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NAME

```
gv_perl - graph manipulation in perl
```

SYNOPSIS

```
#!/usr/bin/perl
use gv;
```

USAGE

INTRODUCTION

gv_perl is a dynamically loaded extension for perl that provides access to the graph facilities of graphviz.

COMMANDS

New graphs

```
New empty graph
        graph_handle gv::graph (name);
        graph handle gv::digraph (name);
        graph handle gv::strictgraph (name);
        graph_handle gv::strictdigraph (name);
New graph from a dot-syntax string or file
        graph_handle gv::readstring (string);
        graph_handle gv::read (string filename);
        graph_handle gv::read (channel);
Add new subgraph to existing graph
        graph_handle gv::graph (graph_handle, name);
```

New nodes

Add new node to existing graph

```
node_handle gv::node (graph_handle, name);
```

New edges

Add new edge between existing nodes

```
edge_handle gv::edge (tail_node_handle, head_node_handle);
```

Add a new edge between an existing tail node, and a named head node which will be induced in the graph if it doesn't already exist

```
edge_handle gv::edge (tail_node_handle, head_name);
```

Add a new edge between an existing head node, and a named tail node which will be induced in the graph if it doesn't already exist

```
edge handle gv::edge (tail name, head node handle);
```

Add a new edge between named tail and head nodes which will be induced in the graph if they don't already exist

```
edge_handle gv::edge (graph_handle, tail_name, head_name);
```

Setting attribute values

```
Set value of named attribute of graph/node/edge - creating attribute if necessary
        string gv::setv (graph_handle, attr_name, attr_value);
        string gv::setv (node_handle, attr_name, attr_value);
        string gv::setv (edge_handle, attr_name, attr_value);
Set value of existing attribute of graph/node/edge (using attribute handle)
        string gv::setv (graph_handle, attr_handle, attr_value);
        string gv::setv (node handle, attr handle, attr value);
```

string gv::setv (edge_handle, attr_handle, attr_value);

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Getting attribute values

```
Get value of named attribute of graph/node/edge
        string gv::getv (graph_handle, attr_name);
        string gv::getv (node_handle, attr_name);
        string gv::getv (edge_handle, attr_name);
Get value of attribute of graph/node/edge (using attribute handle)
        string gv::getv (graph handle, attr handle);
        string gv::getv (node_handle, attr_handle);
        string gv::getv (edge_handle, attr_handle);
Obtain names from handles
        string gv::nameof (graph_handle);
        string gv::nameof (node handle);
        string gv::nameof (attr_handle);
Find handles from names
        graph_handle gv::findsubg (graph_handle, name);
        node handle gv::findnode (graph handle, name);
        edge_handle gv::findedge (tail_node_handle, head_node_handle);
        attribute_handle gv::findattr (graph_handle, name);
        attribute_handle gv::findattr (node_handle, name);
        attribute_handle gv::findattr (edge_handle, name);
Misc graph navigators returning handles
        node_handle gv::headof (edge_handle);
        node_handle gv::tailof (edge_handle);
        graph_handle gv::graphof (graph_handle);
        graph_handle gv::graphof (edge_handle);
        graph_handle gv::graphof (node_handle);
        graph_handle gv::rootof (graph_handle);
Obtain handles of proto node/edge for setting default attribute values
        node_handle gv::protonode (graph_handle);
        edge_handle gv::protoedge (graph_handle);
Iterators
Iteration termination tests
        bool gv::ok (graph_handle);
        bool gv::ok (node_handle);
        bool gv::ok (edge_handle);
        bool gv::ok (attr_handle);
Iterate over subgraphs of a graph
        graph_handle gv::firstsubg (graph_handle);
        graph_handle gv::nextsubg (graph_handle, subgraph_handle);
Iterate over supergraphs of a graph (obscure and rarely useful)
        graph_handle gv::firstsupg (graph_handle);
        graph_handle gv::nextsupg (graph_handle, subgraph_handle);
Iterate over edges of a graph
        edge_handle gv::firstedge (graph_handle);
        edge_handle gv::nextedge (graph_handle, edge_handle);
Iterate over outedges of a graph
        edge handle gv::firstout (graph handle);
        edge_handle gv::nextout (graph_handle, edge_handle);
```

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Iterate over edges of a node
        edge_handle gv::firstedge (node_handle);
        edge_handle gv::nextedge (node_handle, edge_handle);
Iterate over out-edges of a node
        edge_handle gv::firstout (node_handle);
        edge_handle gv::nextout (node_handle, edge_handle);
Iterate over head nodes reachable from out-edges of a node
        node_handle gv::firsthead (node_handle);
        node_handle gv::nexthead (node_handle, head_node_handle);
Iterate over in-edges of a graph
        edge_handle gv::firstin (graph_handle);
        edge_handle gv::nextin (node_handle, edge_handle);
Iterate over in-edges of a node
        edge_handle gv::firstin (node_handle);
        edge_handle gv::nextin (graph_handle, edge_handle);
Iterate over tail nodes reachable from in-edges of a node
        node_handle gv::firsttail (node_handle);
        node_handle gv::nexttail (node_handle, tail_node_handle);
Iterate over nodes of a graph
        node_handle gv::firstnode (graph_handle);
        node_handle gv::nextnode (graph_handle, node_handle);
Iterate over nodes of an edge
        node handle gv::firstnode (edge handle);
        node_handle gv::nextnode (edge_handle, node_handle);
Iterate over attributes of a graph
        attribute_handle gv::firstattr (graph_handle);
        attribute_handle gv::nextattr (graph_handle, attr_handle);
Iterate over attributes of an edge
        attribute_handle gv::firstattr (edge_handle);
        attribute_handle gv::nextattr (edge_handle, attr_handle);
Iterate over attributes of a node
        attribute_handle gv::firstattr (node_handle);
        attribute_handle gv::nextattr (node_handle, attr_handle);
Remove graph objects
        bool gv::rm (graph_handle);
        bool gv::rm (node_handle);
        bool gv::rm (edge_handle);
Layout
Annotate a graph with layout attributes and values using a specific layout engine
        bool gv::layout (graph_handle, string engine);
Render
Render a layout into attributes of the graph
        bool gv::render (graph_handle);
Render a layout to stdout
        bool gv::render (graph_handle, string format);
Render to an open file
        bool gv::render (graph_handle, string format, channel fout);
```

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Render a layout to an unopened file by name
        bool gv::render (graph_handle, string format, string filename);
Render to a string result
        string gv::renderresult (graph_handle ing, string format);
        gv::renderresult (graph_handle, string format, string outdata);
Render to an open channel
        bool gv::renderchannel (graph_handle, string format, string channelname);
Render a layout to a malloc'ed string, to be free'd by the caller
(deprecated - too easy to leak memory)
(still needed for "eval [gv::renderdata $G tk]")
        string gv::renderdata (graph_handle, string format);
Writing graph back to file
        bool gv::write (graph_handle, string filename);
        bool gv::write (graph_handle, channel);
Graph transformation tools
        bool gv::tred (graph_handle);
```

KEYWORDS

graph, dot, neato, fdp, circo, twopi, perl.

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