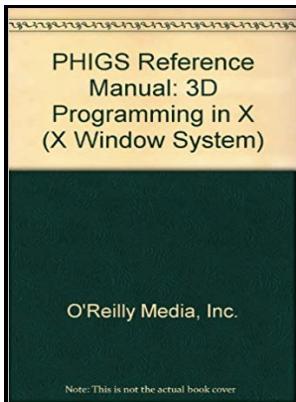


Graphics programming with PHIGS and PHIGS PLUS

Addison-Wesley Pub. Co. - PHIGS



Description: -

- Computer graphics. Graphics programming with PHIGS and PHIGS PLUS

- Hewlett-Packard Press series.

Hewlett Packard Graphics programming with PHIGS and PHIGS PLUS

Notes: Includes bibliographical references (p. 789-791) and index.
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Tags: #2D #and #3D #graphics #with #PostScript #and #PHIGS

Graphics programming with PHIGS and PHIGS PLUS (Book, 1993) [localize-img.justmote.me]

The length of the individual dashes in a dashed line or the frequency of dots in a dotted line may be dependent on the device hardware available. Viewing creates a picture of the scene at the workstation.

Graphics Programming With Phigs and Phigs Plus (Hewlett Packard): Kasper, Joseph Emil, Arns, David: 9780201563436: localize-img.justmote.me: Books

CSSes could be shared among a number of virtual devices, known under PHIGS as workstations, each of which could contain any number of views. Conceptually, PHIGS would treat them the same. In PHIGS, a scene is created which needs to be seen at the workstation.

PHIGS

The class of the logical input device defines the value it delivers to the application. Also, the primitive set has grown as the standards develop. The scene to be viewed is derived from one or more structure networks that the application wishes to view on one or more workstations.

2D and 3D graphics with PostScript and PHIGS

PEX was mostly removed from 4. Sutcliffe 1986 , Introduction to the Graphical Kernel System GKS , Academic Press. CSSes could be shared among a number of virtual devices, known under PHIGS as workstations, each of which could contain any number of views.

Graphics programming with PHIGS and PHIGS PLUS (Book, 1993) [localize-img.justmote.me]

This range of application interaction styles allows applications to be written in PHIGS with styles that are appropriate for the application and the devices that it will interact with. At that point the workstation would immediately render the model, and any future changes made to the model would instantly be reflected in all applicable workstation views.

2D and 3D graphics with PostScript and PHIGS

The simplest is a dialogue where the operator and application take it in turns to take action.

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