrated by the left diamond in the example. Periods (.) are not printed. The optional x an y parameters alter the size of the choice. The default size is 4 by 4 \unitlengths. Flow will report an error for non-square choice boxes whose aspect ratio doesn't match one of the line slopes supported by \LaTeX (-6 - 6 : -6 - 6, integers only).

Right
Choice A B C D
Label
any
corner
Choice Yes . No .
Normally
only two.



4.2.5 SetTrack, TexPos

```
SetTrack none | arrow | line
```

Use arrows, lines, or nothing for drawing connections between boxes.

TxtPos P1 P2 [B [A]]

P1 is the LATEX position specification (eg. [c] or [l]) for the lines of text that makes up the blocks of text in the boxes, P2 is the LATEX position specification for the whole block of text within the box. B is the string (no white space) to be placed before each line of text, A is the string to be placed after each line of text. The example shows the use of B to keep text off the edge of the box.

```
Right
SetTrack arrow
TxtPos [1] [1]
Box 3.5 2
  Needs some
  space on the
  left
TxtPos [1] [1] ~
Box
  Left justified
  text with
  space
SetTrack line
TxtPos [c] [c]
Box
  Centred
  Text
SetTrack none
TxtPos [r] [r] ~ \hspace*{1ex}
  Right justified
  Text
   Needs some
                      Left justified
                                                            Right justified
                                            Centred
   space on the
                      text with
                                             Text
                                                                    Text
   left
```

4.2.6 Tag and ToTag

Tag

ToTag

Tag stores the location and size of the last object drawn on a stack, ToTag returns to that position (removing the item from the stack). This is particularly useful with Choices, allowing a second chain to be built from the diamond, but it can be used with any other item. Flow will complain if it encounters more ToTags the Tags, but won't mention Tags left on the stack when it finishes.

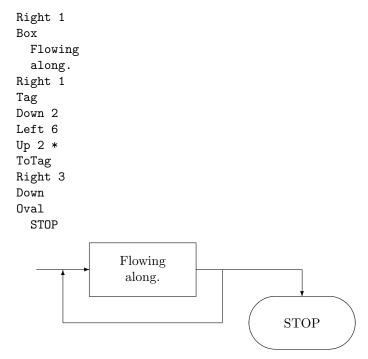
```
Right 0
Choice . . N Y
  Ready to
  stop?
Tag
Choice . . Right Down
  Go right
  or Down?
Tag
Right 1
Box
  To the
  right
ToTag
Down
Box
  Down here
ToTag
Down
Oval
  STOP
           Ready to
                       Ν
                                           Right
                                Go right
                                                         To the
                                                          right
             stop?
                               or Down?
                 Y
                                      Down
            STOP
                               Down here
```

4.2.7 Up, Down, Left and Right

```
Up   [d [*]
Down   [d [*]]
Left   [d [*]]
Right   [d [*]]
```

With or without the optional parameter, these command change the current direction of the flowchart. With the optional parameter, they draw a line, if SetTrack is line **or** arrow, or leave a gap, if SetTrack in none. The length of the line (or gap) is \$d\$. By default Boxes, Ovals, Tilts and Texts are 4 units wide and 2 units high. A Choice is 4 by 4 units. The arrows that connect things together are 1 unit. So a box drawn while the current direction is down would occupy 2+1=3 vertical units.

To force the line to end in a arrow head, use the "*", which must be separated from the "d" by a space.



4.2.8 Scale

Scale x y

Scale the \mathbf{next} item by the specified values

Right
Oval
Normal
Oval
Scale 2 1
Box
A smaller oval is a better stop
Scale 0.5 0.5
Oval
STOP

Normal
Oval
A smaller oval is a better stop

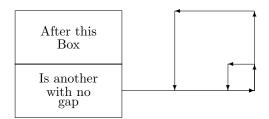
STOP

4.2.9 Skip

Skip x0 y0 x1 x1

x0	Horizontal separation between boxes, default 1 \unitlength
y0	Vertical separation between boxes, default 1 \unitlength
x1	Multiplier for Left and Right commands, default 1
y1	Multiplier for Up and Down commands, default 1

Skip 0 0 1 1 SetTrack none Box After this Box Box Is another with no gap SetTrack arrow Right 5 Up 1 * Left 1 * Down 1 * Right 1 * Skip 0 0 3 3 Up 1 * Left 1 * Down 1 * Right 1 *



VMS notes **5**

I don't know much VMS, but this is one way of getting it to work. Compile and link as normal, then

flow :== \$\\$1\$DIA3: [brownt1.usr.flow]flow.exe
where the bit in the box is the name of the drive you're working on, and [brownt1.usr.flow] is the appropriate path. Then use the

flow infile outfile

form, as the redirection form doesn't seem to work.

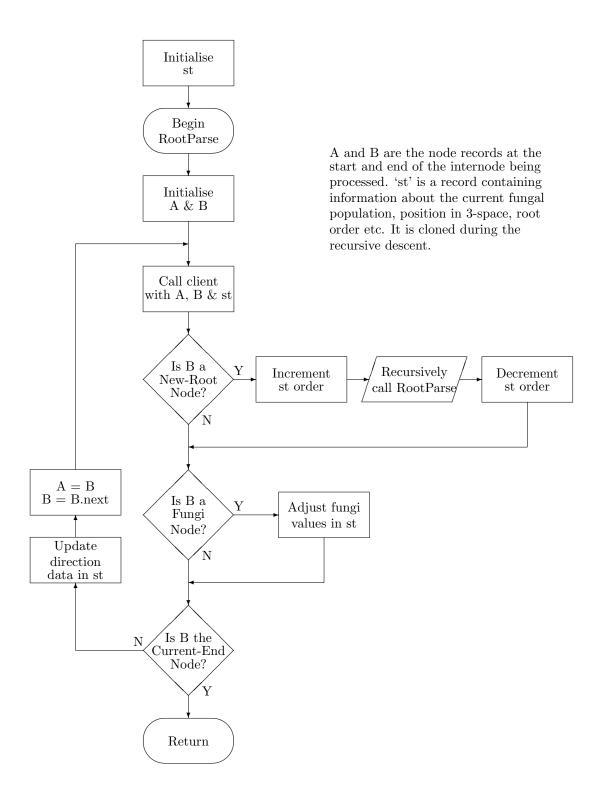
6 An example

The instructions that generated this flow chart are included in a commented section in flowdoc.tex. Note the block of text is part of the picture environment (a Text).

```
\% THIS IS THE FLOW DATA FOR THE EXAMPLE AT THE END
  Initialise
Oval
  Begin
  RootParse
Tag
Box
  Initialise
  A \& B
Down 1
Box
  Call client
  with A, B \ st
Choice . . Y N
  Is B a
  New-Root
  Node?
Tag
Down 1
Choice . . Y {\tt N}
  Is B a
  Fungi
  Node?
Tag
Down 1
Choice . N . Y
  Is B the
  Current-End
  Node?
Tag
Oval
  Return
ToTag
Left 3
Up 2
Box
  Update
  direction
```

```
data in st
Box
 A = B
 B = B.next
Up 10
Right 5 *
ToTag
Right 1
Box
 Adjust fungi
 values in st
Down 2
Left 6 *
ToTag
Right
Box
 Increment
 st order
Tilt
 Recursively
 call RootParse
Box
 Decrement
 st order
Down 2
Left 15 *
ToTag
SetTrack none
Down 2
Right 8
TxtPos [1] [c]
Text
 {\tt A} and {\tt B} are the node records at the
 start and end of the internode being
 processed. 'st' is a record containing
 information about the current fungal
 population, position in 3-space, root
 order etc. It is cloned during the
```

recursive descent.



About This Document \mathbf{A}

Original of this document is "Flow — a syntax to generate flow charts in the LaTeX picture environment" by Terry Brown (C) 2005. And for $+\mbox{k-}0.01$ version by S. Kurino (kurino@zaregoto.org).

 $^{^2} http://mirror.ctan.org/support/flow/flowdoc.pdf$