'kgwrite' uses a coordinate system in (mm) suitable for A4size paper, which is 210x297. All text processing commands start in new line with '\$' as the first character. In case the text width crosses 210 then the output will be in landscape mode with a lower limit of 210.

o <int> :</int>	left offset/margin in (mm)
	right end position in (mm)
h <int>:</int>	character height in points;
	default 12
<i>w</i> < <i>int</i> > :	character width in points,
	default 12
<i>s</i> < <i>int</i> > :	line space in points; default is
	24
1:	left justify
<i>r</i> :	right justify
<i>c</i> :	center
a :	adjust gap and fill the line
f <int>:</int>	select font no.
tc <int>:</int>	text color
U <int>:</int>	Start under lining text <int></int>
	0 or 1 is line width
n :	stop underlining; normal mode
LE <int>:</int>	page limit in (mm) default 290
LS <int>:</int>	page start in (mm) default 22
<i>A</i> < <i>int</i> >:	Advance in no of lines
X :	Store current line position
Y :	return to stored position
P:	force new page
SP :	start para; ends with a new line

starting with \$SE

offset

SB

similar to para, but with out

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: List item end with new line
SL
         with $SE multiple item can be
         added in similar way Starting
         characters can be used to decide
         list type and '!%' can be used to
         align first line and separating the
         list symbol
ST<int>: start table <int> is table type
        align the line with dots inseted
SO<int>: para offset
SH<int> <char>: Heading < int>
                  heading Level Level 7 to
                  1 and <char> c,r,l for
                  justification
SY<int>: Hyphanation <int> 1 or 0 for
         on/off
SI<int>: 0 means no right justification
        fot para, list etc; 1 default
SE
   : end para list table block doted
         lines
     : Make contents page
Hl<string>: string for top left
Hr<string>: string for top right
Hd<int>: draw top line 1 or 0 to draw or
Bl<string>: string for bottom left
```

string for bottom right

Br<string>:

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Bd<int>: draw bottom line 1 or 0 to
        draw or not
Nn: no page number
Na
   : regular page numbers
        roman page numbers
NP<int>: offset for page position in (mm)
   : Reset page number
No<int>: offset page no with <int>
NTl: page no at top left
NTr: page no at top right
NTm: page no at top middle
Np<int>: 0 switch off page number,
        top/bottom lines/strings
DL: Draw line
DI<string> <int> <int> :
                         import
                         image file;
                         <file name>
                         < w i d t h >
                         <hight>
GY<int>: line style
```

GW<int>:line width