pst-grad:Gradients

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Abstract

pst-grad is also one of the older and smaller packages. It provides only one fill style. A gradient could be created with the macros known from PSTricks, too, the use of pst-grad offers advantages though, since one does not need to take care of the calculation of the intermediate colour values.

This version of pst-grad integrates the function of the pst-ghsb package, which supports the HSB color model.

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1 Introduction

All parameters are only available when **gradient** is used as fill style. There are further packages which support such fill styles, especially for circular gradients (pst-slpe).

2 Parameters

Table ${\color{red}1}$ shows a compilation of the special parameters valid for ${\tt pst-grad}$.

Table 1: Summary of all parameters for pst-grad and pst-ghsb

name	values	default
gradbegin	<colour></colour>	gradbegin
gradend	<colour></colour>	gradend
gradlines	<value></value>	500
gradmidpoint	<value></value>	0.9
gradangle	<angle></angle>	0
gradientHSB	false true	false
GradientCircle	false true	false
GradientScale	<value></value>	1.0
GradientPos	<(x,y)>	(0,0)

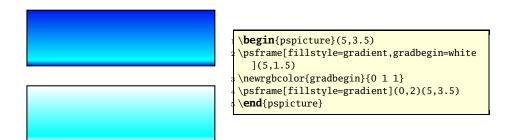
2.1 gradbegin

gradbegin denotes the parameter as well as the starting colour, which is a little bit confusing here.

 $\mbox{newrgbcolor{gradbegin}{0 .1 .95} \% default}$

Consequently this starting colour can be changed by redefining the colour or by an assignment through the parameter.

```
\newrgbcolor{gradbegin}{0 0 1}
\definecolor{rgb}{gradbegin}{0 0 1} % requires color/xcolor package
\psset{gradbegin=blue}
```



- gradbegin should be defined as RGB colour, since a faultless function for CMYK or gray scales is not warranted in every case.
- ConTEXt users change the colour with \definecolor{rgb}{gradbegin}{r=0,g=0,b=1}

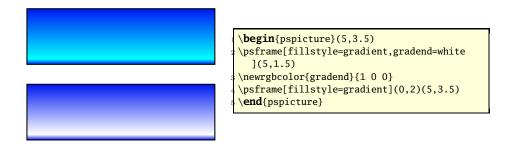
2.2 gradend

gradend is **not** the counterpart to **gradbegin**, for it is the colour which is reached at the relative point **gridmidpoint**. In every case it is ambiguous as **gradbegin** again.

\newrgbcolor{gradend}{0 1 1} % default

Changes can be made differently again.

\newrgbcolor{gradend}{1 0 0}
\definecolor{rgb}{gradend}{1 0 0} % requires color/xcolor package
\psset{gradend=red}



- gradend should be defined as RGB colour, since a faultless function for CMYK or gray scales is not warranted in every case.
- ConTEXt users change the colour with \definecolor{rgb}{gradend}{r=1,g=1,b=0}

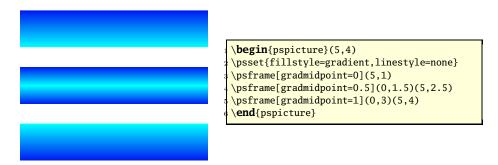
2.3 gradlines

A gradient is nothing but a string of coloured lines. The width of those depends only on the resolution of the monitor resp. the printer in the end. But since this is very user-specific, pst-grad allows any number of lines, which can be changed through gradlines.

```
| begin{pspicture}(5,4)
| psset{fillstyle=gradient,linestyle=none}
| psframe[gradlines=5](5,1)
| psframe(0,1.5)(5,2.5)
| psframe[gradlines=1000](0,3)(5,4)
| end{pspicture}
```

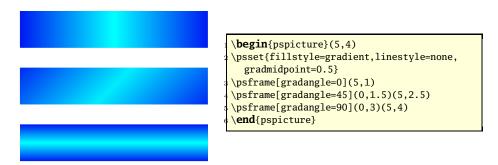
2.4 gradmidpoint

Denotes the relative point where the colour gradend is reached. Then it is proceeded in reverse order.



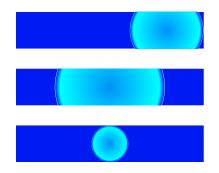
2.5 gradangle

gradangle determines the gradient angle of the straight line.



2.6 GradientCircle, GradientScale and GradientPos

With the option GradientCircle circular gradients can be created. The radius can be influenced through GradientScale and the centre with GradientPos. The specification of the coordinates refers to the based coordinate system, which is given by the pspicture environment as a rule.

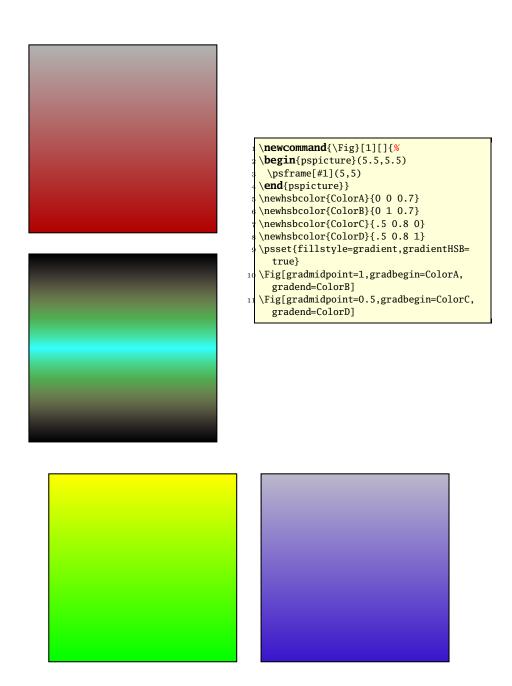


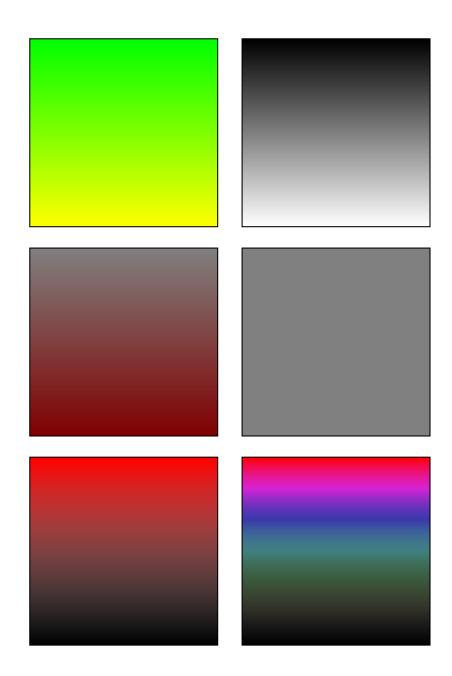
begin{pspicture}(5,4)
psset{fillstyle=gradient,linestyle=none}
psframe[GradientCircle=true,GradientScale
=3](0,1.5)(5,2.5)%
psframe[GradientCircle=true,GradientScale
=2,%
GradientPos={(4,3.5)}](0,3)(5,4)%
cend{pspicture}

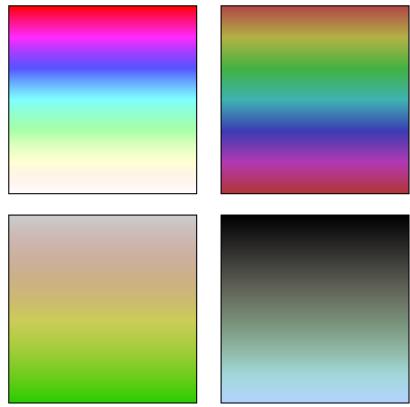
PostScript
PostScript
PostScript

Figure 1: Shadow games...

2.7 GradientHSB







```
\definecolor{ColorA}{hsb}{0.7, 0.1, 0.8}
  \definecolor{ColorB}{hsb}{0.7, 0.9, 0.8}
  \definecolor{ColorC}{hsb}{0, 0, 0}
   \definecolor{ColorD}{hsb}{0, 0, 1}
  \definecolor{ColorE}{hsb}{0, 0, 0.5}
  \definecolor{ColorF}{hsb}{0, 1, 0.5}
  \definecolor{ColorG}{hsb}{0, 0, 0.5}
                                               % As it's cycliç 1=0 !
  \definecolor{ColorH}{hsb}{0.99999, 0, 0.5}
  \definecolor{ColorI}{hsb}{1, 1, 1}
  \definecolor{ColorJ}{hsb}{1, 0, 0}
  \definecolor{ColorK}{hsb}{0.99999, 1, 1}
                                               % As it's cyclic 1=0 !
  \definecolor{ColorL}{hsb}{0, 1, 0}
  \definecolor{ColorM}{hsb}{0.99999, 1, 1}
                                               % As it's cyclic 1=0 !
  \definecolor{ColorN}{hsb}{0, 0, 1}
  \definecolor{Color0}{hsb}{0, 0.6, 0.7}
  \definecolor{ColorP}{hsb}{0.99999, 0.7, 0.7} % As it's cyclic 1=0 !
  \definecolor{ColorQ}{hsb}{0.3, 0, 0.8}
  \definecolor{ColorR}{hsb}{0.3, 1, 0.8}
  \definecolor{ColorS}{hsb}{0.6, 0.3, 0}
  \definecolor{ColorT}{hsb}{0.6, 0.3, 1}
21 \psset{fillstyle=gradient,gradmidpoint=1}
\Fig[gradbegin=yellow,gradend=green]
23 \Fig[gradientHSB=true,gradbegin=ColorA,gradend=ColorB]
```

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