

inherits the new default attributes.

n0 [*name0=val0,name1=val1,...*]; Creates node **n0** (if it does not already e

(fdp-specific attributes)

pin=*val*. If *val* is "true", the node will remain at its initial position.

EDGE ATTRIB


```

a -> {x y};
b [shape=box];
c [label="hello\nworld",color=blue,fontsize=24,
    fontname="Palatino-Italic",fontcolor=red,style=filled];
a -> z [label="hi", weight=100];
x -> z [label="multi-line\nlabel"];
edge [style=dashed,color=red];
b -> x;
{rank=same; b x}
}

graph test123 {
    a --- b --- c;
    a --- {x y};
    x --- c [w=10.0];
    x --- y [w=5.0,len=3];
}

```