

# Visual PSTricks

Version 2.30

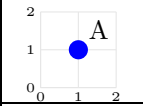
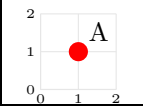
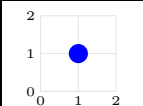
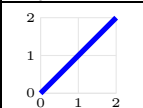
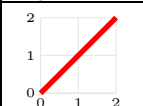
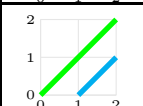
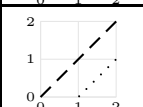
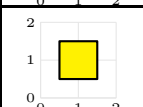


Jean Pierre Casteleyn  
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Dunkerque, France  
mis à jour le 17 février 2016

**Objectives :**

- an image per command or parameter.
- the minimum text possible.
- the most complete possible.

**Légend**

	Basic node
	Calculated node
	a point
	[Base element]
	Additional element
	Other additional element
	to highlight the command, the option or a parameter
	Filling color (By default : white)

**You can contact me at** my personal email to

- let me know the mistakes found
- give me your commentaries, your suggestions ...

**Thanks to :**

Alain Bécue , Denis Bitouzé, Jean Côme charpentier, Martin Giese, Denis Girou, Alexander Grahn, Christophe Jorssen, Dr. Uwe Kern, Manuel Luque, Dominique Rodriguez, Michael Sharpe, Tobias Nähring, Herbert Voß, Timothy Van Zandt.

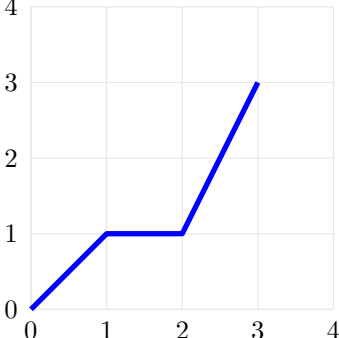
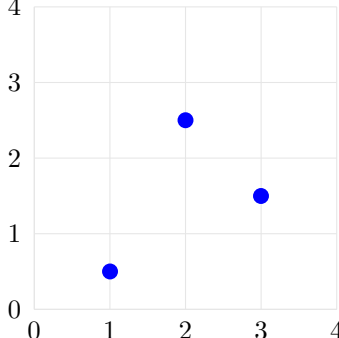
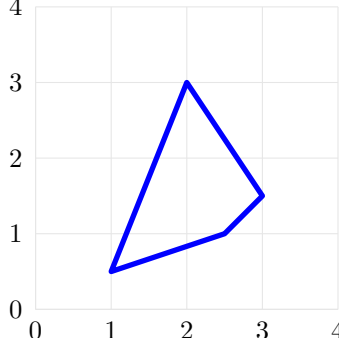
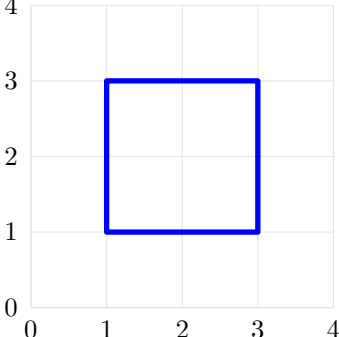
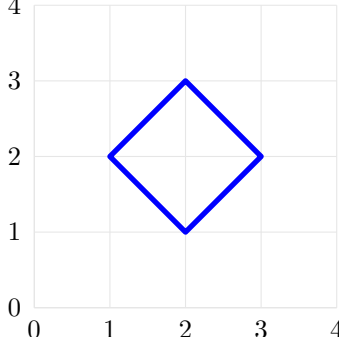
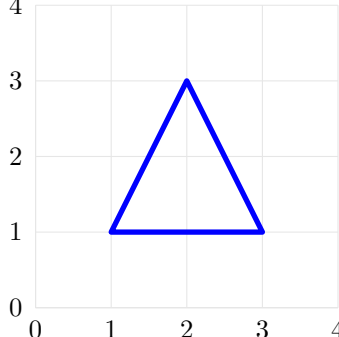
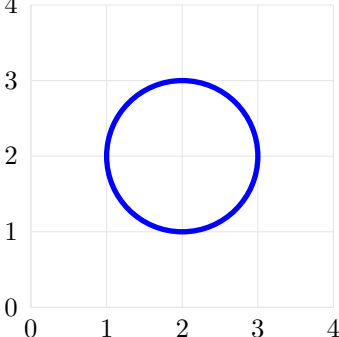
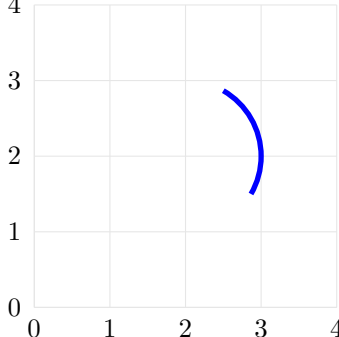
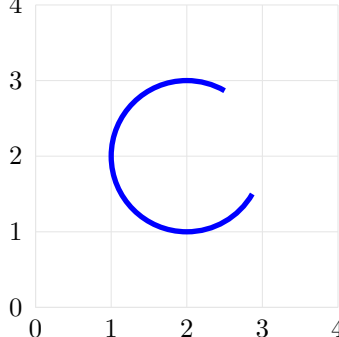
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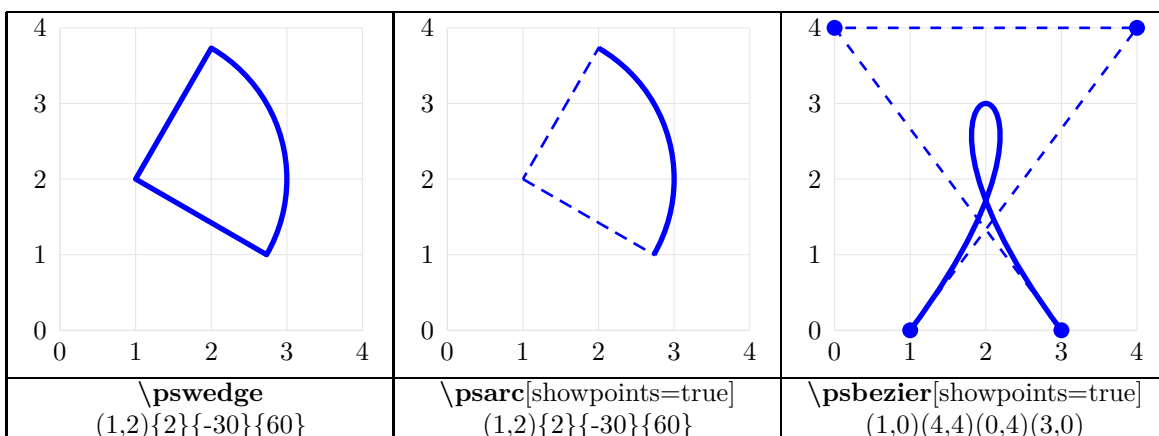
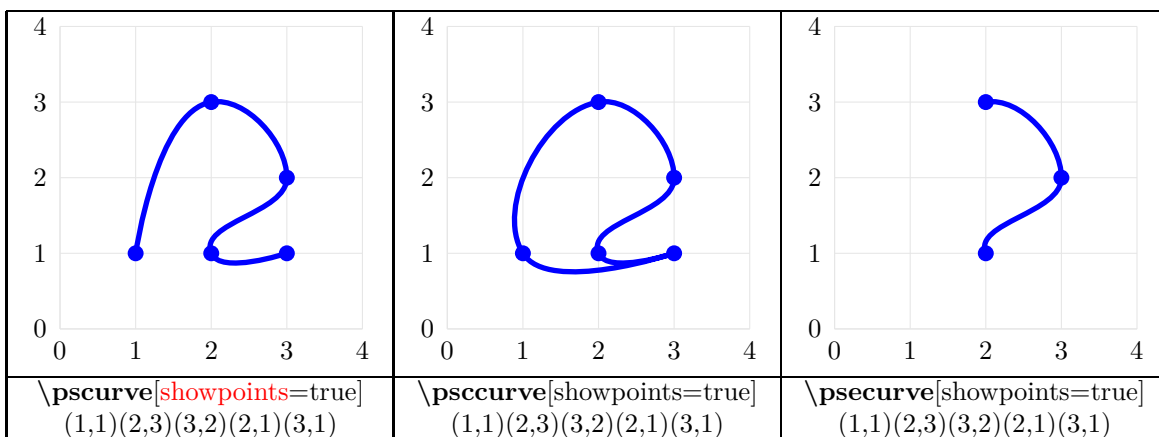
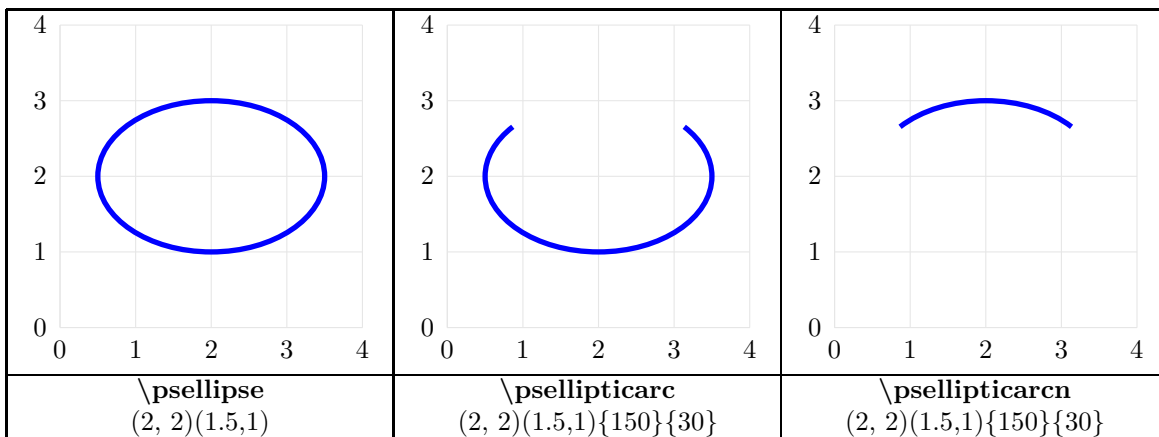
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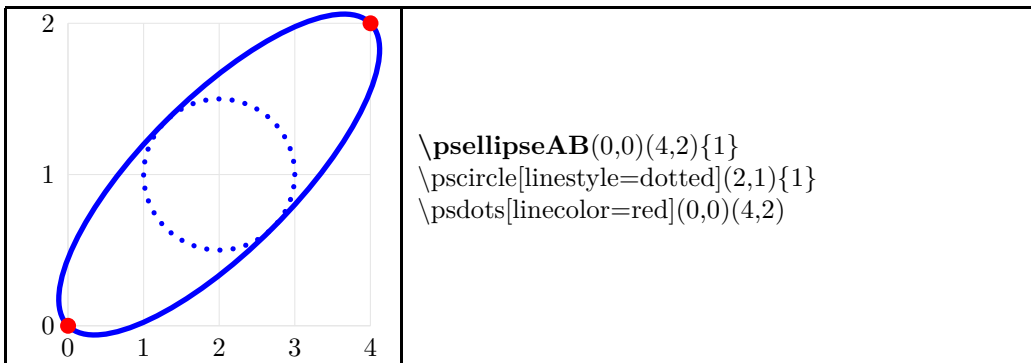
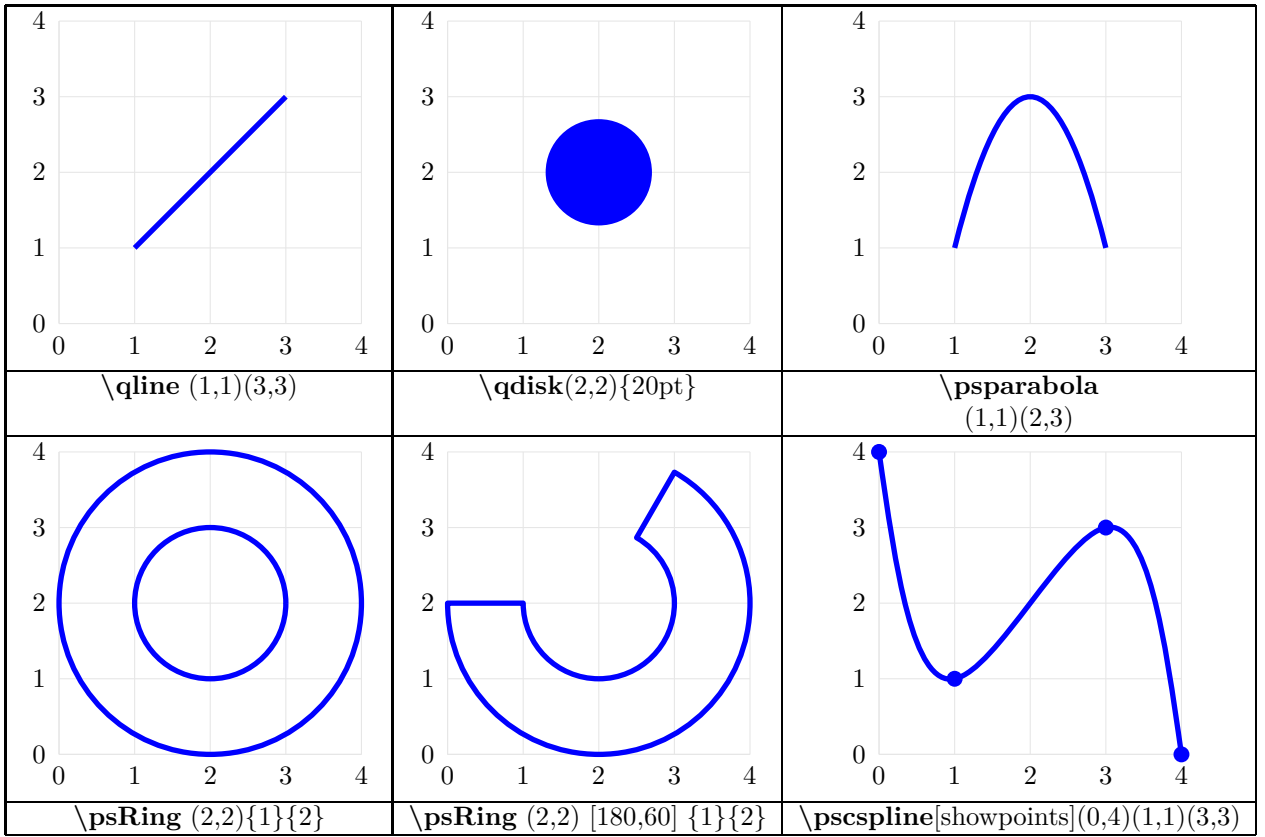
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# 1 basic figures

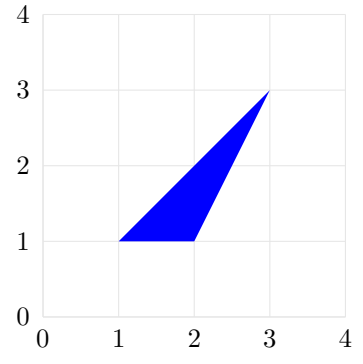
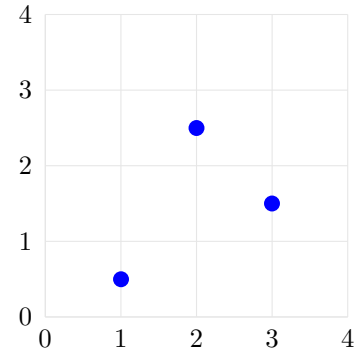
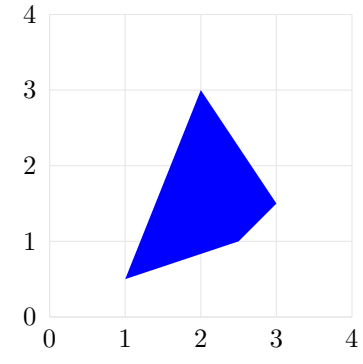
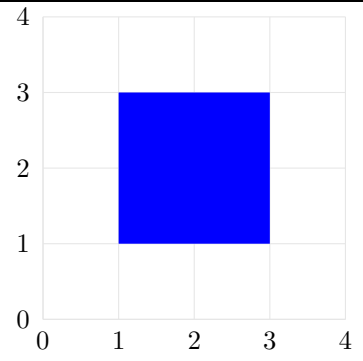
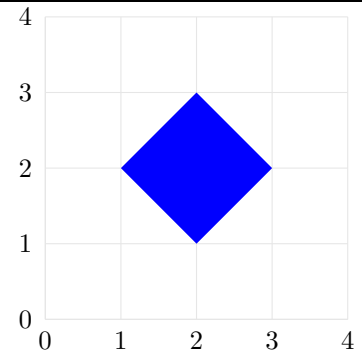
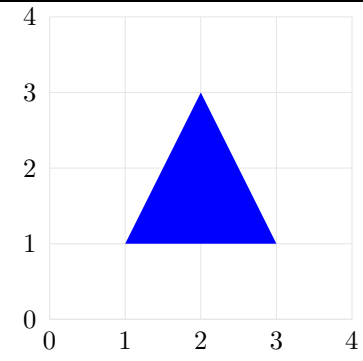
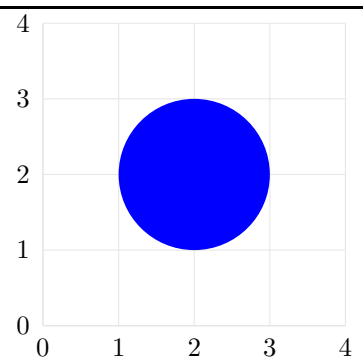
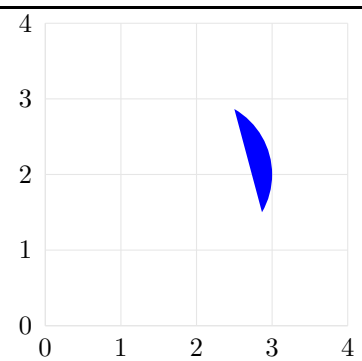
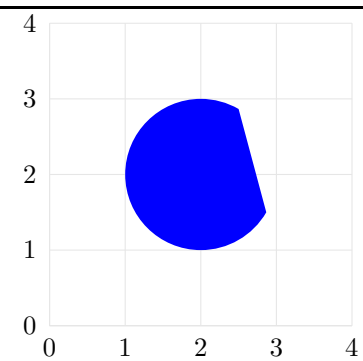
## 1.1 Commands without asterik

		
<p style="text-align: center;"><code>\psline</code> (0, 0)(1,1)(2,1)(3,3)</p>	<p style="text-align: center;"><code>\psdots</code> (1,0.5)(2,2.5)(3,1.5)</p>	<p style="text-align: center;"><code>\pspolygon</code> (1,0.5)(2,3)(3,1.5)(2.5,1)</p>
		
<p style="text-align: center;"><code>\psframe</code> (1, 1)(3, 3)</p>	<p style="text-align: center;"><code>\psdiamond</code> (2,2)(1,1)</p>	<p style="text-align: center;"><code>\pstriangle</code> (2,1)(2,2)</p>
		
<p style="text-align: center;"><code>\pscircle</code> (2,2){1}</p>	<p style="text-align: center;"><code>\psarc</code> (2,2){1}{-30}{60}</p>	<p style="text-align: center;"><code>\psarcn</code> (2,2){1}{-30}{60}</p>

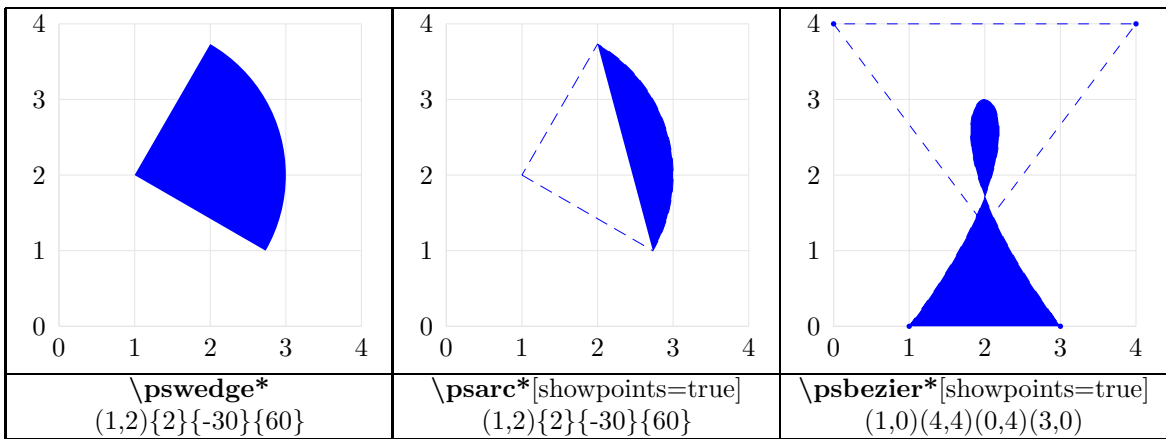
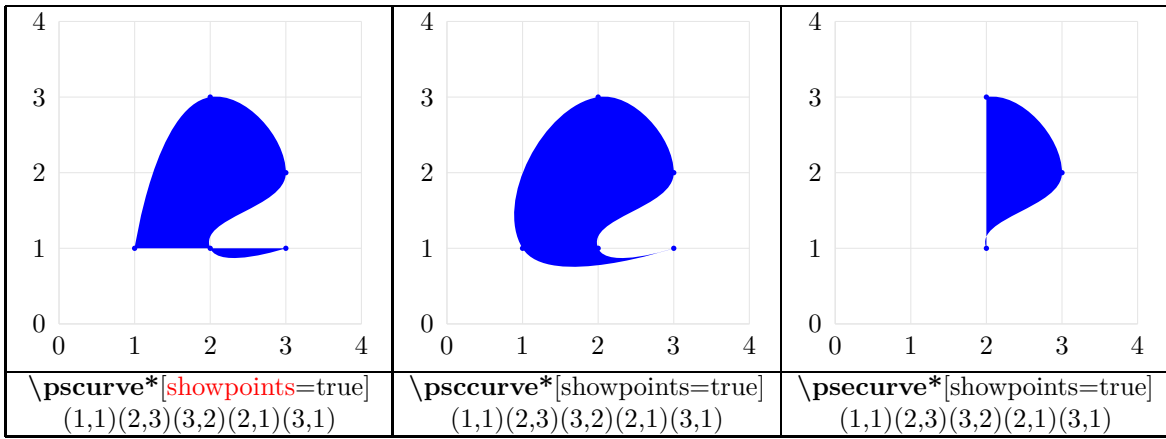
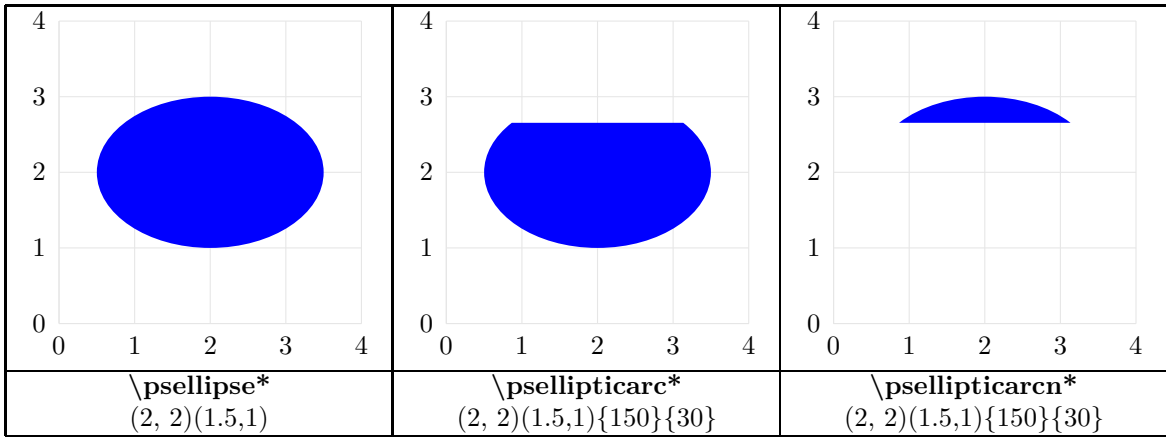


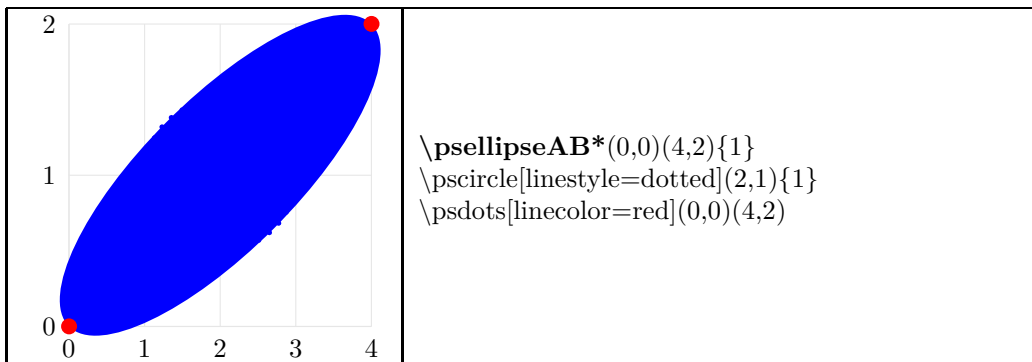
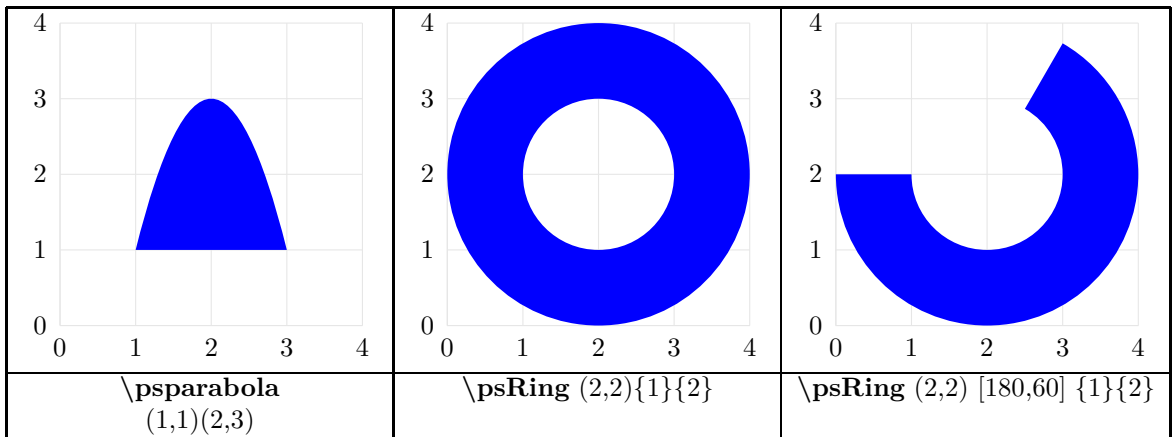


## 1.2 Commands with asterik

		
$\backslash\text{psline}^*$ $(0, 0)(1,1)(2,1)(3,3)$	$\backslash\text{psdots}^*$ $(1,0.5)(2,2.5)(3,1.5)$	$\backslash\text{pspolygon}^*$ $(1,0.5)(2,3)(3,1.5)(2.5,1)$
		
$\backslash\text{psframe}^*$ $(1, 1)(3, 3)$	$\backslash\text{psdiamond}^*$ $(2,2)(1,1)$	$\backslash\text{pstriangle}^*$ $(2,1)(2,2)$
		
$\backslash\text{pscircle}^*$ $(2,2)\{1\}$	$\backslash\text{psarc}^*$ $(2,2)\{1\}\{-30\}\{60\}$	$\backslash\text{psarcn}^*$ $(2,2)\{1\}\{-30\}\{60\}$

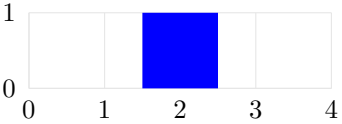
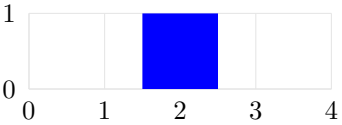

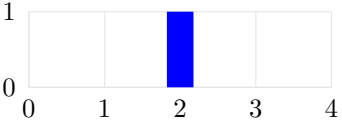


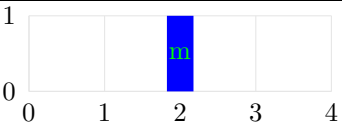
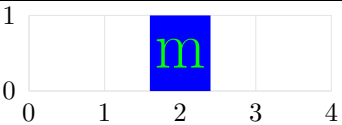
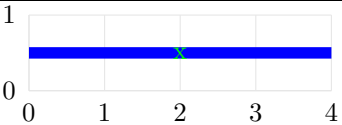
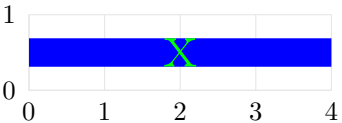




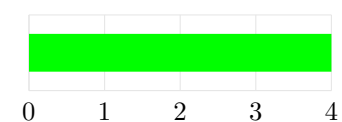
## 2 Parameters available




















### 2.1 Linewidth

	<code>\psline[linewidth=10mm](2,0)(2,1)</code>
	<code>\psline[linewidth=1cm](2,0)(2,1)</code>
	<code>\psline[linewidth=1in](2,0)(2,1)</code>
	<code>\psline[linewidth=10pt](2,0)(2,1)</code>
<i>By default : linewidth = 0.8pt</i>	

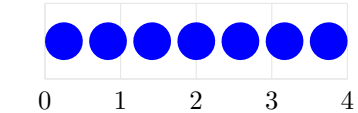
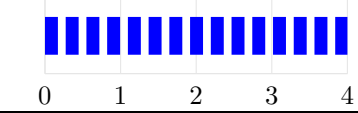
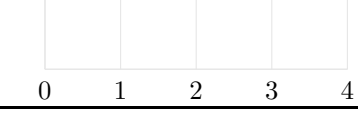
<i>Dimensions en fonction de la taille de la police</i>	
	<code>\psline[linewidth=1em](2,0)(2,1)</code>
	<code>{\Huge \psline[linewidth=1em](2,0)(2,1) }</code>
	<code>\psline[linewidth=1ex](0,0.5)(4,0.5)</code>
	<code>{\Huge \psline[linewidth=1ex](0,0.5)(4,0.5) }</code>

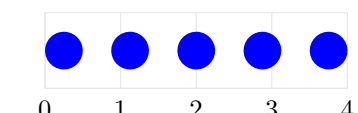
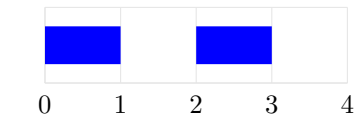
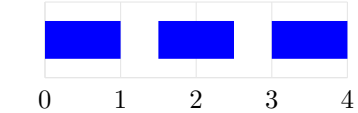
### 2.2 Line color

	<code>\psline [linewidth=0.5cm,linewidth=green ] (4,0)</code>
---	---

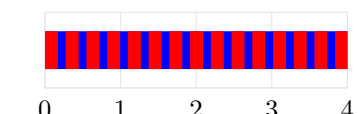

Colors available									
black	darkgray	gray	lightgray	white	red	green	blue	cyan	magenta
									
brown	lime	olive	orange	pink	purple	teal	violet	yellow	
									
By default : <code>linecolor = black</code>									

### 2.3 Line style

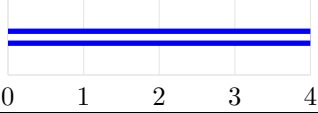
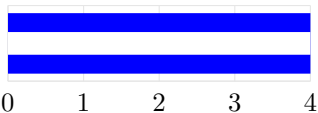

	<code>\psline[linewidth=0.5cm,linestyle= dotted ](4,0)</code>
	<code>\psline[linewidth=0.5cm,linestyle= dashed ](4,0)</code>
	<code>\psline[linewidth=0.5cm,linestyle= none](4,0)</code>
By default : <code>linestyle = solid</code>	

	<code>\psline[linewidth=0.5cm,linestyle= dotted ,dotsep =1cm](4,0)</code>
	<code>\psline[linewidth=0.5cm,linestyle= dashed ,dash=1cm ](4,0)</code>
	<code>\psline[linewidth=0.5cm,linestyle= dashed ,dash=1cm 0.5cm](4,0)</code>
By default : <code>dotsep = 3pt dashsep= 5pt 3pt</code>	

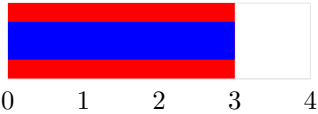
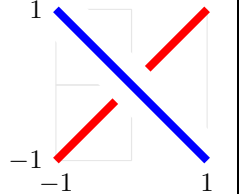
New option : `dashcolor` [15]

	<code>\psline[linewidth=.5cm,linestyle=dashed,dashcolor=red](0,0)(4,0)</code>
	<code>\psline[linewidth=0.5cm,linestyle=dashed, linecolor=black,dashcolor=black!40,dash=5mm 5mm](0,0)(4,0)</code>

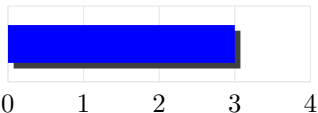
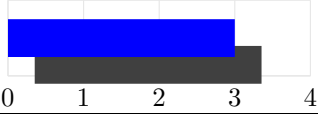
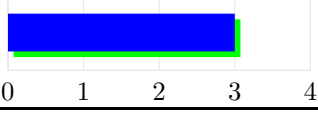
## 2.4 Double line

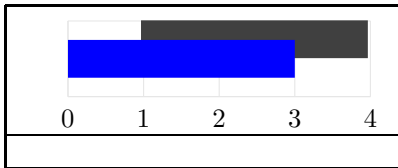
	<code>\psline[doubleline=true](4,0)</code>
	<code>\psline[linewidth=0.25cm,doubleline=true,doublesep=.3cm](4,0)</code>
By default : <code>doublesep = 1.25\pslinewidth</code>	
	<code>\psline[linewidth=0.25cm,doubleline=true,doublecolor=red](4,0)</code>
By default : <code>doublecolor = white</code>	

## 2.5 Border

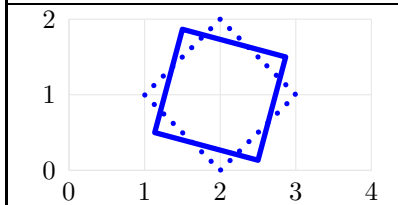
	<code>\psline[linewidth=0.5cm,border=0.25cm,bordercolor=red](3,0)</code>
	<code>\psline[linewidth=3pt,linecolor=red](-1,-1)(1,1)</code> <code>\psline[linewidth=3pt,linecolor=blue,border==0.25cm](1,-1)(-1,1)</code>

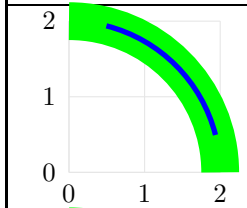
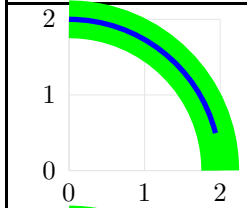
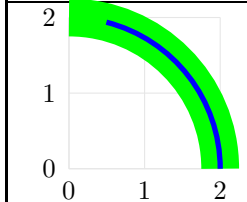
## 2.6 Shadow

	<code>\psline[linecolor=red,shadow=true](3,0)</code>
By default : <code>shadow = false</code>	
	<code>\psline[linewidth=.5cm,shadow=true,shadowsize=.5cm](3,0)</code>
By default : <code>shadowsize = 3pt</code>	
	<code>\psline[linewidth=.5cm,shadow=true,shadowcolor=green](3,0)</code>
By default : <code>shadowcolor = darkgray</code>	

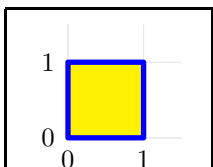
	<pre>\psline[linewidth=.5cm,shadow=true,shadowsize=1cm, shadowangle=15](3,0)</pre>
<p>By default : ,shadowangle = - 45</p>	











## 2.7 Specific parameters

<code>\psdiamond</code>	
	<pre>\psdiamond[linestyle=dotted](2,1)(1,1) \psdiamond[gangle=30](2,1)(1,1)</pre>

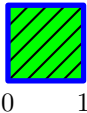




<code>\psarc</code>	
	<pre>\psarc[linecolor=green,linewidth=0.5cm](0,0){2}{0}{90} \psarc[arcsep=1cm](0,0){2}{0}{90}</pre>
	<pre>\psarc[linecolor=green,linewidth=0.5cm](0,0){2}{0}{90} \psarc[arcsepA=1cm](0,0){2}{0}{90}</pre>
	<pre>\psarc[linecolor=green,linewidth=0.5cm](0,0){2}{0}{90} \psarc[arcsepB=1cm](0,0){2}{0}{90}</pre>

## 2.8 Filling



	<pre>\psframe[fillstyle=solid](1,1)</pre>
---	---

Types de remplissages disponibles						
none	solid	vlines	hlines	crosshatch	penrose	dots
						
		vlines*	hlines*	crosshatch*	penrose*	
						

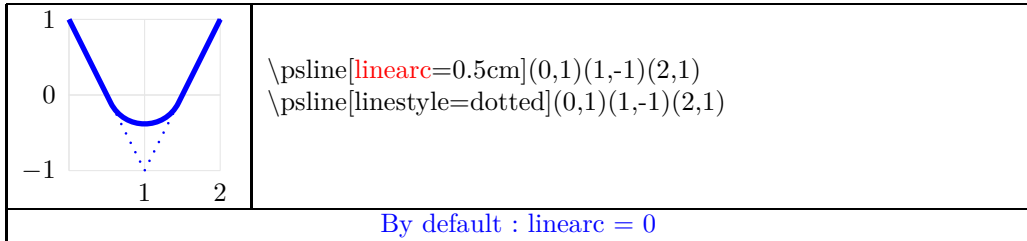
Options available :

	<code>\psframe[fillstyle=hlines*,fillcolor=green](1,1)</code>
<code>fillcolor = white</code>	
	<code>\psframe[fillstyle=hlines*,hatchwidth=3pt](1,1)</code>
<code>hatchwidth = 0.8pt</code>	
	<code>\psframe[fillstyle=hlines*,hatchsep=10pt](1,1)</code>
<code>hatchsep = 4pt</code>	
	<code>\psframe[fillstyle=hlines*,hatchcolor=red](1,1)</code>
<code>hatchcolor = black</code>	
	<code>\psframe[fillstyle=hlines*,hatchangle=25](1,1)</code>
<code>hatchangle = 45</code>	

New option : `hatchwidthinc hatchsepinc` [13]

<code>\psframe[fillstyle=vlines,hatchwidthinc=2pt](14,1)</code>

<code>\psframe[fillstyle=vlines,hatchsepinc=2pt](14,1)</code>


## 2.9 Line arc



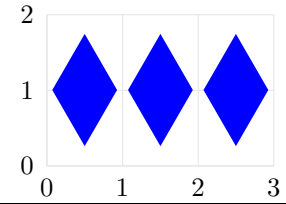
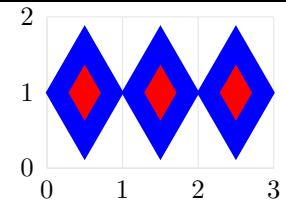
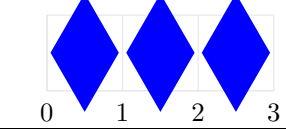
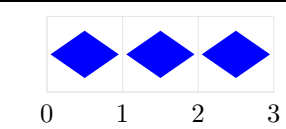
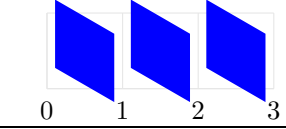
## 2.10 Dot style

\psdots [dotstyle=pentagon*](.5,0)(1.5,0)(2.5,0)			●	●	●	
*	●	●	●	○	○	○
x	×	×	×	+	+	+
Bo	●	●	●	+	+	+
asterisk	*	*	*	Basterisk	*	*
Asterisk	*	*	*	BoldAsterisk	*	*
SolidAsterisk	⊗	⊗	⊗	oplus	⊕	⊕
BoldOplus	⊕	⊕	⊕	SolidOplus	⊕	⊕
otimes	⊗	⊗	⊗			
square	■	■	■	Bsquare	■	■
square*	■	■	■	diamond	◇	◇
diamond*	◆	◆	◆	triangle	△	△
Btriangle	▲	▲	▲	triangle*	▲	▲
pentagon	⬠	⬠	⬠	Bpentagon	⬠	⬠
pentagon*	⬠	⬠	⬠	Hexagon	⬡	⬡
BoldHexagon	⬡	⬡	⬡	SolidHexagon	⬢	⬢
Octagon	⬤	⬤	⬤	BoldOctagon	⬤	⬤
SolidOctagon	●	●	●	By default : dotstyle = *		

1. linecolor=blue,fillcolor=yellow



## 2.11 Parameters of the points




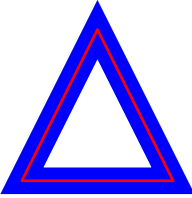
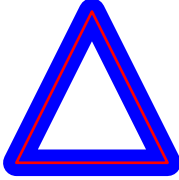
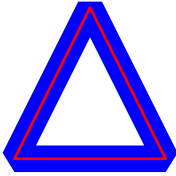
	<pre>\psdots[dotstyle=diamond*, dotsize= 1cm] (0.5,0)(1.5,0)(2.5,0)</pre>
	<pre>\psdots[dotstyle=diamond*, dotsize= 0.5cm 10] (0.5,0)(1.5,0)(2.5,0) \psdots[linecolor=red,dotstyle=diamond*, dotsize= 0.5cm] (0.5,0)(1.5,0)(2.5,0)</pre>
<p><code>dotsize= 0.5pt 2.5</code></p>	
	<pre>\psdots[dotstyle=diamond*, dotscale= 5] (0.5,0)(1.5,0)(2.5,0)</pre>
	<pre>\psdots[dotstyle=diamond*, dotscale= 5 2] (0.5,0)(1.5,0)(2.5,0)</pre>
<p><code>dotscale= 1</code></p>	
	<pre>\psdots[dotstyle=diamond*,dotscale= 5, dotangle= 30] (0.5,0)(1.5,0)(2.5,0)</pre>
<p><code>dotangle= 0</code></p>	

### 3 Arrowheads and such







#### 3.1 Types of extremities available

Ends on scale 2			
{-}		{>-<}	
{<->}		{»-«}	
{«-»}		{ *-*}	
{ - }		{ - }	
{[-]}		{(-)}	
{(-)}		{*-}*}	
{o-o}		{**-*}	
{oo-oo}		{>-< }	
{ <-> }		{ >-< }	
{ <-> }		{H-H}	
{h-h}		{V-V}	
{v-v}		{F-F}	
{f-f}		{T-T}	
{t-t}		{D>-<D}	
{<D-D>}			
linewidth : 0,3cm			
{-}		{c-c}	
{C-C}		{cc-cc}	



### 3.2 Linejoin linecap [14]















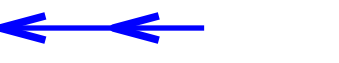

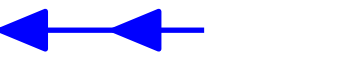

<code>\psline[linecap=0,linewidth=10pt](2,0.5)(2,2.5)</code>		
		
linecap=0	linecap=1	linecap=2
<code>\pstriangle[linejoin=0,linewidth=10pt](2,0.5)(2,2)</code>		
		
linejoin=0	linejoin=1	linejoin=2

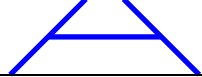
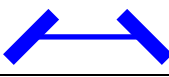












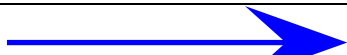



### 3.3 Multiple arrows









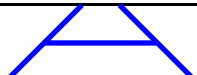
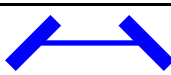




nArrows	
	
<code>\psline[nArrows=5]{»-»}(0.5,0)(5,0)</code>	<code>\psline[nArrows=5]{«-«}(0.5,0)(5,0)</code>
nArrowsA ArrowsB	
	
<code>\psline[nArrowsA=5]{»-»}(0.5,0)(5,0)</code>	<code>\psline[nArrowsB=5]{»-»}(0.5,0)(5,0)</code>
	
<code>\psline[nArrowsA=5]{«-«}(0.5,0)(5,0)</code>	<code>\psline[nArrowsB=5]{«-«}(0.5,0)(5,0)</code>

### 3.4 Parameters available

	
<code>\psline[Arrowsize=3pt 3]{-&gt;}</code>	<code>\psline[arrowlength=5]{-&gt;}</code>
By default : arrowsize= 1.5pt 2	By default : arrowlength= 1.4

	
<code>\psline[arrowinset=0]{-&gt;}</code>	<code>\psline[arrowinset=.8]{-&gt;}</code>
By default : arrowinset=.4 (40% )	
	
linewidth=2pt <code>\psline[tbarsize=4pt 2]{ &lt;- }</code>	linewidth=4pt By default : tbarsize=2pt 5
	
<code>\psline[bracketlength=.5]{-}</code>	<code>\psline[rbracketlength=.5]{-}</code>
By default : bracketlength= 0.15	By default : rbracketlength=0.15
	
<code>\psline[arrowscale=5]{-&gt;}</code>	<code>\psline[arrowscale= 5 10]{-&gt;}</code>
By default : arrowscale=1	
	
<code>\psline[hooklength=10mm ]{-H}</code>	<code>\psline[hookwidth=3mm]{-H}</code>
By default : hooklength=3mm	By default : hookwidth=1mm
	
<code>\psline[arrowLW=1pt]{o-*}</code>	<code>\psline[arrowLW=1mm]{*-o}</code>
	
<code>\psline[veearrowlength=.5cm ]{v-V}</code>	<code>\psline[veearrowangle=60]{v-V}</code>
By default : veearrowlength = 3mm	By default : veearrowangle = 30
	
<code>\psline[veearrowlinewidth =.5mm ]{v-V}</code>	<code>\psline[filledveearrowlength = 5mm]{f-F}</code>
By default : veearrowlinewidth = 0.35mm	By default : filledveearrowlength = 3mm
	
<code>\psline[filledveearrowangle = 45 ]{f-F}</code>	<code>\psline[filledveearrowlinewidth =1mm]{f-F}</code>
By default : filledveearrowangle = 15	By default : filledveearrowlinewidth =0.35mm

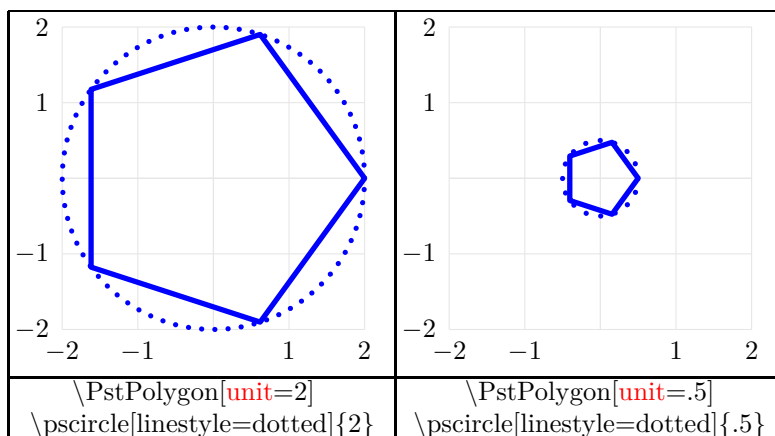
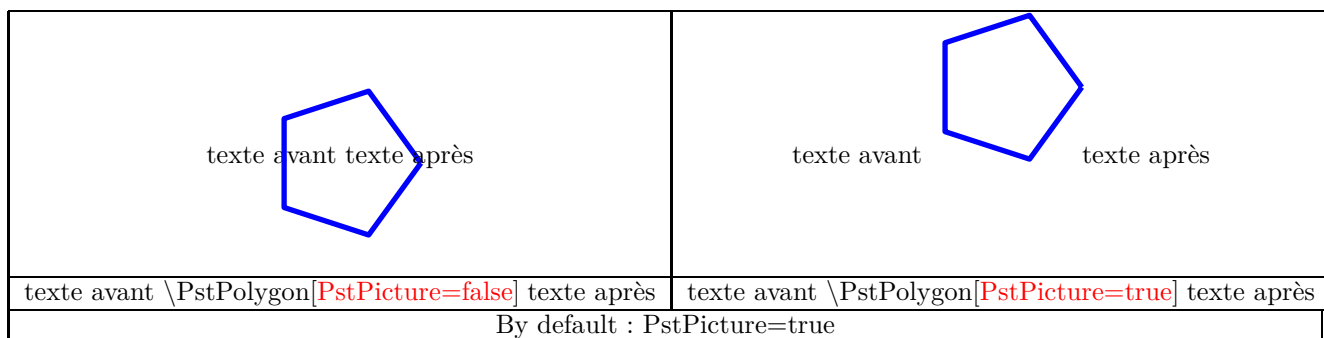
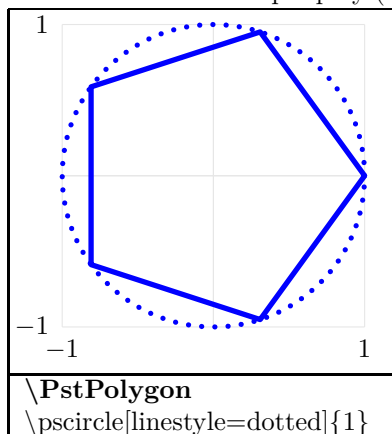
	
<code>\psline[tickarrowlength=2.5mm]{t-T}</code>	<code>\psline[tickarrowlinewidth=1mm]{t-T}</code>
By default : tickarrowlength= 1.5mm	By default : tickarrowlinewidth=0.35mm
	
<code>\psline[arrowlinestyle=dotted]{t-T}</code>	<code>\psline[arrowlinestyle=dashed]{v-V}</code>
arrowlinestyle= solid	
	
<code>\psline[ArrowFill=false,arrowinset=0]{&gt;-&lt;}</code>	<code>\psline[ArrowFill=false]{&gt;-&lt;}</code>
	
<code>\psline[Arrowsize=3]{-&gt;}</code>	<code>\psline[arrowlength= 5]{-&gt;}</code>
By default : arrowsize= 1.5pt 2	By default : arrowlength= 1.4
	
<code>\psline[arrowinset=0]{-&gt;}</code>	<code>\psline[arrowinset=.8]{-&gt;}</code>
By default : arrowscale=.4 (40% )	
	
linewidth=2pt	linewidth=4pt
<code>\psline[tbar size=4pt 2]{ &lt;- }</code>	By default : tbar size=2pt 5
	
<code>\psline[bracketlength=.5]{- }</code>	<code>\psline[rbracketlength=.5]{- }</code>
By default 0.15	By default 0.15
	
<code>\psline[arrow scale=5]{-}</code>	<code>\psline[arrow scale= 5 10]{-}</code>
By default : arrow scale=1	
	
<code>\psline[hooklength=10mm]{-H}</code>	<code>\psline[hookwidth=3mm]{-H}</code>
By default : hooklength=3mm	By default : hookwidth=1mm

	
<code>\psline[arrowLW=1pt]{o-*}</code>	<code>\psline[arrowLW=1mm]{*-o}</code>
	
<code>\psline[veearrowlength=.5cm]{v-V}</code>	<code>\psline[veearrowangle=60]{v-V}</code>
By default : <code>veearrowlength = 3mm</code>	By default : <code>veearrowangle = 30</code>
	
<code>\psline[veearrowlinewidth=.5mm]{v-V}</code>	<code>\psline[filledveearrowlength = 5mm]{f-F}</code>
By default : <code>veearrowlinewidth = 0.35mm</code>	By default : <code>filledveearrowlength = 3mm</code>
	
<code>\psline[filledveearrowangle = 45]{f-F}</code>	<code>\psline[filledveearrowlinewidth = 1mm]{f-F}</code>
By default : <code>filledveearrowangle = 15</code>	By default : <code>filledveearrowlinewidth = 0.35mm</code>
	
<code>\psline[tickarrowlength=2.5mm]{t-T}</code>	<code>\psline[tickarrowlinewidth=1mm]{t-T}</code>
By default : <code>tickarrowlength = 1.5mm</code>	By default : <code>tickarrowlinewidth=0.35mm</code>
	
<code>\psline[arrowlinestyle=dotted]{t-T}</code>	<code>\psline[arrowlinestyle=dashed]{v-V}</code>
<code>arrowlinestyle= solid</code>	
	
<code>\psline[ArrowFill=false,arrowinset=0]{&gt;-&lt;}</code>	<code>\psline[ArrowFill=false]{&gt;-&lt;}</code>

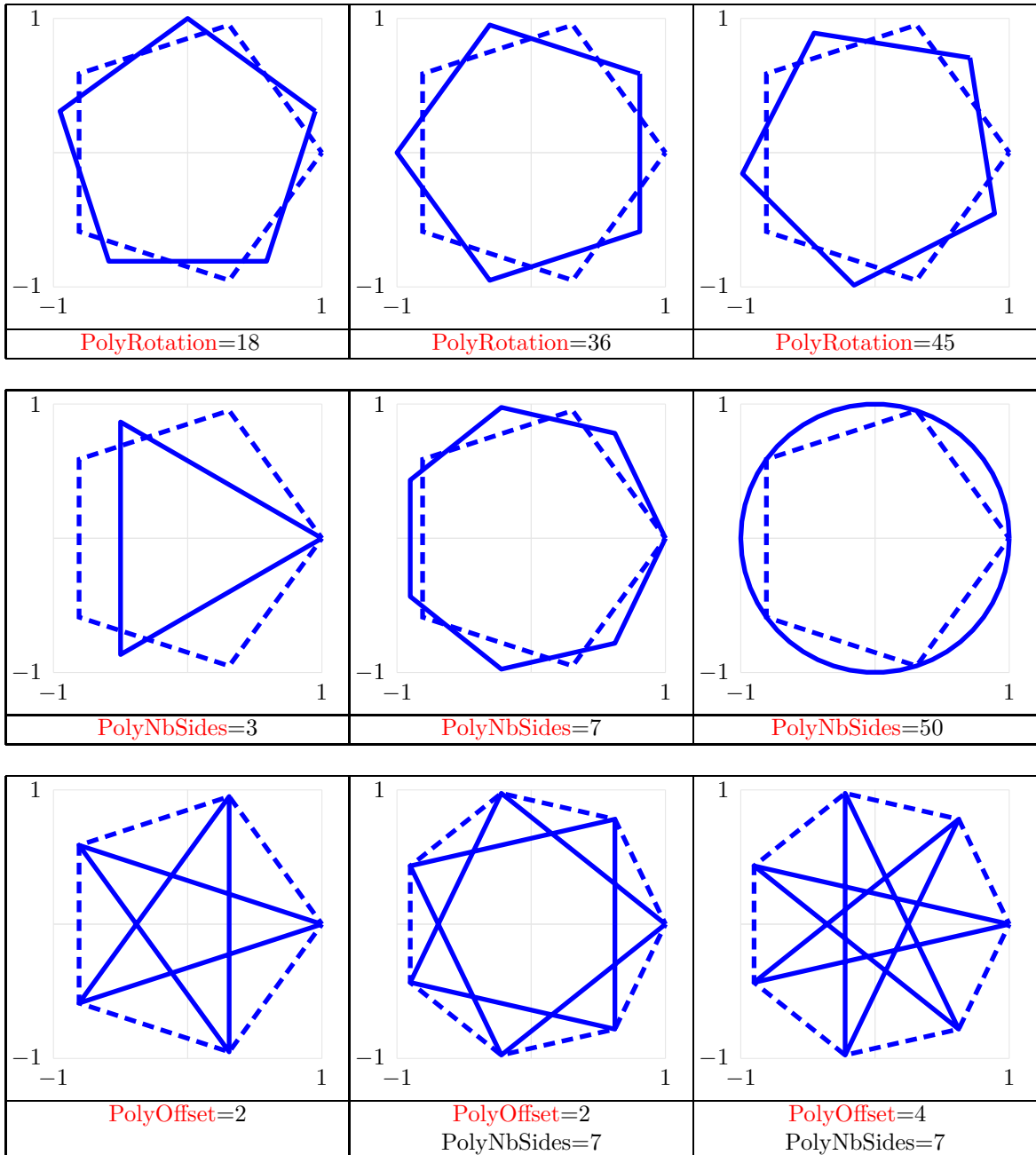
## 4 Des polygones avec pst poly [19]

## 5 Polygons with pstpoly

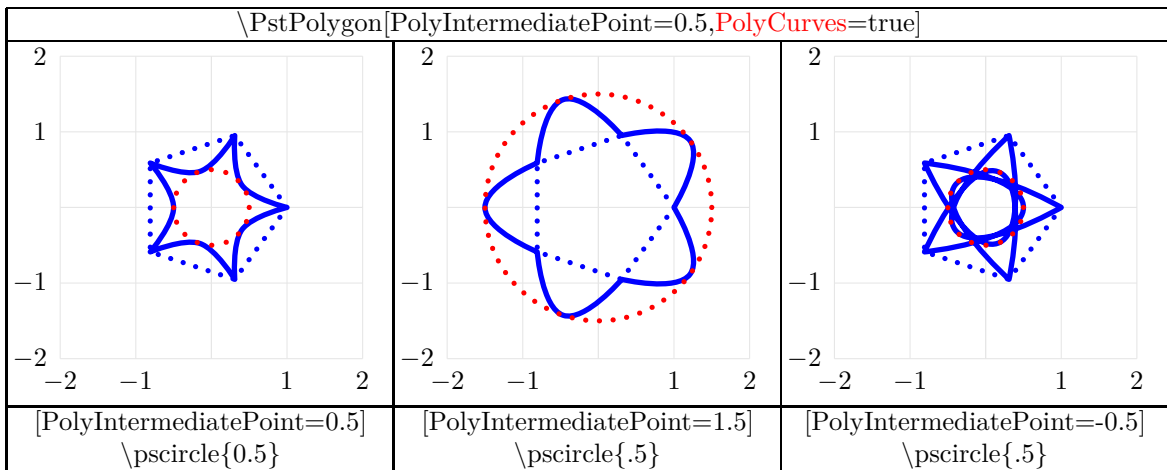
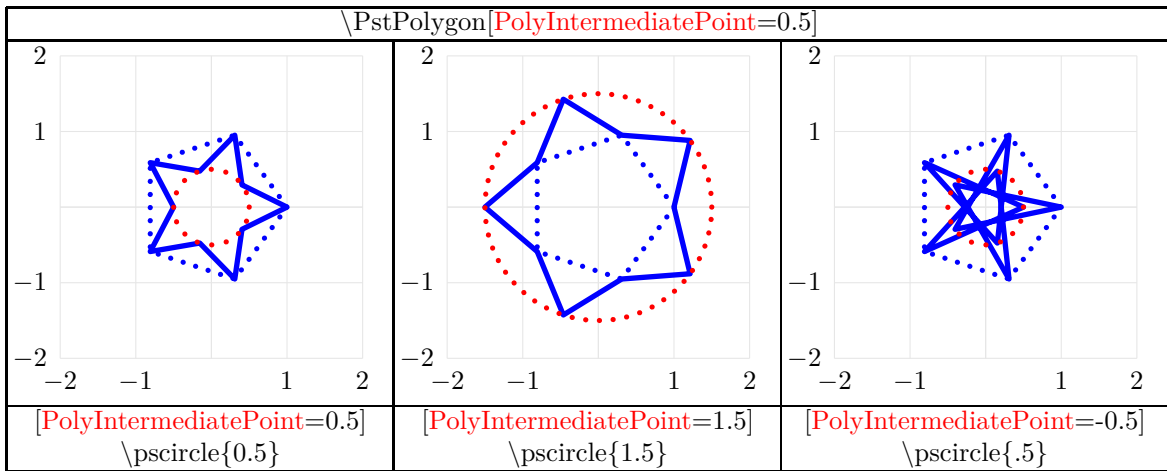
Utilisation du module pst-poly (consultez le fichier pst-poly-doc.pdf )

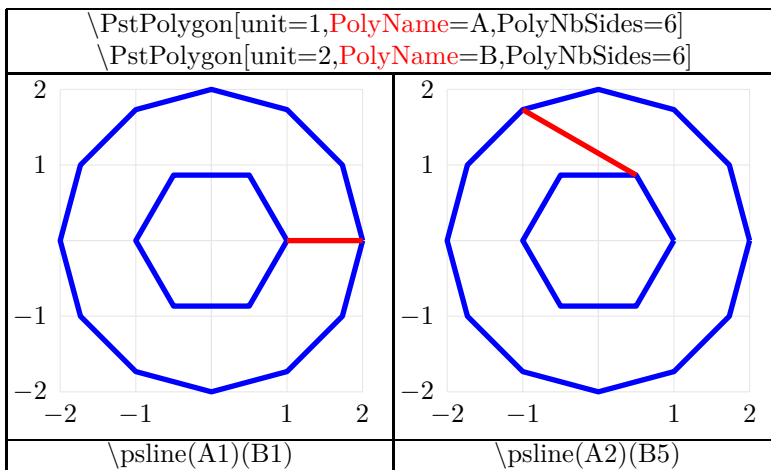
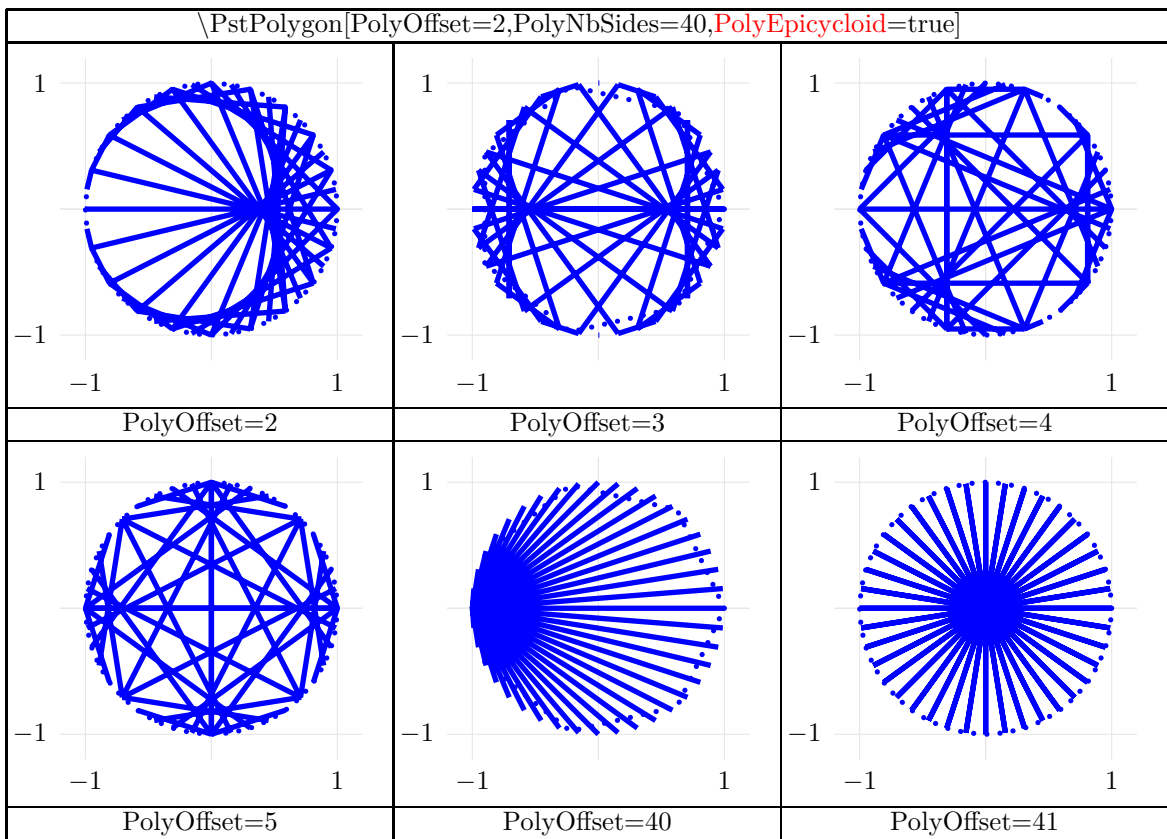


## 5.1 Options

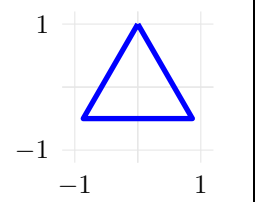
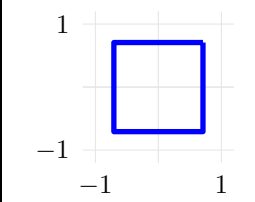
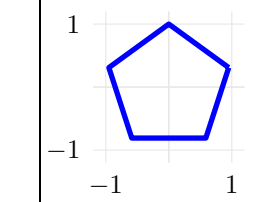
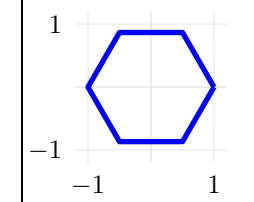
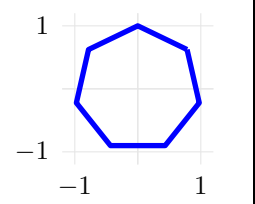
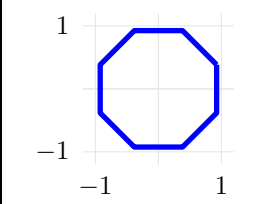
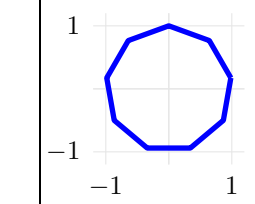
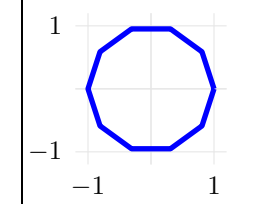
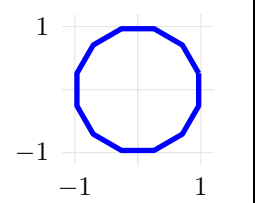
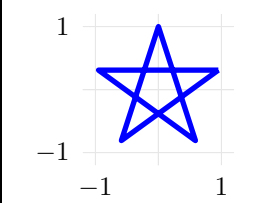
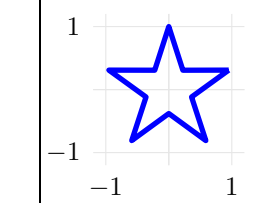


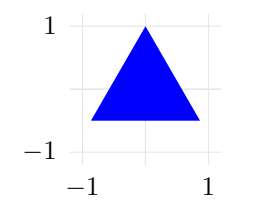
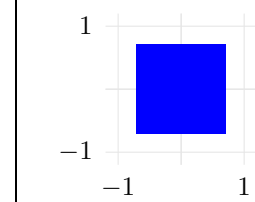
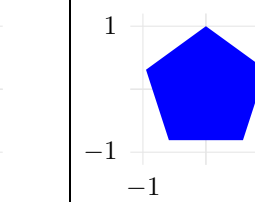
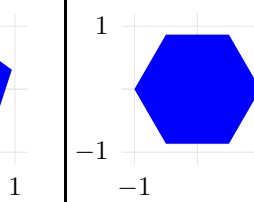
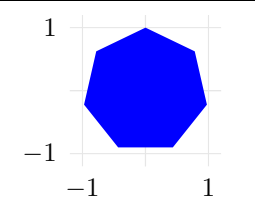
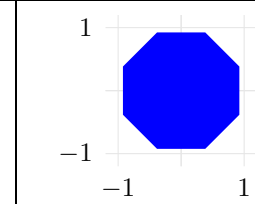
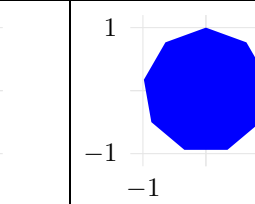
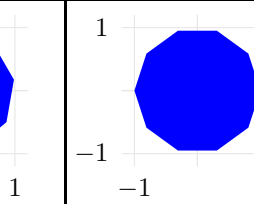
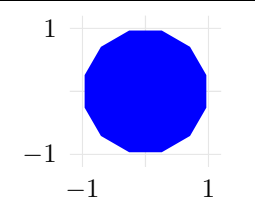
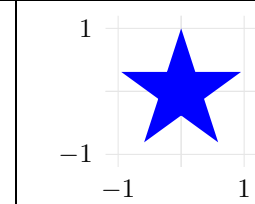
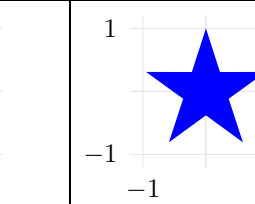


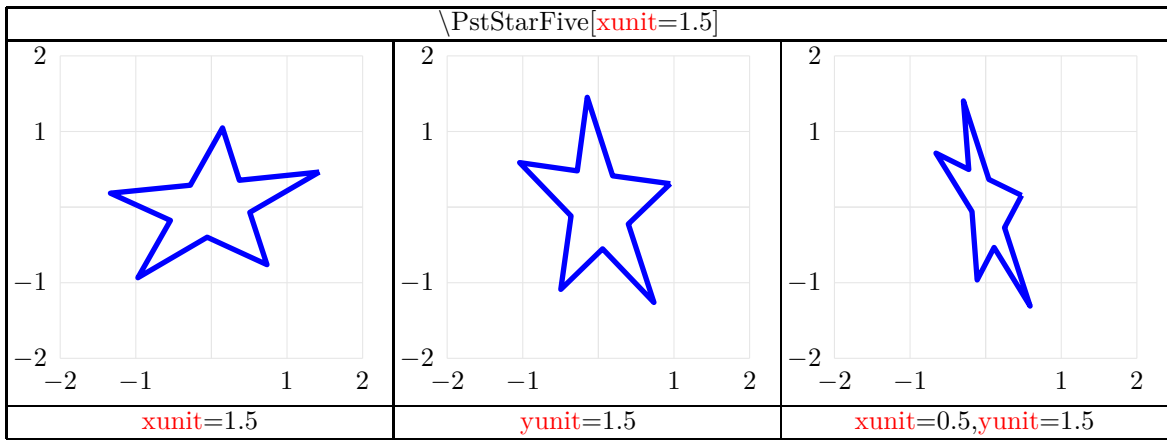




## 5.2 Predefined polygon

			
<code>\PstTriangle</code>	<code>\PstSquare</code>	<code>\PstPentagon</code>	<code>\PstHexagon</code>
			
<code>\PstHeptagon</code>	<code>\PstOctagon</code>	<code>\PstNonagon</code>	<code>\PstDecagon</code>
			
<code>\PstDodecagon</code>	<code>\PstStarFiveLines</code>	<code>\PstStarFive</code>	

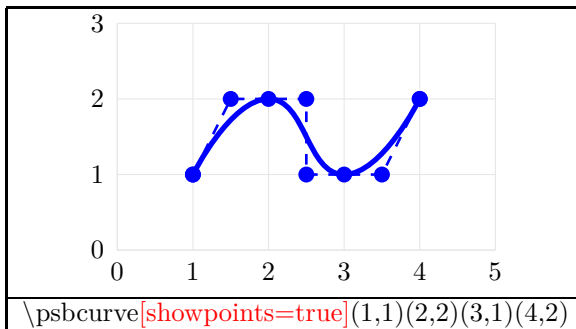
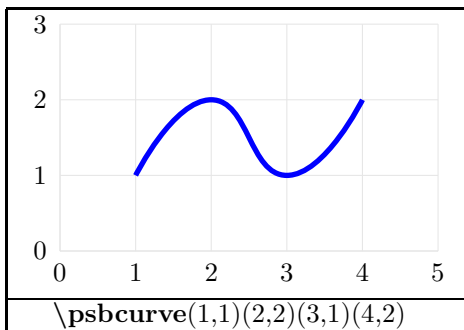
			
<code>\PstTriangle*</code>	<code>\PstSquare*</code>	<code>\PstPentagon*</code>	<code>\PstHexagon*</code>
			
<code>\PstHeptagon*</code>	<code>\PstOctagon*</code>	<code>\PstNonagon*</code>	<code>\PstDecagon*</code>
			
<code>\PstDodecagon*</code>	<code>\PstStarFiveLines*</code>	<code>\PstStarFive*</code>	



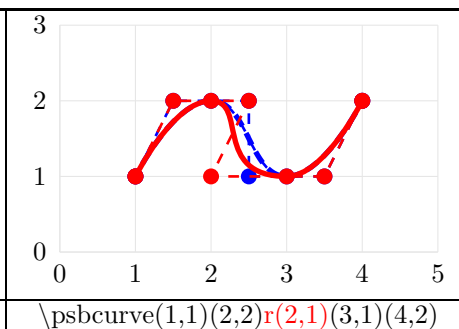
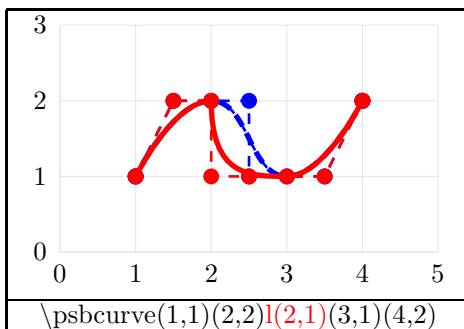
## 6 Bezier Curves

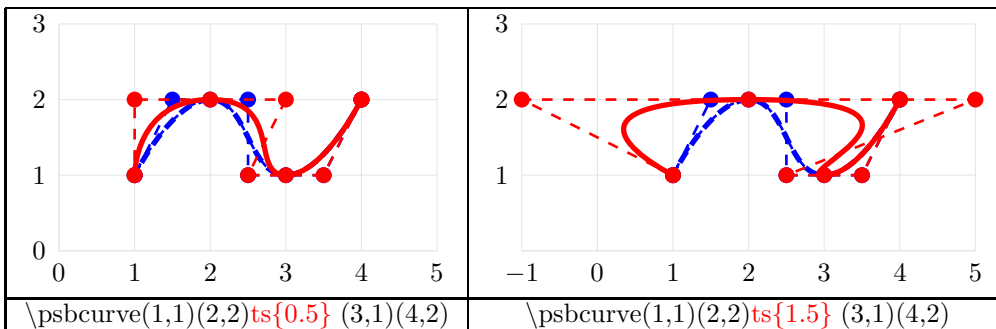
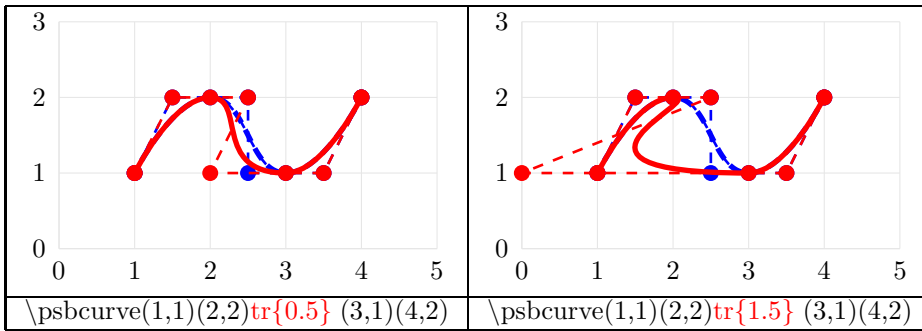
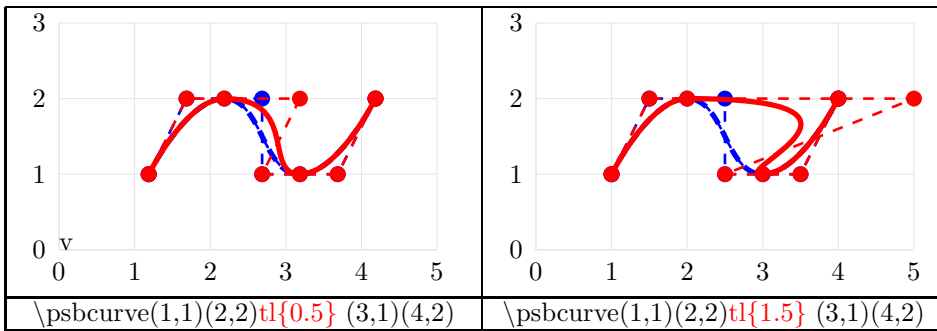
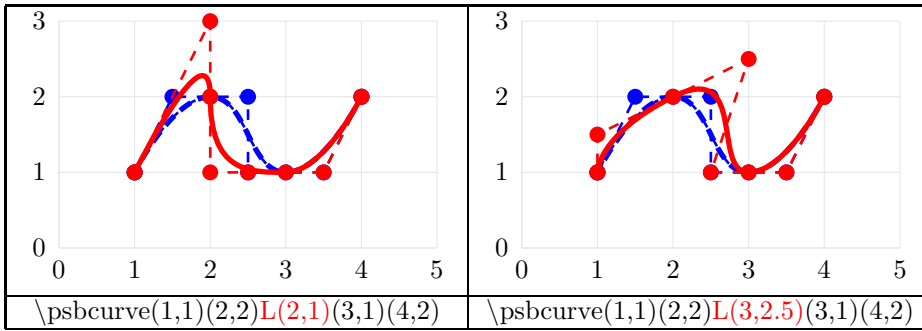
Package « `pst-bezier` »

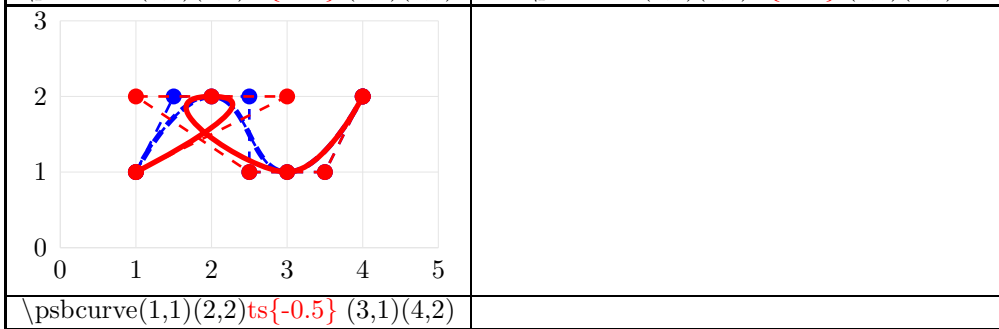
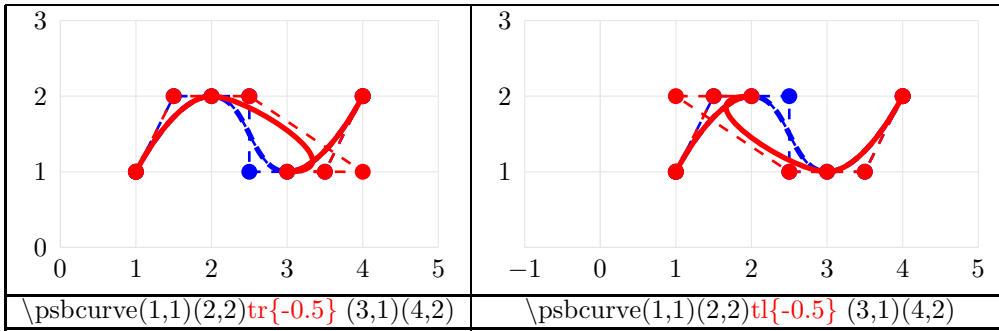
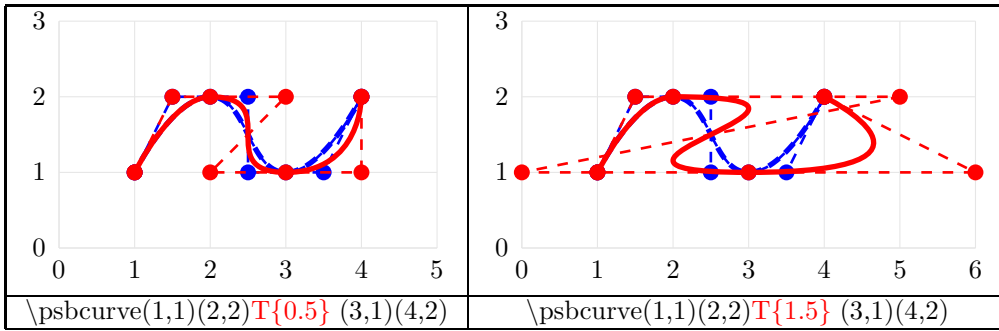
### 6.1 `psbcurve` command



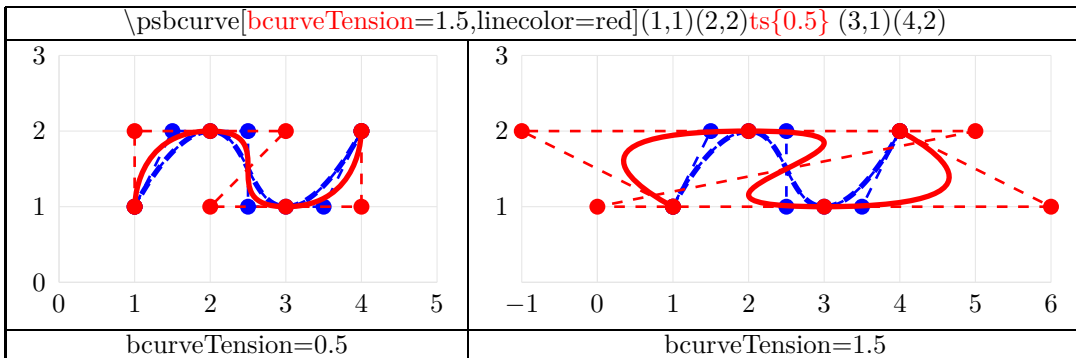
### 6.2 Modifiers



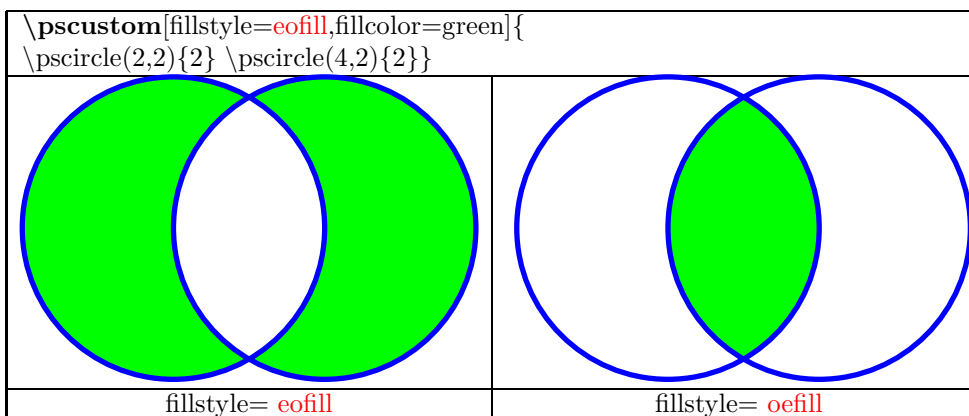
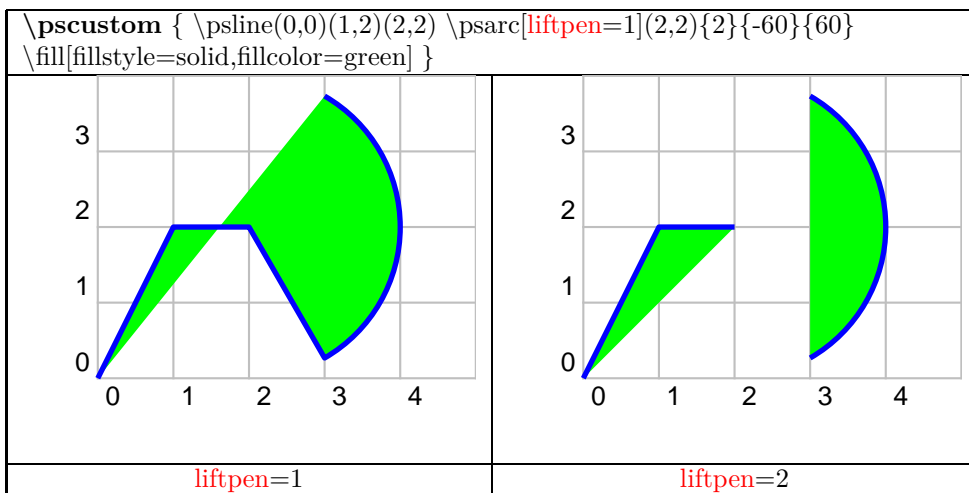
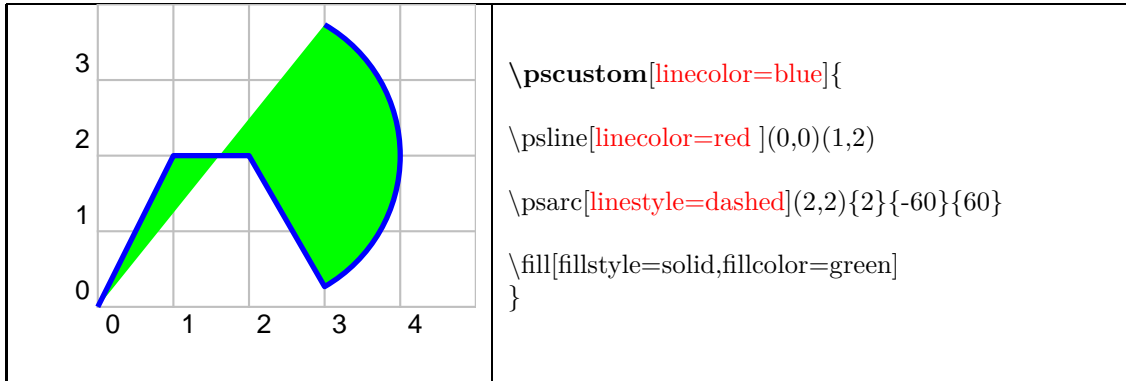




### 6.3 bcurveTension parameter



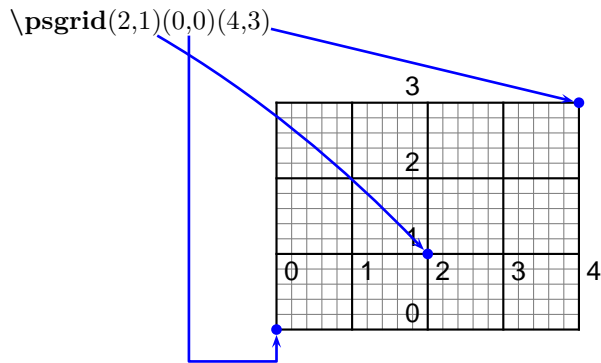
## 7 Path PSTricks





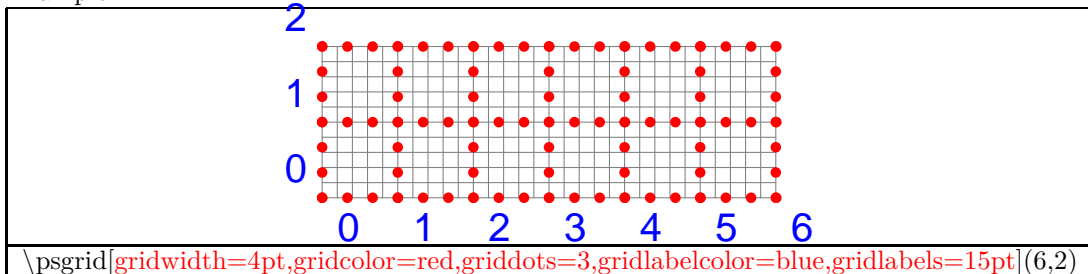
# 8 coordinates

## 8.1 Grids

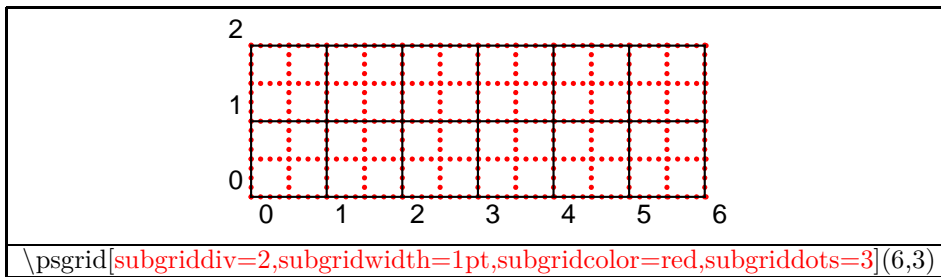


Main grid				
<code>gridwidth=2pt</code> By default : .8pt	<code>griddots=3</code> By default : 0	<code>gridcolor=red</code> By default : black	<code>gridlabels=5pt</code> By default : 10pt	<code>gridlabelcolor=red</code> By default : black

Example :



secondary grid			
<code>subgriddiv=3</code> By default : 5	<code>subgridwidth=1pt</code> By default : .4pt	<code>subgridcolor=red</code> By default : gray	<code>subgriddots=3</code> By default : 0



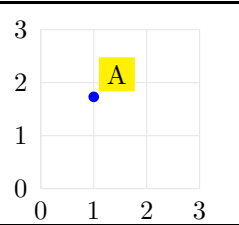
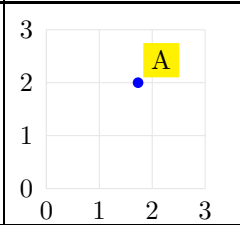
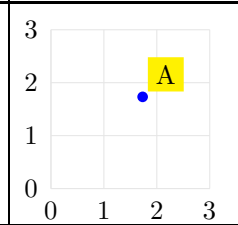
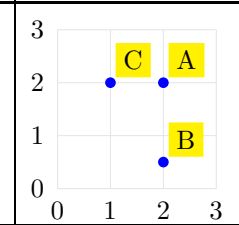
## 8.2 Coordinate systems

### 8.2.1 Default

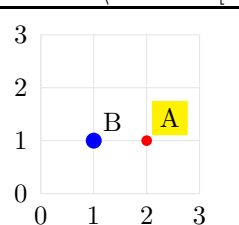
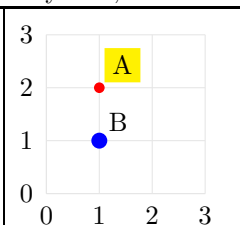
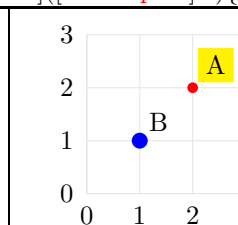
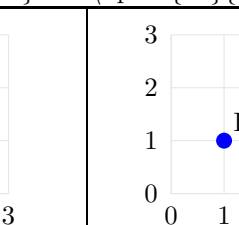
*Cartesian coordinates* :  $(x,y)$  . ( the origin is the current position)

### 8.2.2 Other coordinate systems

- Activated with the command `\SpecialCoor`
- Deactivated with the command `\NormalCoor`

<code>\dotnode*[dotstyle=*](2;60){A}</code>		<code>\nput*{45}{A}{A}</code>	
polar	calculated <sup>1</sup>	(coor1 coor2)	(coor1 coor2)
			
<code>(2;60)</code>	<code>(!3 sqrt 2)</code>	<code>(2;30 2;60)</code>	<code>(B C)</code>

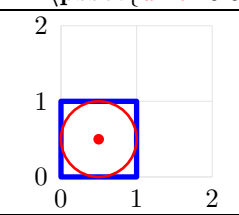
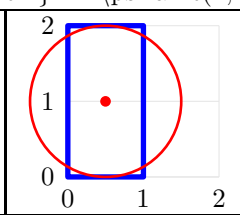
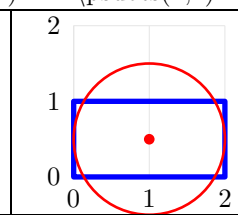
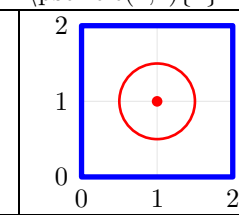
### 8.2.3 Relative position

<code>\dotnode*[dotstyle=*,linecolor=red]([nodesep=1]B){A}</code>		<code>\nput*{45}{A}{A}</code>	
			
<code>([nodesep=1]B)</code>	<code>([offset=1]B)A</code>	<code>([nodesep=1,offset=1]B)</code>	<code>([angle=25,nodesep=1]B)</code>

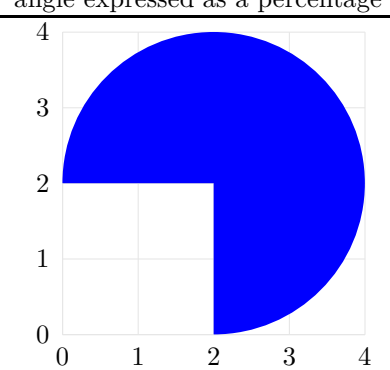
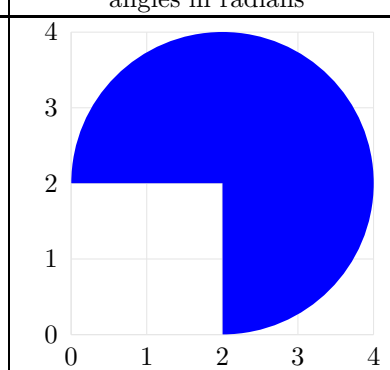
1. formula in the PostScript language

## 8.3 Changing default units

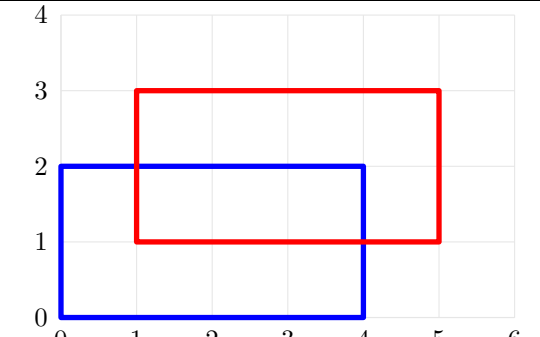
### 8.3.1 Changing the units of length

<code>\psset{unit=0.5cm}</code>	<code>\psframe(2,2)</code>	<code>\psdots(1,1)</code>	<code>\pscircle(1,1){1}</code>
			
<code>unit= 0.5cm</code>	<code>xunit= 0.5cm</code>	<code>yunit= 0.5cm</code>	<code>runit= 0.5cm</code>
By default : <code>unit= xunit = yunit = runit = 1cm</code>			



### 8.3.2 Changing the unit of angles

angle expressed as a percentage	angles in radians
	
<code>\degrees[1]</code>	<code>\radians</code>
<code>\pswedge*(0,0)2{-0.25}{0.50}</code>	<code>\pswedge*(0,0)2{1.57}{\psPi}</code>

## 8.4 Change of origin

	<pre> \psframe[linewidth=2pt](4,2) \psframe[linewidth=2pt,linecolor=red, origin={1,1}](4,2) </pre>
---	--

## 8.5 Permutation of the axes

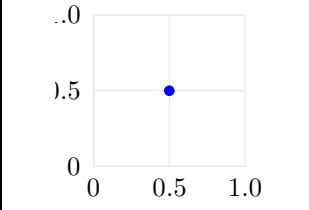
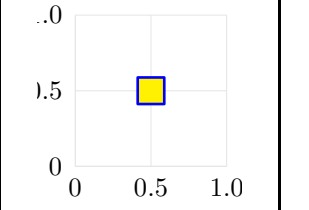
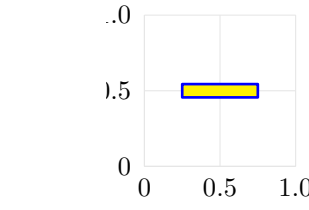
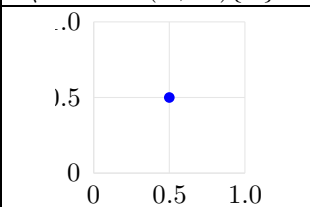
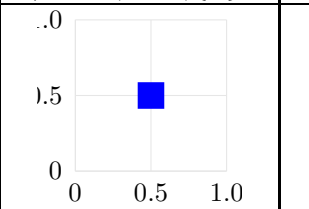
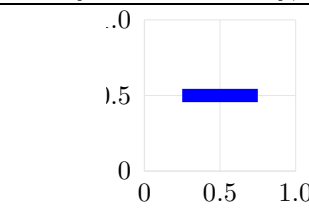
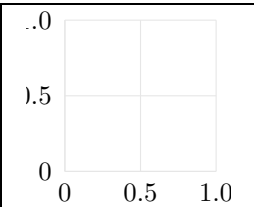
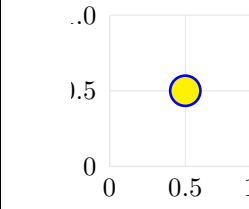
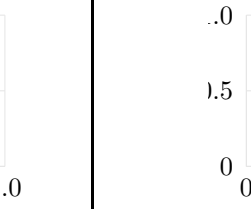
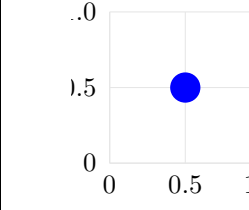
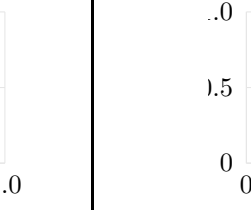
<code>\psset{swapaxes=true} \psframe(2,1)</code>	
	
<code>\psset{swapaxes=true}</code>	<code>\psset{swapaxes=false}</code> (By default )

## 9 Nodes

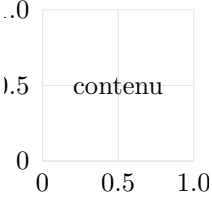
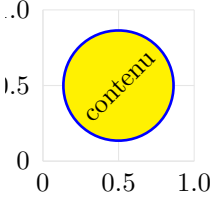
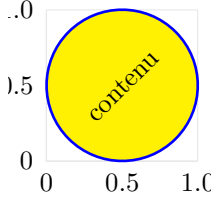
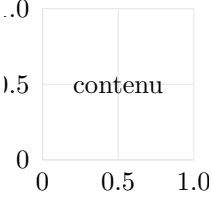
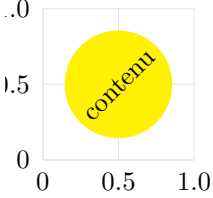
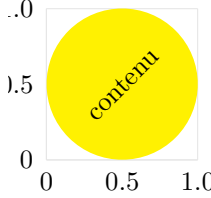
Utilisation du module `pst-node`

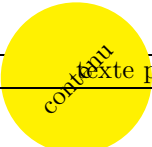
### 9.1 Types of nodes

#### 9.1.1 With coordinates<sup>1</sup>

		
<code>\dotnode(.5,0.5){A}</code>	<code>\fnode(.5,0.5){B}</code>	<code>\fnode[framesize=.5 5pt](.5,0.5){B}</code>
		
<code>\dotnode*(.5,0.5){A}</code>	<code>\fnode*(.5,0.5){B}</code>	<code>\fnode*[framesize=.5 5pt](.5,0.5){B}</code>
		
<code>\pnode(.5,0.5){A}</code>	<code>\cnode(.5,0.5){.2cm}{A}</code>	<code>\Cnode[radius=.2cm](.5,0.5){A}</code>
		
	<code>\cnode*(.5,0.5){.2cm}{A}</code>	<code>\Cnode*[radius=.2cm](.5,0.5){A}</code>



1. fillcolor=yellow,linecolor=blue


		
<code>\psnode(.5,0.5){A}{contenu}</code>	<code>\cnodeput{45}{.5,0.5}{M}{contenu}</code>	<code>\Cnodeput[radius=1cm]{45}{2,0}{M}{contenu}</code>
		
<code>\psnode* (.5,0.5){A}{contenu}</code>	<code>\cnodeput*{45}{.5,0.5}{M}{contenu}</code>	<code>\Cnodeput* [radius=1cm]{45}{2,0}{M}{contenu}</code>

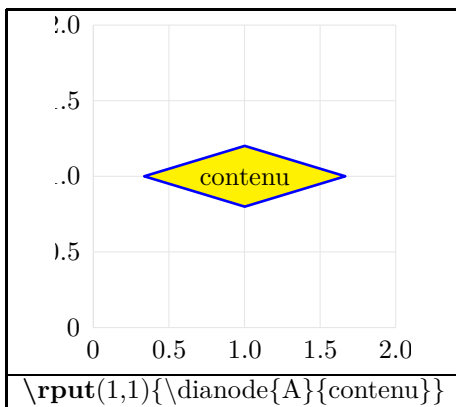
 Texte	texte près
Texte avant <code>\Cnodeput*[radius=1cm]{45}{0,0}{M}{contenu}</code> texte près These nodes do not have dimension!	

## 9.2 Without coordinates

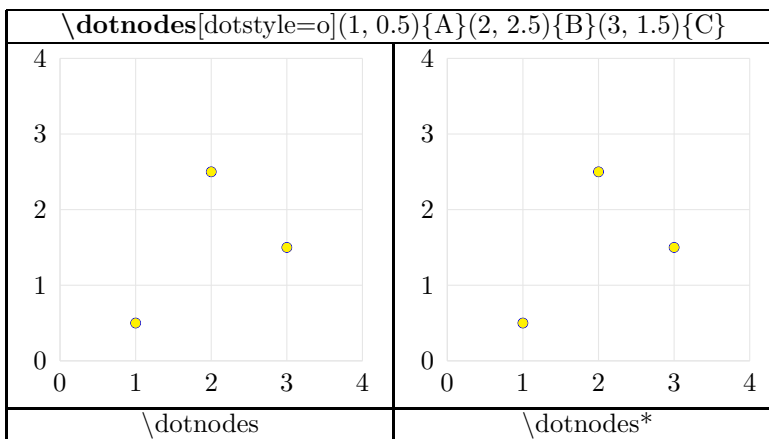
contenu	contenu	<span style="border: 1px solid yellow; padding: 2px;">contenu</span>
<code>\rnode{A}{contenu}</code>	<code>\Rnode{B}{contenu}</code>	<code>\rnode{C}{\psframebox{contenu}}</code>
	<span style="border: 1px solid yellow; padding: 2px;">contenu</span>	<span style="border: 1px solid yellow; padding: 2px;">contenu</span>
	<code>\Rnode*{B}{contenu}</code>	<code>\rnode{C}{\psframebox*{contenu}}</code>

	
<code>\trinode{A}{contenu}</code>	<code>\trinode*{B}{contenu}</code>

Texte avant  texte près
Texte avant <code>\dianode{A}{contenu}</code> texte près



### 9.2.1 Création de nœuds multiples



### 9.3 Connections between nodes























#### 9.3.1 Types of connections available<sup>2</sup>

	without asterisk	with asterisk
$\backslash\ncircle{->}\{A\}\{B\}$		
$\backslash\ncurve{->}\{A\}\{B\}$		
$\backslash\ncarc{->}\{A\}\{B\}$		
$\backslash\ncbar{->}\{A\}\{B\}$		
$\backslash\ncdiag{->}\{A\}\{B\}$		
$\backslash\ncdiagg{->}\{A\}\{B\}$		
$\backslash\ncangle{->}\{A\}\{B\}$		
$\backslash\ncangles{->}\{A\}\{B\}$		
$\backslash\ncircle{->}\{A\}\{.3cm\}$		
$\backslash\ncbox{->}\{A\}\{B\}$	boxsize	
$\backslash\ncarcbox{->}\{A\}\{B\}$		
$\backslash\ncloop{->}\{A\}\{B\}$		




<sup>2</sup> fillcolor=white,linecolor=blue






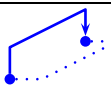
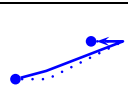
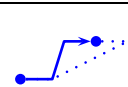
### 9.3.2 Nodes as points

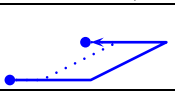
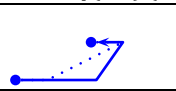
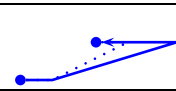
	without asterisk	with asterisk
$\backslash\text{pcline}\{->\}(A)(B)$		
$\backslash\text{pccurve}\{->\}(A)(B)$		
$\backslash\text{pcarc}\{->\}(A)(B)$		
$\backslash\text{pcbar}\{->\}(A)(B)$		
$\backslash\text{pcdiag}\{->\}(A)(B)$		
$\backslash\text{pcdiagg}\{->\}(A)(B)$		
$\backslash\text{pcangle}\{->\}(A)(B)$		
$\backslash\text{pcangles}\{->\}(A)(B)$		
$\backslash\text{pcbox}\{->\}(A)(B)$		
$\backslash\text{pcarcbox}\{->\}(A)(B)$		
$\backslash\text{pcloop}\{->\}(A)(B)$		




### 9.3.3 Options available

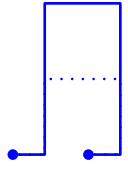
<code>\ncline[nodesep=.3cm]{-&gt;}{A}{B}</code>		
		
<code>nodesep=0.3cm</code>	<code>nodesepA=0.2cm</code>	<code>nodesepB=0.4cm</code>
By default : 0pt	By default : 0pt	By default : 0pt

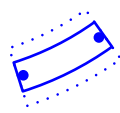
<code>\ncarc[arcangle=90]{-&gt;}{A}{B}</code>		
		
<code>arcangle=90</code>	<code>arcangleA=90</code>	<code>arcangleB=90</code>
By default : 8	By default : 8	By default : 8
<i>only for \ncarc!</i>		

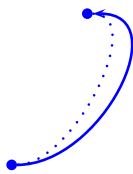
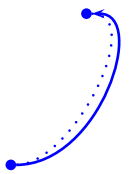
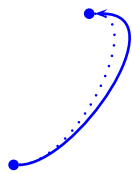
<code>\ncdiag[angle=90]{-&gt;}{A}{B}</code>		
		
<code>angle=90</code>	<code>angleA=15</code>	<code>angleB=180</code>
By default : 0	By default : 0	By default : 0

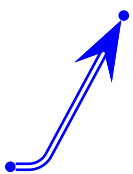
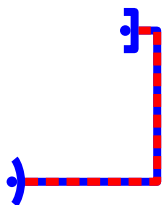
<code>\ncdiag[arm=1cm]{-&gt;}{A}{B}</code>		
		
<code>arm=1cm</code>	<code>armA=1cm</code>	<code>armB=1cm</code>
By default : 10pt	By default : 10pt	By default : 10pt

		
<code>\ncline[offset=5pt]{-&gt;}{A}{B}</code> <code>\ncline[offset=5pt]{-&gt;}{B}{A}</code>	<code>\ncline[offsetA=5pt]{-&gt;}{A}{B}</code> <code>\ncline[linestyle=dotted]{A}{B}</code>	<code>\ncline[offsetB=5pt]{-&gt;}{A}{B}</code> <code>\ncline[linestyle=dotted]{A}{B}</code>
By default : 0pt	By default : 0pt	By default : 0pt


<code>\ncloop[loopsize=2cm]{A}{B}</code>
By default : 1 cm

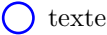

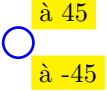

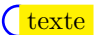


<code>\ncarcbox[boxsize=.2]{A}{B}</code>
By default : 0.4cm
<i>only for \ncbox et \ncarcbox!</i>

		
<code>\ncurve[ncurv=1]{-&gt;}{A}{B}</code>	<code>\ncurve[ncurvA=1]{-&gt;}{A}{B}</code>	<code>\ncurve[ncurvB=1]{-&gt;}{A}{B}</code>
By default : 0.67	By default : 0.67	By default : 0.67
only for <code>\ncurve</code> et <code>\pccurve</code> !		

personalization of the connections	
	
<code>\ncdiagg[linear=.3cm,doubleline=true,arrowscale=2]{-&gt;}{A}{B}</code>	<code>\ncbar[linestyle=dashed,linewidth=3pt,dashcolor=red]{-[]}{A}{B}</code>

## 9.4 Labels

### 9.4.1 Labels on the nodes<sup>3</sup>

syntaxe : <code>\nput*[paramètres]{position=angle}{nom}{texte}</code>		
<code>\nput</code>		<code>\nput{0}{A}{texte}</code>
<code>\nput*</code>		<code>\nput*{0}{A}{texte}</code>
<code>position=angle</code>		<code>\nput*{45}{A}{à 45}</code>
<code>labelsep</code>		<code>\nput*[labelsep=0.5cm]{0}{A}{texte}</code>
<code>labelsep</code>		<code>\nput*[labelsep=-0.1cm]{0}{A}{texte}</code>
<code>rot</code>		<code>\nput*[rot=45]{0}{A}{rot=45}</code>

3. `fillcolor=yellow,linecolor=blue`

### 9.4.2 Labels on the connections








napat ncpat nbpat		$\backslash\nceline{->}\{A\}\{B\}\backslash\mathbf{napat}[\mathbf{npos=.3}]\{napat\}$ $\backslash\nceline{->}\{A\}\{B\}\backslash\mathbf{ncpat}\{ncpat\}$ $\backslash\nceline{->}\{A\}\{B\}\backslash\mathbf{nbpat}[\mathbf{npos=.7}]\{nbpat\}$
napat* ncpat* nbpat*		$\backslash\nceline{->}\{B\}\{A\}\backslash\mathbf{napat}^*[\mathbf{npos=.3}]\{napat\}$ $\backslash\nceline{->}\{B\}\{A\}\backslash\mathbf{ncpat}^*\{ncpat\}$ $\backslash\nceline{->}\{B\}\{A\}\backslash\mathbf{nbpat}^*[\mathbf{npos=.7}]\{nbpat\}$
$[\mathbf{nrot=90}]$		$\backslash\nceline{->}\{B\}\{A\}\backslash\mathbf{napat}^*[\mathbf{nrot=90}]\{napat\}$ $\backslash\nceline{->}\{B\}\{A\}\backslash\mathbf{napat}^*[\mathbf{nrot=90}]\{napat\}$ $\backslash\nceline{->}\{B\}\{A\}\backslash\mathbf{nbpat}^*[\mathbf{nrot=90}]\{nbpat\}$

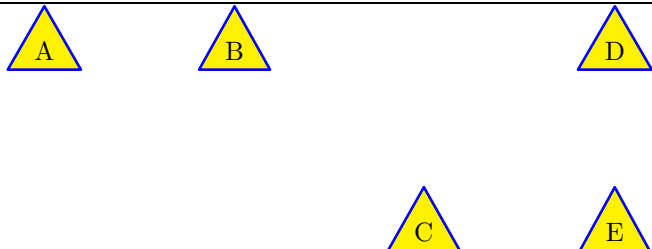
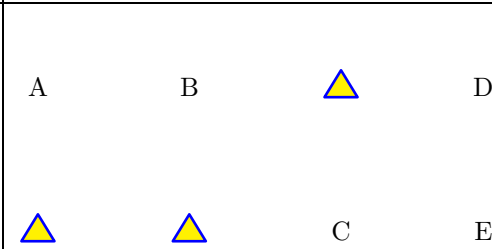
## 9.5 Mathematics and graphs

### 9.5.1 Creation of the diagram

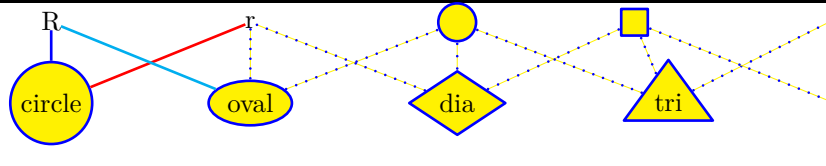
A	B	<pre>\psmatrix A &amp; B \\ C &amp; D \\ \endpsmatrix</pre>
C	D	

### 9.5.2 10 types of nodes

R	r			
<code>[mnode= R] R</code>	<code>[mnode= r] r</code>	<code>[mnode= C] C</code>	<code>[mnode= f] f</code>	<code>[mnode= p] p</code>
				
<code>[mnode= circle] circle</code>	<code>[mnode= oval] oval</code>	<code>[mnode= dia] dia</code>	<code>[mnode= tri] tri</code>	<code>[mnode= dot] dot</code>

<pre>\psmatrix[mnode=tri] A &amp; B &amp; &amp; D \\ &amp; &amp; C &amp; E \\ \endpsmatrix</pre>	<pre>\psmatrix[emnode=tri] A &amp; B &amp; &amp; D \\ &amp; &amp; C &amp; E \\ \endpsmatrix</pre>
	

### 9.5.3 Connection of the nodes


<pre>\ncline[linecolor=red]{1,2}{2,1} \ncline[linecolor=blue]{1,1}{2,1} \ncline[linecolor=cyan]{1,1}{2,2}</pre>

### 9.5.4 Labels on connections

<code>\ncline{1,2}{2,1}&lt;{A}</code> <code>\ncline{1,2}{2,2}&lt;{B}</code> <code>\ncline{2,1}{2,2}&lt;{C}</code>	<code>\ncline{1,2}{2,1}_ {A}</code> <code>\ncline{1,2}{2,2}_ {B}</code> <code>\ncline{2,1}{2,2}_ {C}</code>	<code>\ncline{1,2}{2,1}&gt;{A}</code> <code>\ncline{1,2}{2,2}&gt;{B}</code> <code>\ncline{2,1}{2,2}&gt;{C}</code>	<code>\ncline{1,2}{2,1}^ {A}</code> <code>\ncline{1,2}{2,2}^ {B}</code> <code>\ncline{2,1}{2,2}^ {C}</code>

### 9.5.5 Other parameters

name	
	<code>\psmatrix[mnode= oval]</code> <code>[name=A] A &amp; [name=B] B \\</code> <code>[name=C] C &amp; [name=D] D \\</code> <code>\endpsmatrix</code> <code>\ncline[linecolor=red]{A}{D}</code> <code>\pcline[linecolor=blue](B)(C)</code>

mcol		By default : mcol=c
paramètres	Position du noeud	<code>\psmatrix[rowsep=.2cm,colsep=.2cm]</code>
mcol=l		paramètres & Position du noeud \\
mcol=c		mcol=l & [mnode= oval,mcol=l] A \\
mcol=r		mcol=c & [mnode= oval,mcol=c] B \\
		mcol=r & [mnode= oval,mcol=r] C \\
		<code>\endpsmatrix</code>

radius
<code>\psmatrix [mnode=C] &amp; [mnode=C, radius=1cm] \endpsmatrix</code>

mnodesize	By default : mnodesize= -1pt
<code>\psmatrix[mnode=oval,rowsep=.2cm,colsep=.2cm]</code> <code>A &amp; B &amp; [ mnodesize=4cm] C &amp; D &amp; E</code> <code>\endpsmatrix</code>	

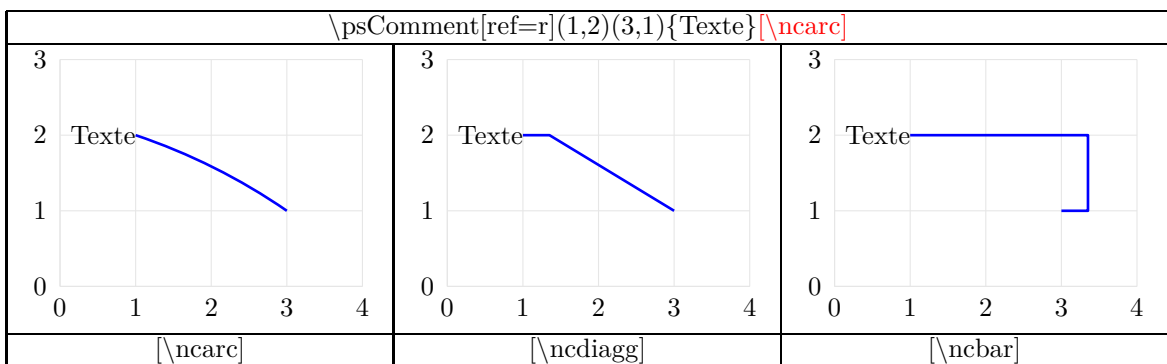
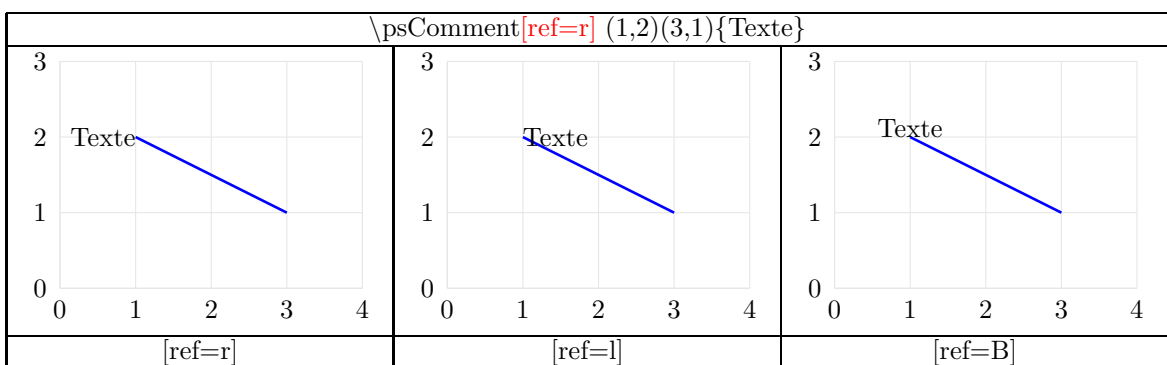
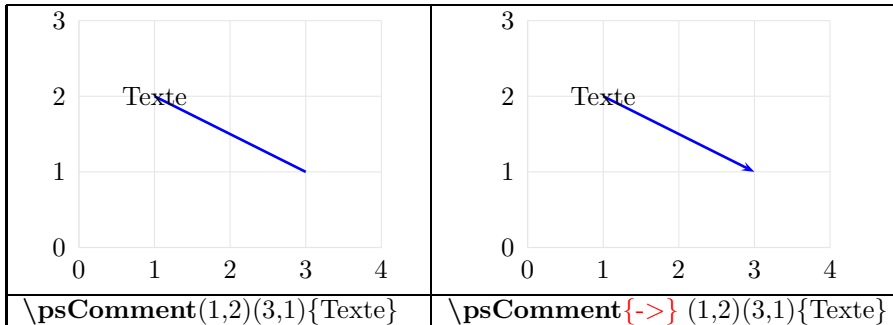
colsep		By default : colsep= 1.5cm		
A	B	C	D	E
A & <code>[colsep=0cm]</code> B & <code>[colsep=4cm]</code> C & D & E \\				

rowsep		By default : rowsep= 1.5cm	
A			A
B		A	B
C	A	B	C
C	B	C	
C	C		
<code>rowsep=0cm</code>	<code>rowsep=1cm</code>	By default	

\psspan				
A	B	C	D	E
A	B	C	D	
A & B & C & D & E \\				
A & B & C <code>\psspan{2}</code> & D \\				



## 9.6 comments to a graphic

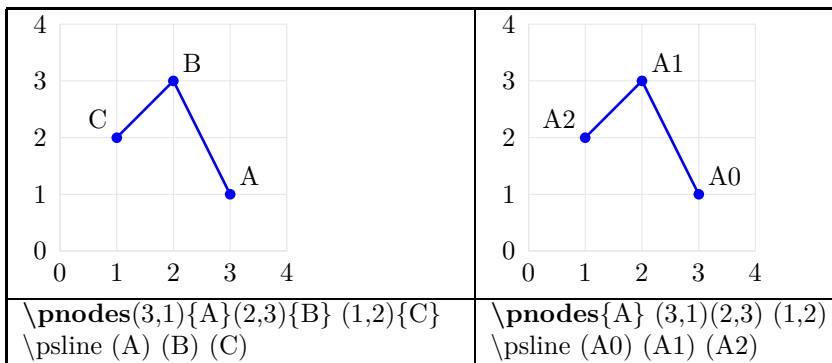


A voir : problème avec le deuxième paramètre final `[\ncput]`

## 10 Particular constructions

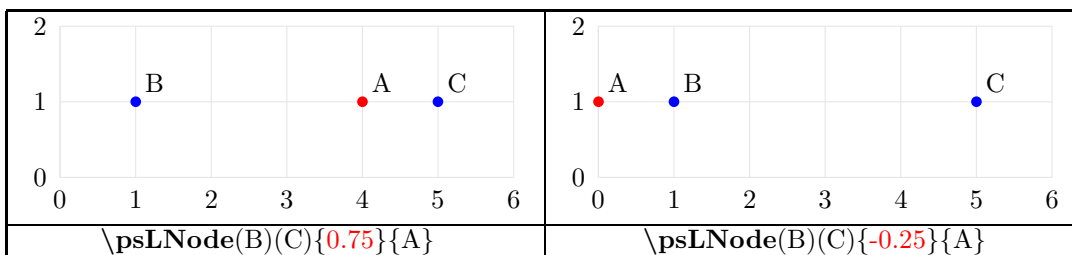
See also the package of geometry on page 181

### 10.1 Multiples nodes creation

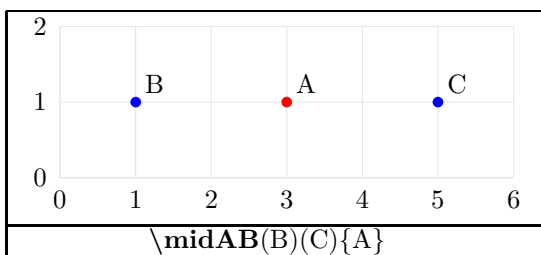


### 10.2 Node positions calculated

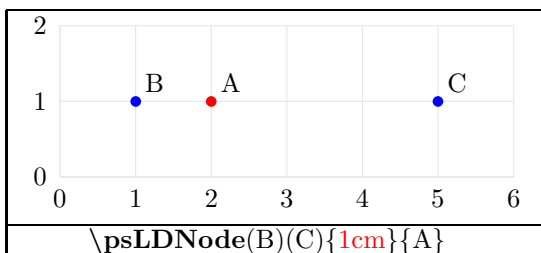
#### 10.2.1 Relative position width psLNode



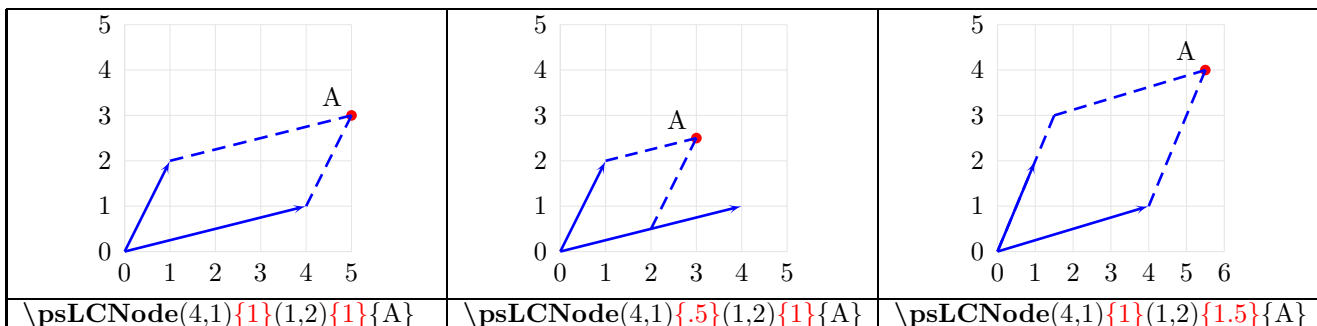
#### 10.2.2 Relative position width midAB



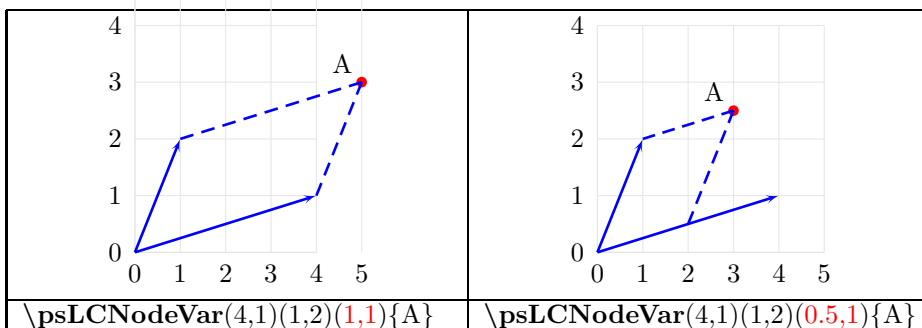
#### 10.2.3 Position width psLDNode



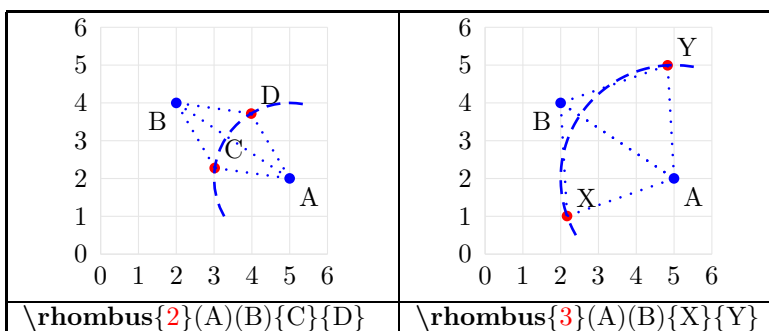
### 10.2.4 Relative position width psLCNode



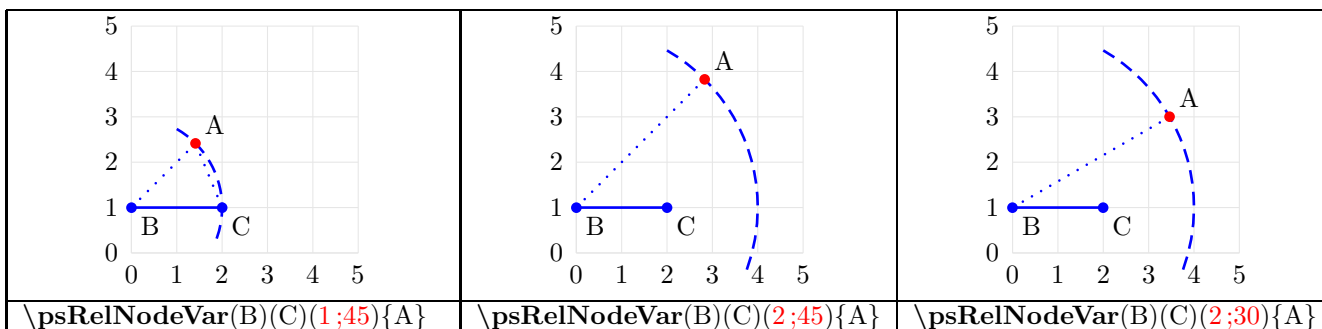
### 10.2.5 Relative position width psLCNodeVar



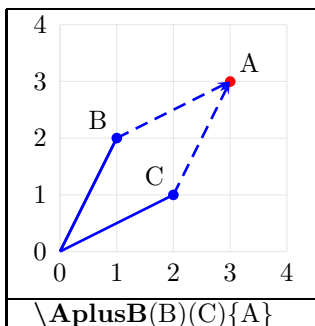
### 10.2.6 Relative position width rhombus



### 10.2.7 Relative position width psRelNodeVar

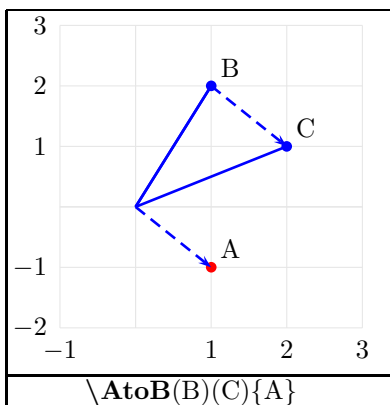


### 10.2.8 Relative position width AplusB



`\AplusB(B)(C){A}`

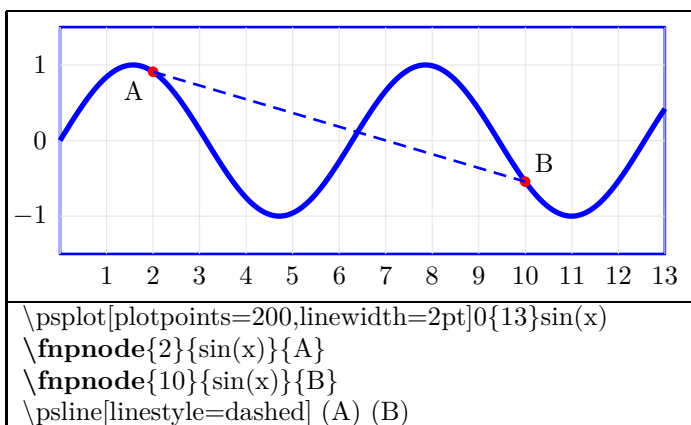
### 10.2.9 Relative position width AtoB



`\AtoB(B)(C){A}`

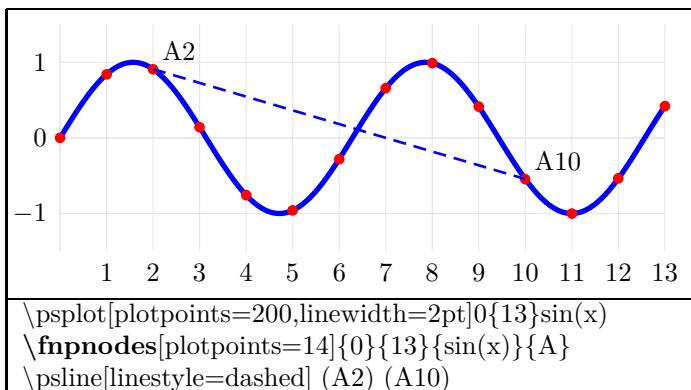
## 10.3 Node on a curve

### 10.3.1 Node on a curve with fnpnode

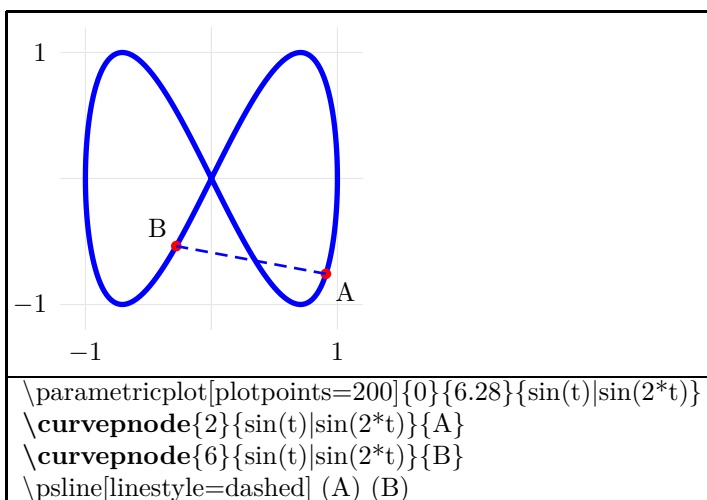


`\psplot[plotpoints=200,linewidth=2pt]0{13}\sin(x)`  
`\fnpnode{2}{\sin(x)}{A}`  
`\fnpnode{10}{\sin(x)}{B}`  
`\psline[linestyle=dashed] (A) (B)`

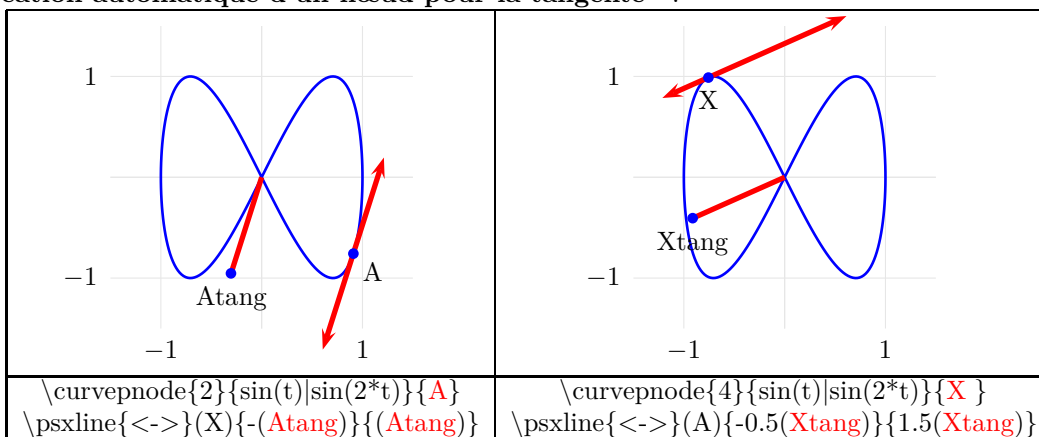
### 10.3.2 Nodes on a curve with fnodes



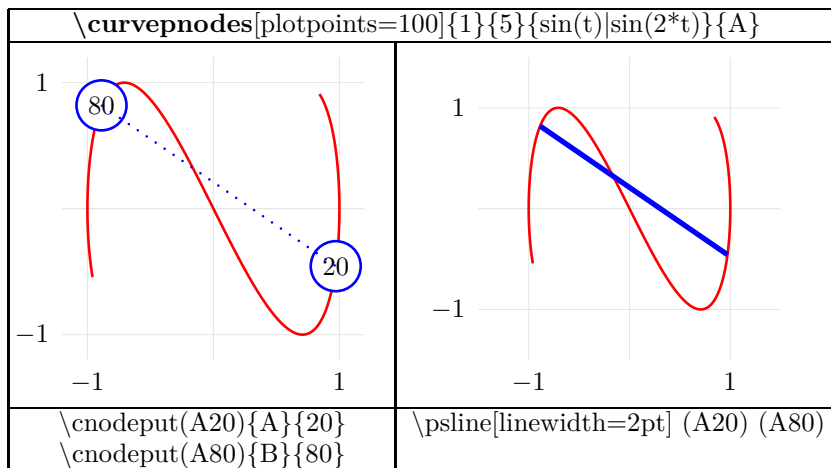
### 10.3.3 Node on a parametric curve with curvepnode



Création automatique d'un nœud pour la tangente :

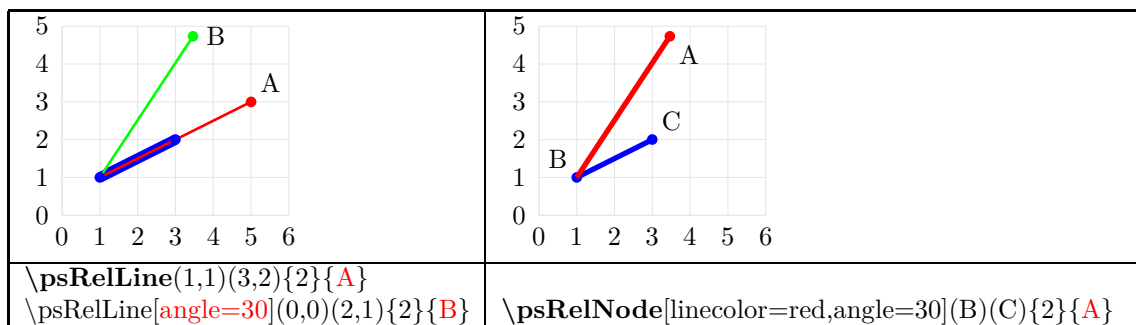


### 10.3.4 Nodes on a parametric curve with curvenodes

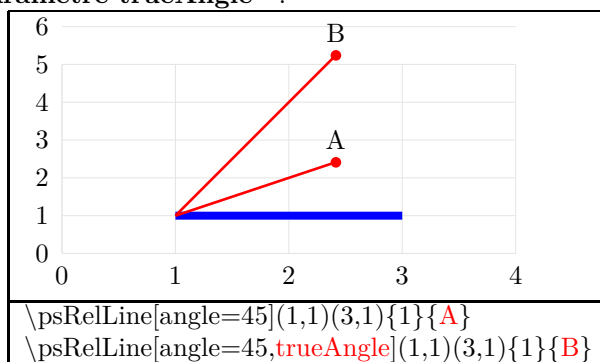


## 10.4 Relative line

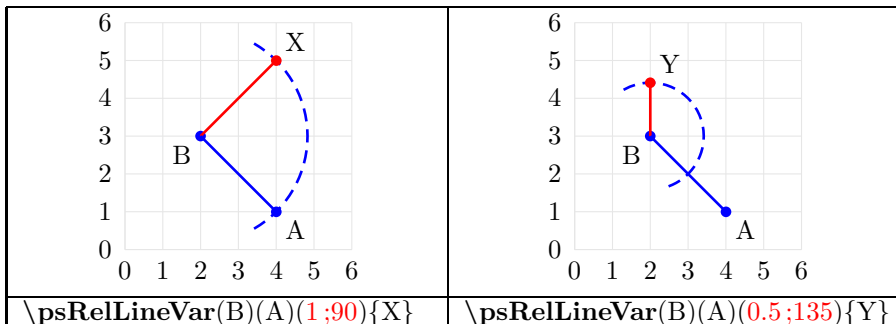
### 10.4.1 Relative line width psRelNode



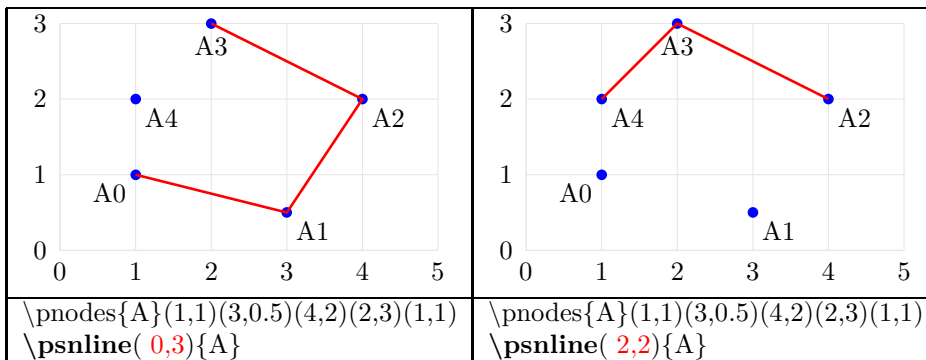
Paramètre trueAngle :



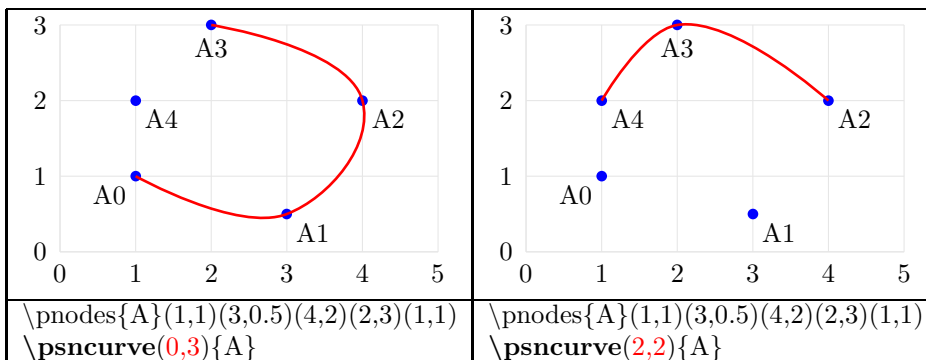
### 10.4.2 Relative line width psRelLineVar



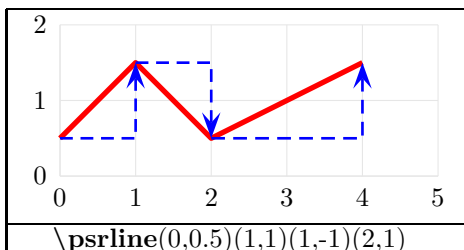
### 10.4.3 Line from several points width psnline



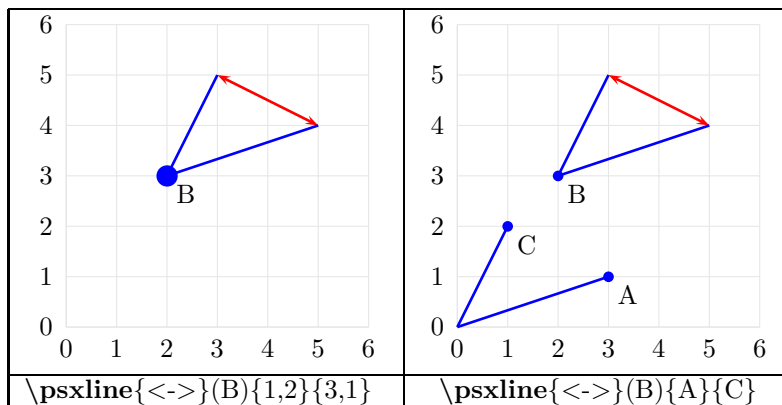
### 10.4.4 Curve from several points width psncurve



### 10.4.5 Line by successive step width psrline

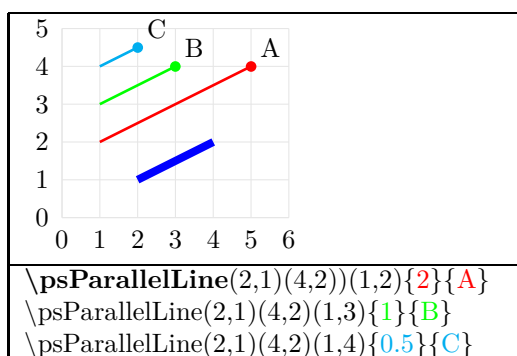


### 10.4.6 Lines relative at a point width psxline

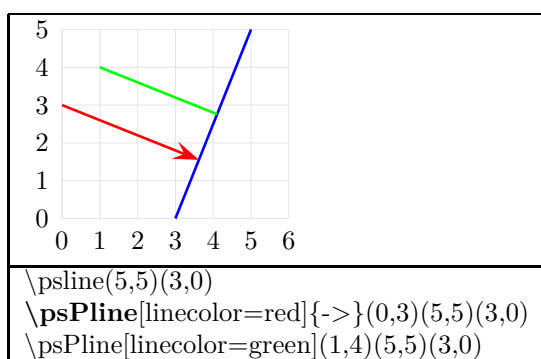


### 10.5 Parallel lines and their endpoint

Syntax :  $\backslash\text{psParallelLine}(\text{Point } 1)(\text{point } 2)(\text{point } 3)\{\text{length}\}\{\text{end name}\}$

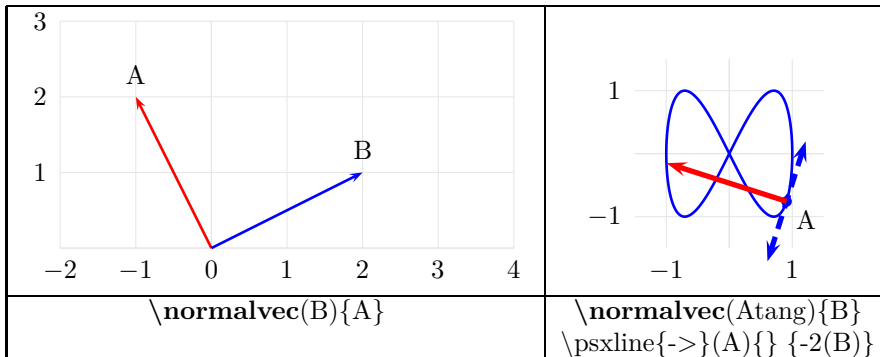


### 10.6 Perpendiculars to a lines



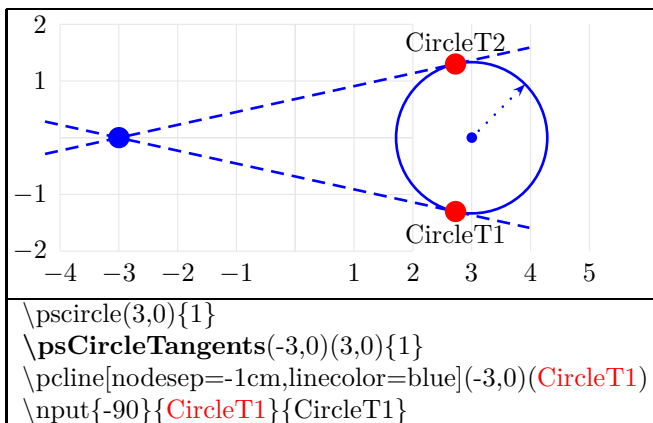


## 10.7 Vecteur normal

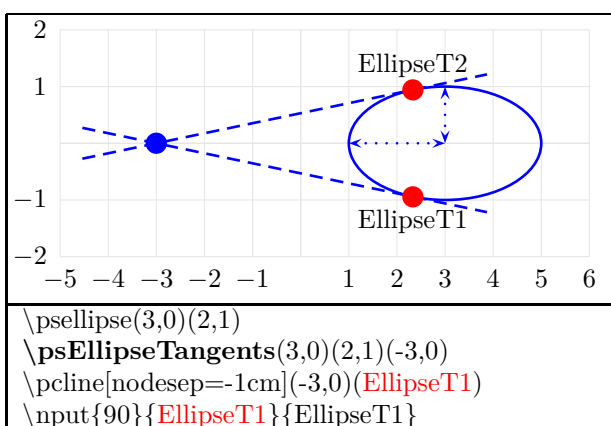


## 10.8 Tangents

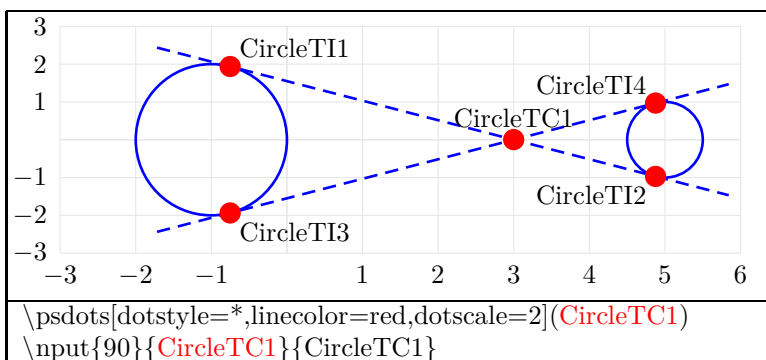
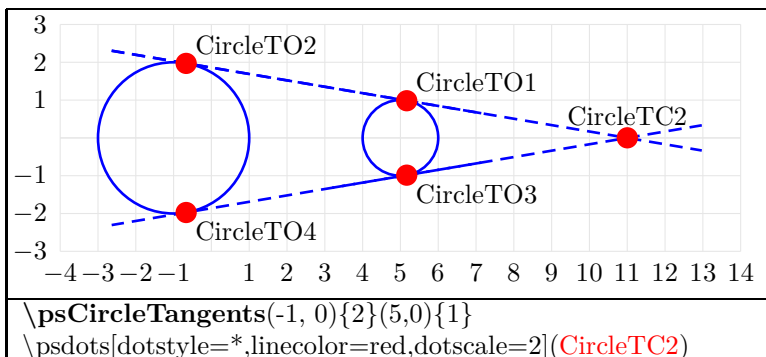
### 10.8.1 Tangent lines of a circle



### 10.8.2 Tangent lines of an ellipse



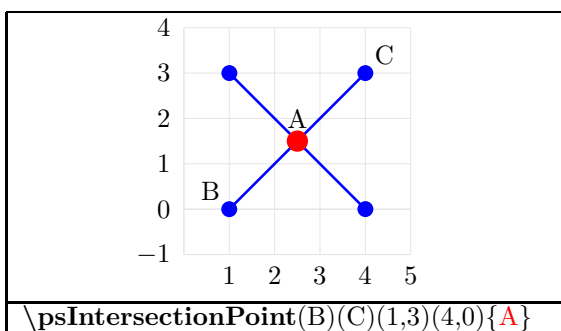
### 10.8.3 Tangent lines of circles



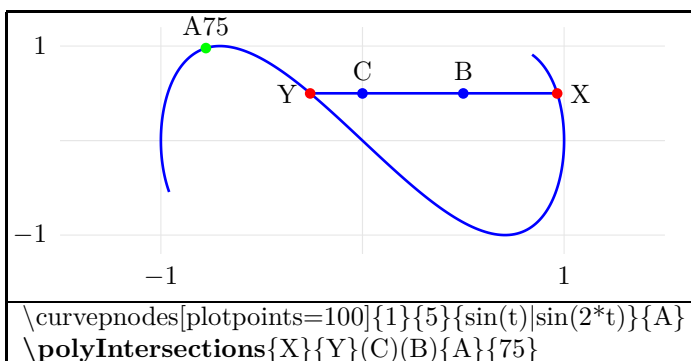
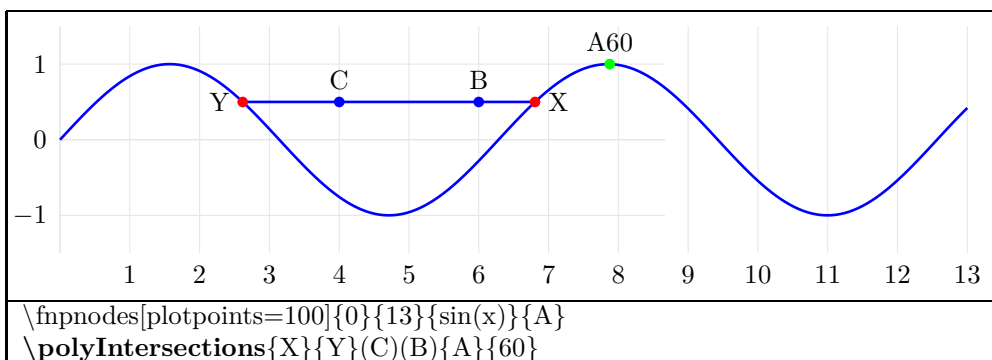
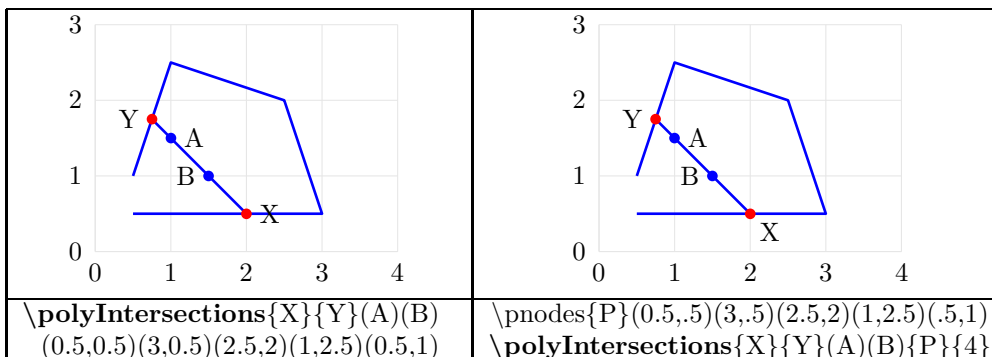
## 10.9 Intersections

### 10.9.1 Intersection point of two lines with `psIntersectionPoint`

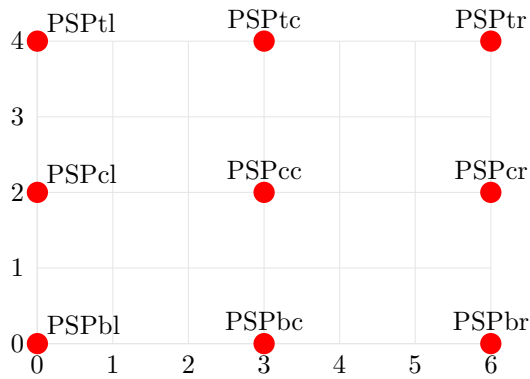
Syntax : `\psIntersectionPoint(point 1)(point 2)(point 3)(point 4){name}`



### 10.9.2 Intersection points with polyIntersections



## 10.10 The 9 positions with `\psDefPSPNodes`



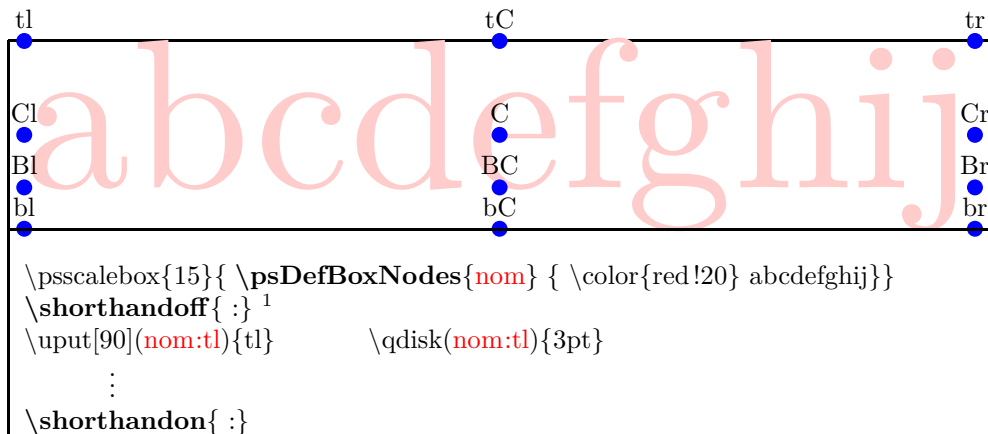

---

```

\beginpspicture(6,4)
\psDefPSPNodes
\psdots(PSPbl)
\uput[45](PSPbl){PSPbl}

```

## 10.11 Nodes on text with `\psDefBoxNodes`




---

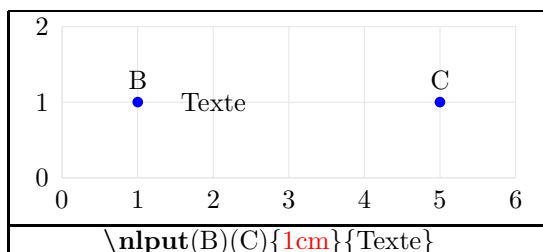
1. désactivation et ré-activation de « : » conflit entre ce module et Babel en français

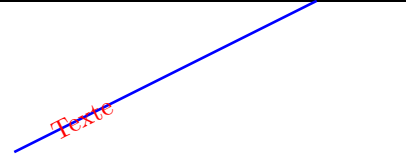
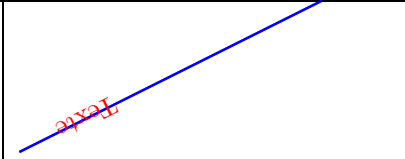
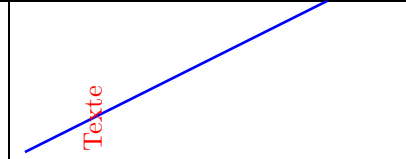
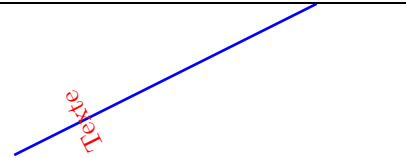
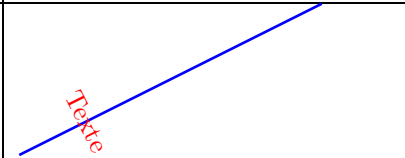
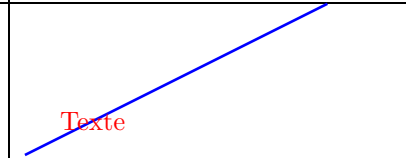
## 10.12 ArrowNotch

$\backslash\text{curvepnodes}[\text{plotpoints}=100]\{1\}\{1.1\}\{\sin(t) \sin(2*t)\}\{A\}$	
$\backslash\text{ArrowNotch}[\text{arrowscale}=10]\{A\}\{0\}\{>\}\{X\}$ $\backslash\text{psline}[\text{arrowscale}=5]\{-D>\}(X)(A0)$	$\backslash\text{ArrowNotch}[\text{arrowscale}=10]\{A\}\{0\}\{<\}\{V\}$ $\backslash\text{psline}[\text{arrowscale}=5]\{-D>\}(V)(A0)$
$\backslash\text{ArrowNotch}[\text{arrowscale}=10]\{A\}\{0\}\{>\}\{X\}$ $\backslash\text{psline}[\text{arrowscale}=5]\{-D>\}(X)(A0)$	$\backslash\text{ArrowNotch}[\text{arrowscale}=10]\{A\}\{0\}\{<\}\{V\}$ $\backslash\text{psline}[\text{arrowscale}=5]\{-D>\}(V)(A0)$

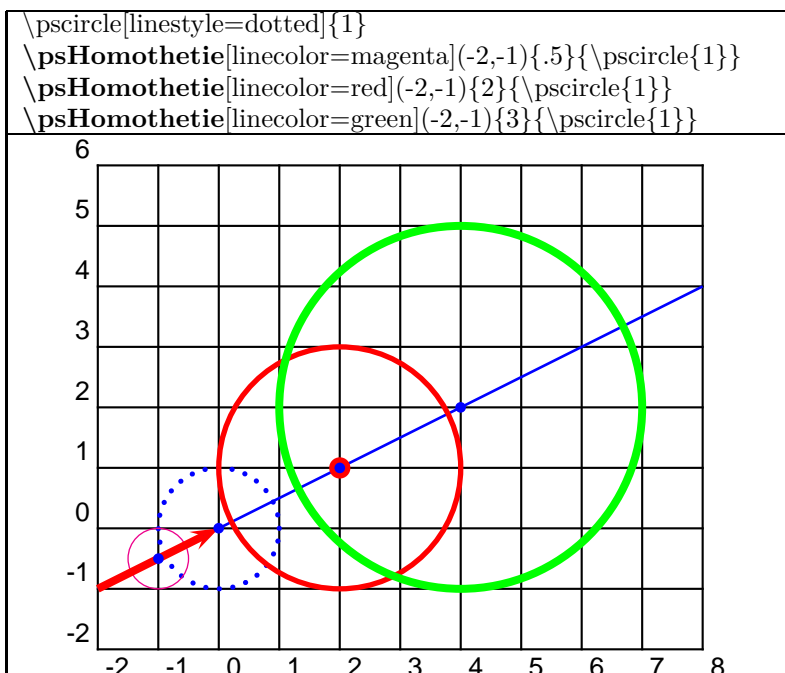
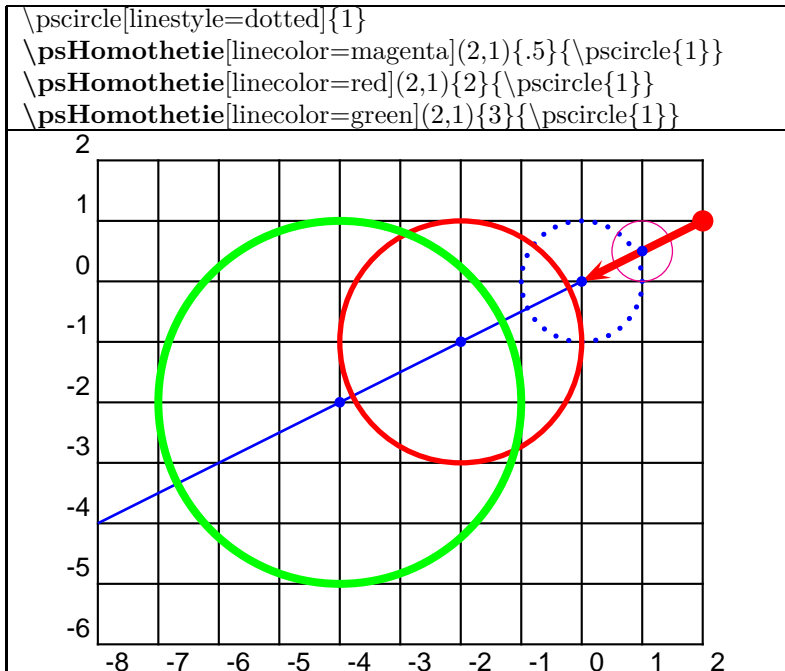
## 10.13 Placement d'une étiquette à une distance donnée avec nlput

### 10.14 nlput



<code>\nput[nrot=:U](B)(C){1cm}{\red Texte}</code>		
		
nrot=:U	nrot=:U	nrot=90
		
nrot=:L	nrot=:R	sans paramètre

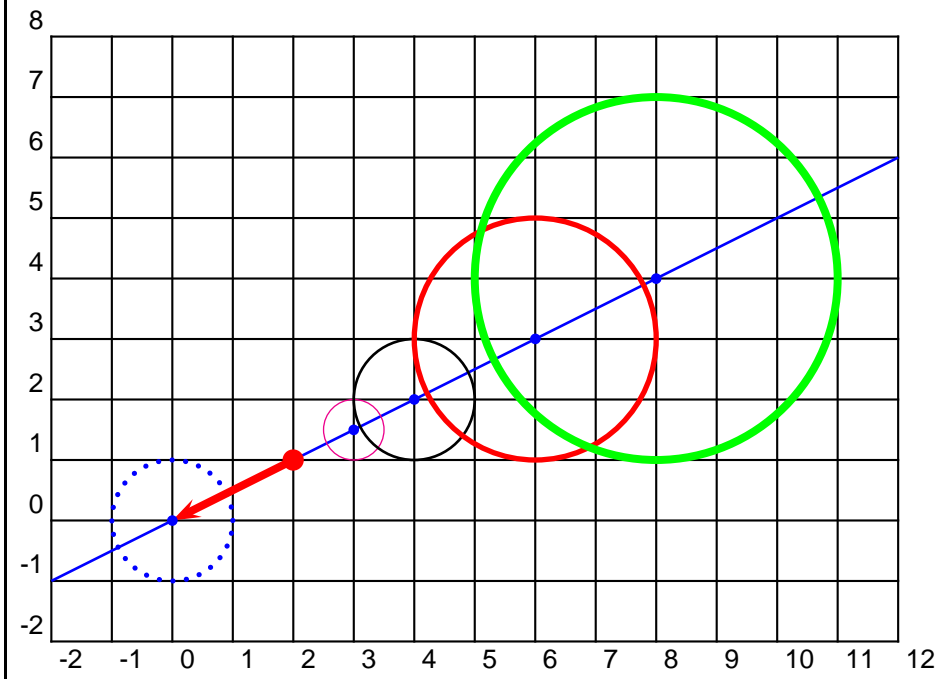
## 11 Homothety



```

\pscircle[linestyle=dotted]{1}
\psHomothetie[linecolor=magenta](2,1){-.5}{\pscircle{1}}
\psHomothetie[linecolor=black](2,1){-1}{\pscircle{1}}
\psHomothetie[linecolor=red](2,1){-2}{\pscircle{1}}
\psHomothetie[linecolor=green](2,1){-3}{\pscircle{1}}

```





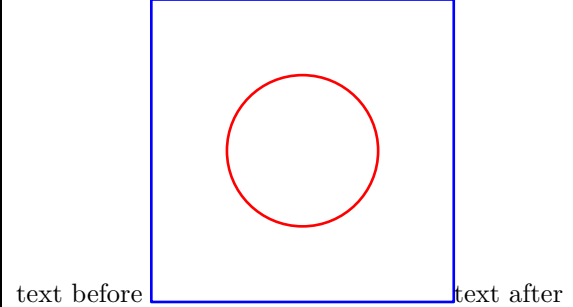
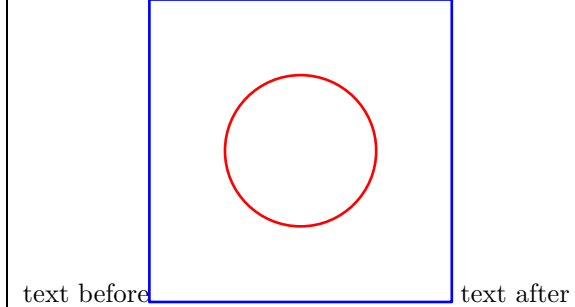
## 12 Placing the picture

### 12.1 In the text

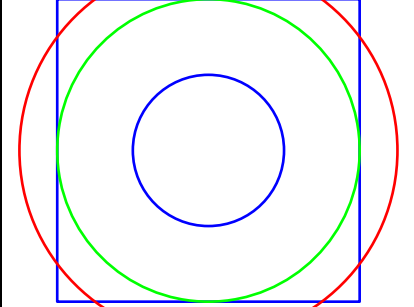
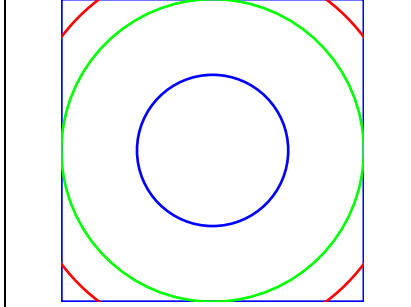
picture in the text here is the following code : `\psline[linecolor=red](0,0)(4,4)`  
`\psline[linecolor=blue](0,0)(4,2)` `\pscircle[linecolor=green]{2}`

The drawing is superimposed on the text, it has no dimension !

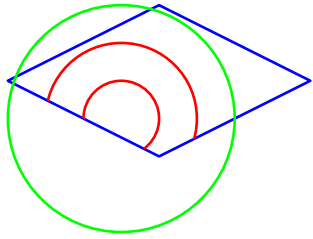
### 12.2 In a pspicture environment

2 syntaxes	
<pre>\pspicture(4,4) \psframe(4,4) \pscircle[linecolor=red](2,2){1cm} \endpspicture</pre>	<pre>\begin{pspicture}(4,4) \psframe(4,4) \pscircle[linecolor=red](2,2){1cm} \end{pspicture}</pre>
	





### 12.3 Clipping the picture

<pre>\begin{pspicture}(4,4) \pscircle[linecolor=red](2,2){2.5}</pre>	<pre>\begin{pspicture}*(4,4) \pscircle[linecolor=red](2,2){2.5}</pre>
	

## 12.4 Partial clipping

	<pre> \begin{pspicture}*(-2,-2)(3,2) \psclip {\psdiamond(.5,.5)(2,1)} \pscircle[linecolor=red]{.5} \pscircle[linecolor=red]{1} \endpsclip \pscircle[linecolor=green]{1.5} \end{pspicture} </pre>
---	--

## 12.5 Relative to the text line

before \begin{pspicture}[shift=*(1,1) \psframe(1,1) \end{pspicture} after			
<div style="display: flex; justify-content: space-between; width: 100%;"> <span>before</span>  <span>after</span> </div>	<div style="display: flex; justify-content: space-between; width: 100%;"> <span>before</span>  <span>after</span> </div>	<div style="display: flex; justify-content: space-between; width: 100%;"> <span>before</span>  <span>after</span> </div>	<div style="display: flex; justify-content: space-between; width: 100%;"> <span>before</span>  <span>after</span> </div>
By default	shift=*	shift=.5cm	shift=-.75cm

## 13 Placing objects

### 13.1 Macro rput

syntax : `\rput*[reference point]{rotation}(coordinates){contents}`

#### 13.1.1 Role of the asterisk<sup>4</sup>

<code>objet</code> <code>\rput(1,0){objet}</code>	<code>objet</code> <code>\rput*(1,0){objet}</code>
--	---

#### 13.1.2 Reference point

Horizontal			
l	left		<code>\rput*[l](1,0){objet}\qdisk(1,0){3pt}</code>
r	right		<code>\rput*[r](1,0){objet}\qdisk(1,0){3pt}</code>
vertical			
t	top		<code>\rput*[t](1,0){objet}\qdisk(1,0){3pt}</code>
b	bottom		<code>\rput*[b](1,0){objet}\qdisk(1,0){3pt}</code>
B	baseline		<code>\rput*[B](1,0){objet}\qdisk(1,0){3pt}</code>
horizontal and vertical			
rt	right and top		<code>\rput*[rt](1,0){objet}\qdisk(1,0){3pt}</code>

#### 13.1.3 Rotation angle of the object

<code>\rput*[t]{45}</code>	<code>\rput*[t]{90}</code>	<code>\rput*[b]{90}</code>	<code>\rput*[B]{90}</code>	<code>\rput*[l]{90}</code>	<code>\rput*[r]{90}</code>

#### 13.1.4 Rotation angle in cardinal points

top and east	top and west	top and north	top and south	left and east	right and east
<code>\rput*[t]{E}</code>	<code>\rput*[t]{W}</code>	<code>\rput*[t]{N}</code>	<code>\rput*[t]{S}</code>	<code>\rput*[l]{W}</code>	<code>\rput*[r]{W}</code>

4. Fillcolor=yellow and Reference point = blue disk

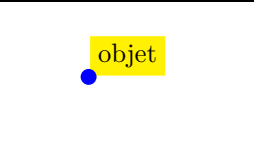
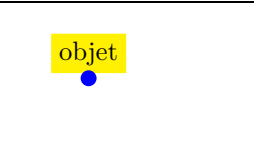
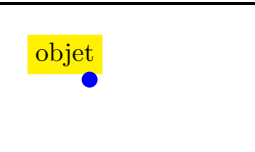
## 13.2 Macro uput

syntax : `\uput*{spacing}[Reference point]{rotation}(coordinates){content}`

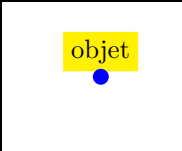
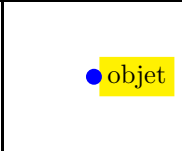
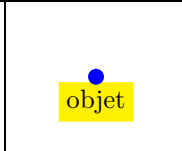
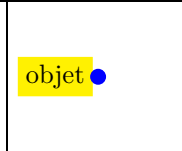
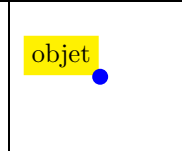
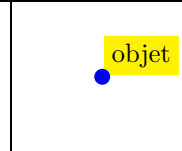
### 13.2.1 Role of the asterisk <sup>5</sup>

objet	objet
<code>\uput(1,0){objet}</code>	<code>\uput*(1,0){objet}</code>

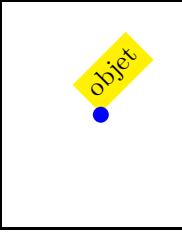
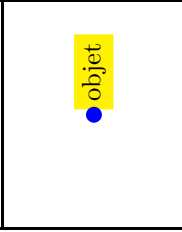
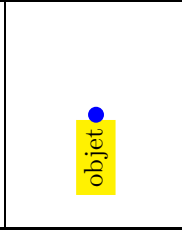
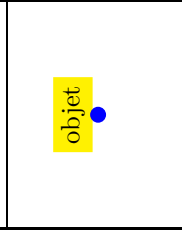
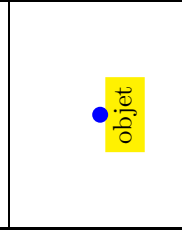
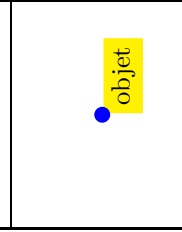
### 13.2.2 Reference point : angle

à 45°		<code>\uput*[45](1,0){objet}\qdisk(1,0){3pt}</code>
à 90°		<code>\uput*[90](1,0){objet}\qdisk(1,0){3pt}</code>
à 120°		<code>\uput*[120](1,0){objet}\qdisk(1,0){3pt}</code>

### 13.2.3 Reference point : letter

<code>\uput*[u]</code>	<code>\uput*[r]</code>	<code>\uput*[d]</code>	<code>\uput*[l]</code>	<code>\uput*[ul]</code>	<code>\uput*[ur]</code>
					

### 13.2.4 Rotation angle of the object

<code>\uput*[u]{45}</code>	<code>\uput*[u]{90}</code>	<code>\uput*[d]{90}</code>	<code>\uput*[l]{90}</code>	<code>\uput*[r]{90}</code>	<code>\uput*[ur]{90}</code>
					

5. Fillcolor=yellow and Reference point = blue disk

### 13.2.5 Spacing between object and reference point

By default : `labelsep= 0.5 pt`

Example :

```

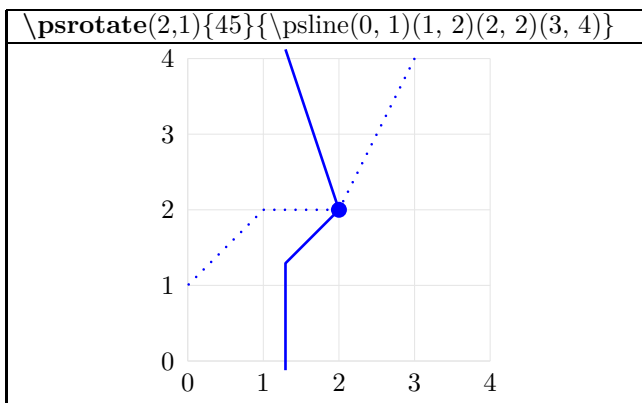
\psset{labelsep=1cm }           % new default spacing
\uput(1,0){ à 1cm }           % use of the new default spacing
\uput {3cm}(1,0){à 3cm}       % spacing = 3cm
\uput{3cm}[-30](1,0){à 3cm et à -30°} % spacing = 3cm angle= -30°
\qdisk(1,0){3pt}              %Reference point

```

●      à 1cm      à 3cm

à 3cm et à -30°

### 13.3 Macro psrotate









## 14 Creating color

Utilisation of the package `xcolor` (automatically loaded with the package `pstricks`)









### 14.1 Macro `newgray`

syntax : `\newgray{color}{pourcentage}`

<code>\newgray{G00}{0}</code>		<code>\psframe[fillcolor=G00](1,1)</code>			
<code>{0}</code>	<code>{.2}</code>	<code>{.4}</code>	<code>{.6}</code>	<code>{.8}</code>	<code>{1}</code>
					









### 14.2 Macro `newrgbcolor`

syntax : `\newrgbcolor{color}{%red %green %blue}` :

<code>\newrgbcolor{C1}{1 0 0}</code>		<code>\psframe[fillcolor=C1](1,1)</code>					
<code>{1 0 0}</code>	<code>{0 1 0}</code>	<code>{0 0 1}</code>	<code>{0 0 .5}</code>	<code>{.5 .5 0}</code>	<code>{0 .5 .5}</code>	<code>{.2 .5 .8}</code>	<code>{.8 .5 .8}</code>
							









### 14.3 Macro `newhsbcolor`

syntax `\newhsbcolor{color}{hue saturation brightness}`

<code>\newhsbcolor{C1}{0 .5 .5}</code>		<code>\psframe[fillcolor=C1](1,1)</code>					
<code>{0 .5 .5}</code>	<code>{.5 .5 .5}</code>	<code>{1 .5 .5}</code>	<code>{.5 0 .5}</code>	<code>{.5 1 .5}</code>	<code>{.5 .5 0}</code>	<code>{.5 .5 .8}</code>	<code>{.5 .5 1}</code>
							

### 14.4 Macro `newcmykcolor`

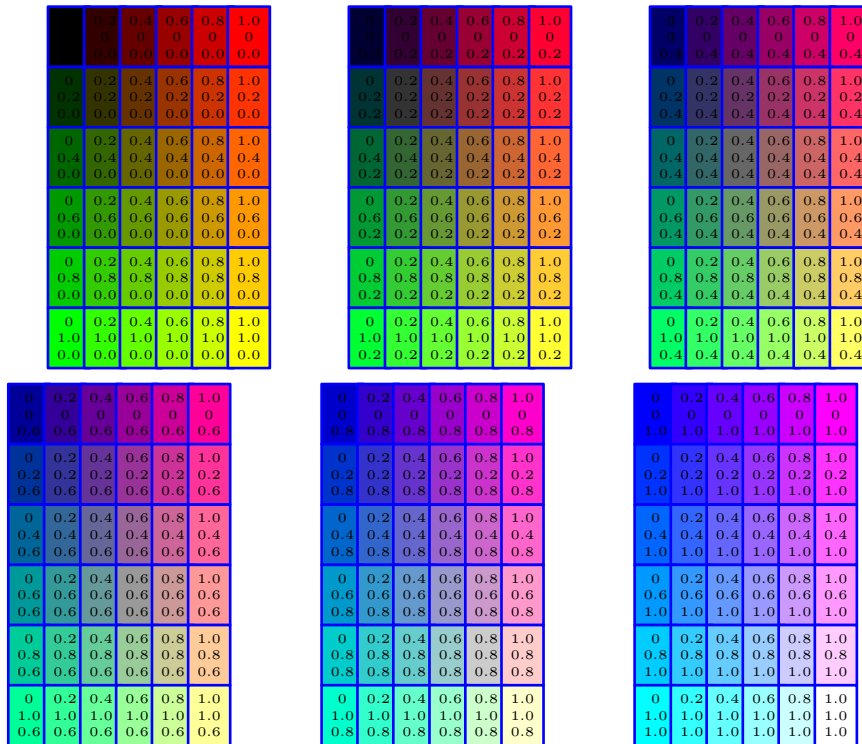
syntax `\newcmykcolor{color}{cyan magenta yellow black}`

<code>\newcmykcolor{C1}{1 0 0 0}</code>		<code>\psframe[fillcolor=C1](1,1)</code>					
<code>{1 0 0 0}</code>	<code>{0 1 0 0}</code>	<code>{0 0 1 0}</code>	<code>{.5 .5 0 0}</code>	<code>{0 .5 .5 0}</code>	<code>{.5 .5 0.5 0}</code>	<code>{1 0 0 .2}</code>	<code>{1 0 0 .8}</code>
							

## 14.5 Tables of colors

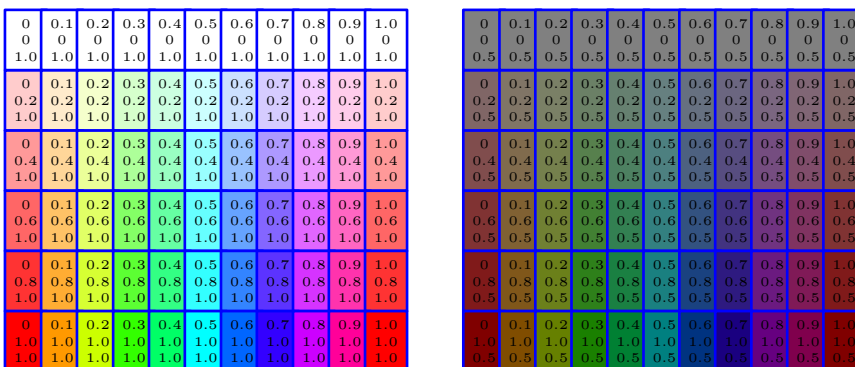
### 14.5.1 Macro newrgbcolor

red
green
blue



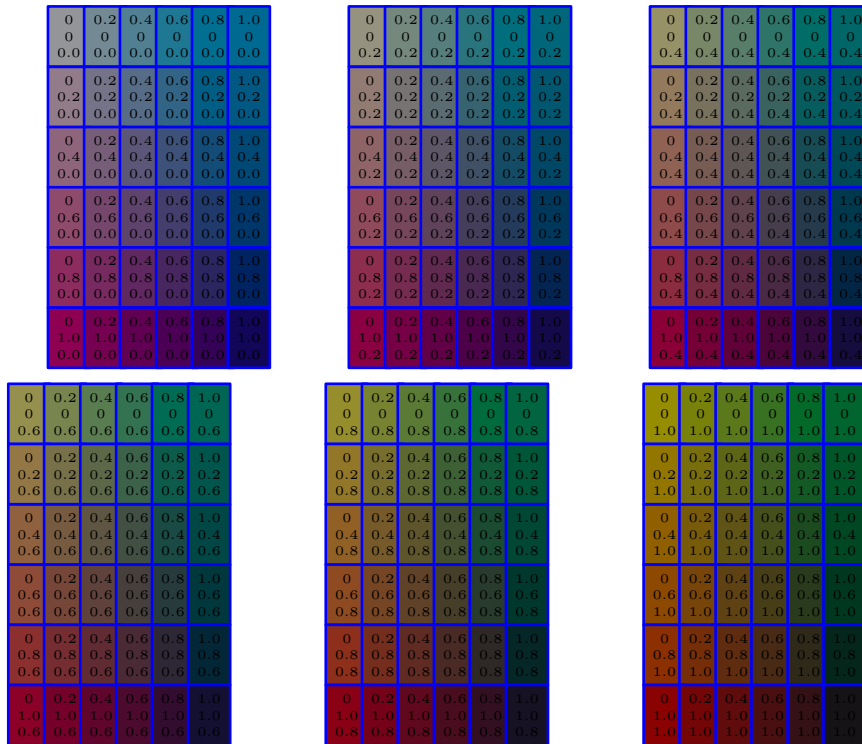
### 14.6 Macro newhsbcolor

hue
saturation
brightness

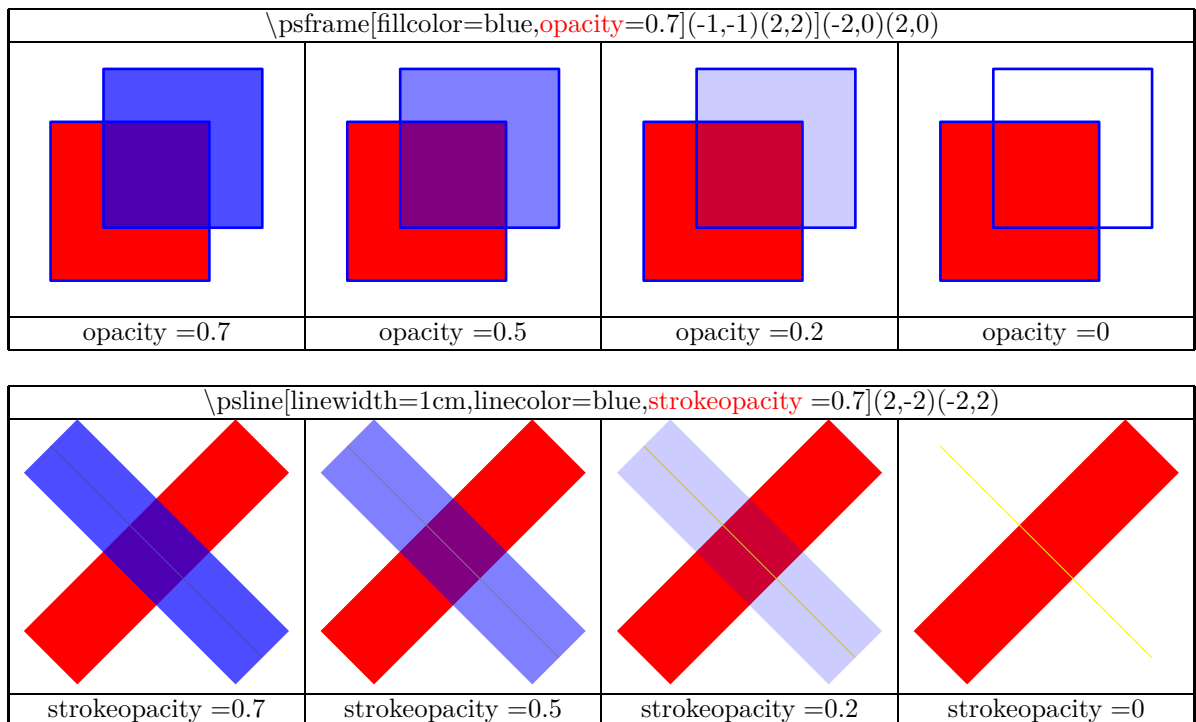








## 14.8 Opacity



## 14.9 Transparency




`blendmode` (By default : `blendmode=0`)




<code>\psset{blendmode=1}</code> ( type /Compatible)	<code>\psset{blendmode=2}</code> (type /Screen )	<code>\psset{blendmode=3}</code> (type /Multiply)	<code>\psset{blendmode=0}</code> (type /Normal)
<code>\psframe[fillcolor=red,fillstyle=shape](-2,-2)(1,1) \psframe[fillcolor=blue,fillstyle=shape](-1,-1)(2,2)</code>			

`shapealpha` (By default : `shapealpha=0.6`)

	<code>\psset{blendmode=1}</code>	<code>\psset{blendmode=2}</code>	<code>\psset{blendmode=3}</code>	<code>\psset{blendmode=0}</code>
<code>shapealpha=0</code>				
<code>shapealpha=0.3</code>				
<code>shapealpha=1</code>				
<code>\psframe[fillcolor=blue,fillstyle=shape,shapealpha=1](-1,-1)(2,2)</code>				

## 14.10 Monochrome, Grayscale & resetColor

<code>\pssetMonochrome</code> <code>\psframe[fillstyle=solid,fillcolor=red](2,1)</code> <code>\psframe[fillstyle=solid,fillcolor=blue](2,0)(4,1)</code> <code>\psframe[fillstyle=solid,fillcolor=yellow](4,0)(6,1)</code> <code>\psframe[fillstyle=solid,fillcolor=green](6,0)(8,1)</code>	
<code>\pssetMonochrome</code>	
<code>\pssetGrayscale</code>	
<code>\psresetColor</code>	

<code>\pssetMonochrome</code> <code>\psframe[fillstyle=solid,fillcolor=blue!20](2,1)</code> <code>\psframe[fillstyle=solid,fillcolor=blue!40](2,0)(4,1)</code> <code>\psframe[fillstyle=solid,fillcolor=blue!60](4,0)(6,1)</code> <code>\psframe[fillstyle=solid,fillcolor=blue!80](6,0)(8,1)</code>	
<code>\pssetMonochrome</code>	
<code>\pssetGrayscale</code>	
<code>\psresetColor</code>	

## 15 Own commands

Warning : the creation of the command must be placed before `\begin{document}` !

syntax : `\newcommand{\name}[ number of variables]{Description}`

**Example : command with one variable :**

*Creation*

```
\newcommand
{\maboite}[1]{
\begin{center}
\psframebox[fillcolor=yellow,fillstyle=solid]{
\parbox{.5\linewidth }
{\centering
#1} }\end{center}
}
```

% command named « maboite » with one variable  
% centering the box  
% a yellow text box  
% use of \parbox to set the width of the box  
% centering the text in the box  
% #1 will be replaced by the variable


*Utilisation :* `\maboite{contenu}`

contenu

**Example : command without variable :**

*creation*

```
\newcommand{\DFR}\psset{unit=.25cm,fillstyle=solid,linewidth=0pt} \begin{pspicture*}(3,1.5)
\psframe[fillcolor=blue](1,1.5) \psframe[fillcolor=white](1,0)(2,1.5)\psframe[fillcolor=red](2,0)(3,1.5)
\end{pspicture*}
```

*Utilisation :* `\DFR` 

## 16 Own styles

syntax : `\newpsstyle{name}{parameters}`

Example :

*Definition of the new style :*

```
\newpsstyle{mafleche}{arrowsize=4pt 6,arrowlength=2,doubleline=true,linewidth=1pt}
```

*Using the new style :* `\psline[style=mafleche]{->}(0,0)(3,0)`

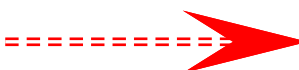


**Adding or changing a parameter style [14]**

```
\addtopsstyle{mafleche}{linecolor=red}
```



```
\addtopsstyle{mafleche}{linestyle=dashed}
```




## 17 Own objects















syntaxe : `\newpsobject{name}{object}{paramètres}` :

Example :

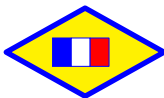
`\newpsobject{maboite}{psframebox}{fillstyle=solid,fillcolor=yellow,linewidth=2pt,linecolor=red}`

`\maboite{my custom box}` 



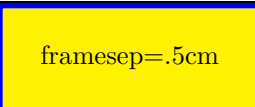
## 18 Boxed objects

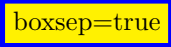
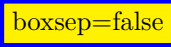
<code>\psframebox*{objet}</code>		
	without asterisk	with asterisk
<code>\psframebox*</code>		
<code>\psdblframebox*</code>		
<code>\psshadowbox*</code>		
<code>\pscirclebox*</code>		
<code>\psovalbox*</code>		
<code>\psdiabox*</code>		
<code>\pstribox*</code>		

Example : `\psdiabox{\DFR}`



### 18.1 Options

<code>\psframebox framesep=.5cm]{framesep=.5cm}</code>		
		
By default : framesep=3pt	framesep=0cm	framesep=.5cm

<code>boxsep</code> By default : true (Apply only to <code>\psframebox</code> , <code>\pscirclebox</code> and <code>\psovalbox</code> )			
text before		text between 	text after

Option <code>trimode</code> only for <code>\pstribox</code>		
	without asterisk	with asterisk
<code>\pstribox*[trimode=U]</code>		
<code>\pstribox*[trimode=D]</code>		
<code>\pstribox*[trimode=R]</code>		
<code>\pstribox*[trimode=L]</code>		

<code>\psframebox{\parbox[1]{3cm}{use of <code>\parbox</code> to limit the width of the framebox}}</code>
use of <code>\parbox</code> to limit the width of the framebox

## 19 Framed objects

### 19.1 Text in a frame

<code>\psTextFrame(0,0)(4,2){text}</code>	<code>\psTextFrame*[linecolor=yellow](0,0)(4,2){text}</code>

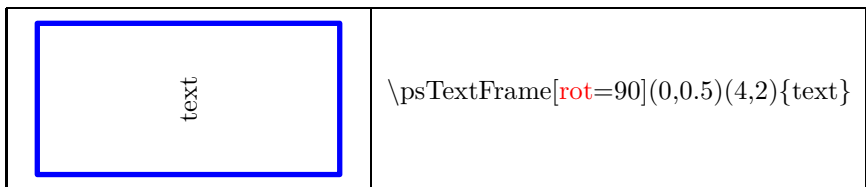
#### 19.1.1 Problem : text too long for the frame

<code>\psTextFrame(0,0)(4,1){Problem : text too long for the frame}</code>
Problem : text too long for the frame

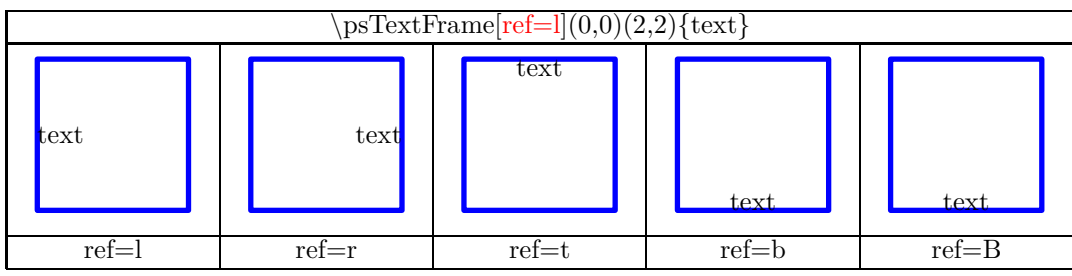
#### Solutions

<code>\psTextFrame(0,0)(4,2){ <code>\parbox{3.5cm}{ text too long for the frame : Problem solved }}</code></code>	<code>\psTextFrame(0,0)(4,2){ <code>\begin{minipage}[c]{3.5cm}</code> text too long for the frame : Problem solved <code>\end{minipage}</code>}</code>

### 19.1.2 Text rotation in the frame



### 19.1.3 Position of the text in the frame




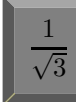


## 20 Buttoned objects





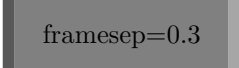
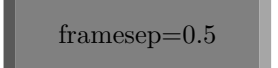

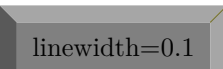
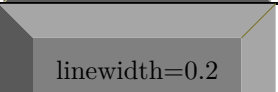
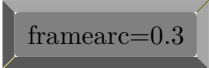
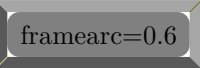

Package « `pst-fr3d` »

syntax : `\PstFrameBoxThreeD[paramètres]{Content}`

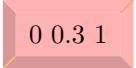
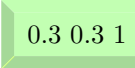
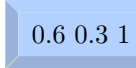





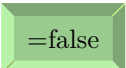
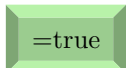
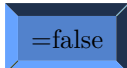
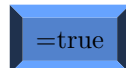
### 20.1 Without option

	
<code>\PstFrameBoxThreeD{Button}</code>	<code>\PstFrameBoxThreeD{\shortstack{Un!\Deux!\Trois!}}</code>
	
<code>\PstFrameBoxThreeD{\DFR}</code>	<code>\PstFrameBoxThreeD{\\$ \dfrac{1}{\sqrt{3}} \\$}</code>

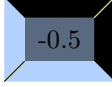




### 20.2 Sizing

<code>doublesep</code>			
<code>framesep</code>			
<code>linewidth</code>			
<code>framearc</code>			

### 20.3 Aspect

<code>\PstFrameBoxThreeD[FrameBoxThreeDColorHSB = 0 0.3 1]{0 0.3 1}</code>				
<code>FrameBoxThreeDColorHSB</code>				
<code>FrameBoxThreeDOn=true/false</code>				
<code>FrameBoxThreeDOpposite=true/false</code>				



<code>FrameBoxThreeDBrightnessDistance</code>	 -0.5 mini	 -0.2	 0 nul	 défaut défaut	 0.5 maxi
---	--	---	--	--	---




## 21 Canceling objects

<del>Objet</del>	<del><math>\frac{1}{2}</math></del>
<code>\psCancel{Objet}</code>	<code>\psCancel{\dfrac{1}{2}}</code>
<b>Objet</b>	Objet
<code>\psCancel*{Objet}</code>	<code>\psCancel*[opacity=0.5]{Objet}</code>





















<code>\psCancel[<b>cancelType=x</b>]{Objet}</code>		
<del>Objet</del>	<del>Objet</del>	<del>Objet</del>
<code>[cancelType=x]</code>	<code>[cancelType=s]</code>	<code>[cancelType=b]</code>

## 22 Lines and special connections

### 22.1 Line by hand

\pslineByHand(0,0)(4,0)		
		
By default	<code>varsteptol=5</code> By default : 2	<code>VarStepEpsilon=.4</code> By default : .8

## 22.2 Symbol on the line

	
<code>\psline[ArrowInside=-&gt;](0.5,0)(5,0)</code>	<code>\psline[ArrowInside=-&lt;](0.5,0)(5,0)</code>
	
<code>\psline[ArrowInside=-»](0.5,0)(5,0)</code>	<code>\psline[ArrowInside=-«](0.5,0)(5,0)</code>
	
<code>\psline[ArrowInside=- ](0.5,0)(5,0)</code>	<code>\psline[ArrowInside=-*](0.5,0)(5,0)</code>
	
<code>\psline[ArrowInside=-[]](0.5,0)(5,0)</code>	<code>\psline[ArrowInside=-()](0.5,0)(5,0)</code>
	
<code>\psline[ArrowInside=-o](0.5,0)(5,0)</code>	<code>\psline[ArrowInside=-*](0.5,0)(5,0)</code>
	
<code>\psline[ArrowInside=-&gt; ](0.5,0)(5,0)</code>	<code>\psline[ArrowInside=-&lt; ](0.5,0)(5,0)</code>
	
<code>\psline[ArrowInside=-h](0.5,0)(5,0)</code>	<code>\psline[ArrowInside=-H](0.5,0)(5,0)</code>
	
<code>\psline[ArrowInside=-v](0.5,0)(5,0)</code>	<code>\psline[ArrowInside=-V](0.5,0)(5,0)</code>
	
<code>\psline[ArrowInside=-f](0.5,0)(5,0)</code>	<code>\psline[ArrowInside=-F](0.5,0)(5,0)</code>
	
<code>\psline[ArrowInside=-t](0.5,0)(5,0)</code>	<code>\psline[ArrowInside=-T](0.5,0)(5,0)</code>

more option <sup>1</sup>	
<code>ArrowInsidePos=.3</code> (soit à 30%)	<code>ArrowInsidePos=20</code> (soit à 20 pt)
<code>ArrowInsideNo=5,ArrowInside=-&gt;</code>	<code>ArrowInsideNo=3,ArrowInside=-t</code>
<code>ArrowInsideOffset=0.1</code>	<code>ArrowInsideOffset=-0.2</code>

## 22.3 Drawing with symbols

6

<code>\psline[linestyle=symbol](-2,0)(2,0)</code>			
By default	<code>symbolStep=.5</code> By default : 20pt	<code>symbolWidth=.5cm</code> By default : 10pt	<code>rotateSymbol=true</code> By default : false

<code>\pscurve[linestyle=symbol,symbolFont=PSTricksDotFont](-2,1)(0,-1)(2,1.5)</code>			
By default	<code>symbolWidth=1cm</code> By default : 10pt	<code>rotateSymbol=true</code> By default : false	<code>rotateSymbol=true</code> <code>startAngle=45</code>

symbolFont=Dingbats ( By default)		symbolFont=PSTricksDotFont	
<code>symbol=u</code>	<code>symbol=120</code>	<code>symbol=u</code>	<code>symbol=120</code>

1. for other parameters see page 19

6. valable seulement pour `\psline`, `\pspolygon`, `\pscurve` `\psccurve` et `\psbezier`

### 22.3.1 Symbols available with the keyboard

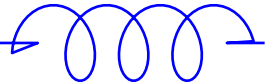

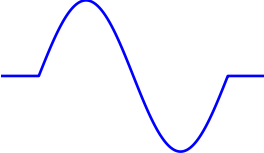

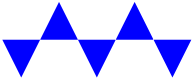
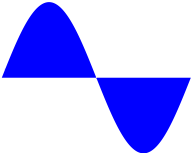
symbolFont=Dingbats ( By default)						
A : ☆ ☆	B : ✚ ✚	C : ✚ ✚	D : ✚ ✚	E : ✚ ✚	F : ✚ ✚	G : ✚ ✚
H : ★ ★	I : ☆ ☆	J : ⦿ ⦿	K : ☆ ☆	L : ☆ ☆	M : ☆ ☆	N : ☆ ☆
O : ☆ ☆	P : ☆ ☆	Q : ✚ ✚	R : ✚ ✚	S : ✚ ✚	T : ✚ ✚	U : ✚ ✚
V : ✚ ✚	W : ✚ ✚	X : ✚ ✚	Y : ✚ ✚	Z : ✚ ✚	1 : ∞ ∞	2 : ✚ ✚
3 : ✓ ✓	4 : ✓ ✓	5 : ✚ ✚	6 : ✚ ✚	7 : ✚ ✚	8 : ✚ ✚	9 : ✚ ✚
a : ✚ ✚	b : ✚ ✚	c : ✚ ✚	d : ✚ ✚	e : ✚ ✚	f : ✚ ✚	g : ✚ ✚
h : ✚ ✚	i : ✚ ✚	j : ✚ ✚	k : ✚ ✚	l : ● ●	m : ○ ○	n : ■ ■
o : □ □	p : □ □	q : □ □	r : □ □	s : ▲ ▲	t : ▼ ▼	u : ◆ ◆
v : ✚ ✚	w : ◐ ◐	x :	y :	z : ■ ■	+ : ✚ ✚	- : ✚ ✚
* : ✚ ✚	' : ☺ ☺	> : † †	< : ✚ ✚	0 : ✚ ✚	/ : ✚ ✚	. : ✚ ✚

symbolFont=PSTricksDotFont						
A : ✚ ✚	B :	C : ○ ○	D : ◇ ◇	E : ⊗ ⊗	F : ○ ○	G : ● ●
H : ○ ○	I :	J : ✚ ✚	K : ✚ ✚	L :	M : ⊕ ⊕	N : ⊗ ⊗
O :	P : ◐ ◐	Q :	R :	S : □ □	T : △ △	U :
V :	W :	X : ✚ ✚	Y :	Z :	1 :	2 :
3 :	4 :	5 :	6 :	7 :	8 :	9 :
a : ✚ ✚	b : ● ●	c : ○ ○	d : ◇ ◇	e : ⊕ ⊕	f : ○ ○	g : ● ●
h : ○ ○	i :	j :	k : ✚ ✚	l : ◆ ◆	m : ⊕ ⊕	n : ⊗ ⊗
o :	p : ◐ ◐	q : ● ●	r : ■ ■	s : □ □	t : △ △	u : ▲ ▲
v :	w :	x : ✚ ✚	y :	z :	+	- :
* :	' :	> :	< :	0 :	/ :	. :



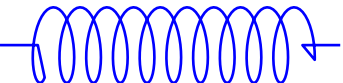

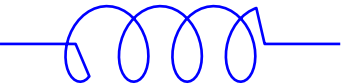

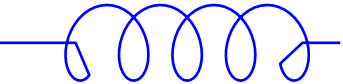

## 22.4 Coils

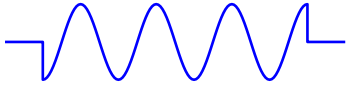
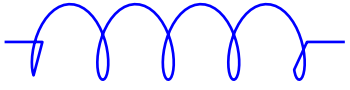
Package `pst-coil`

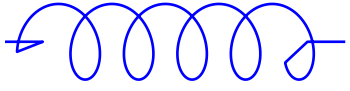
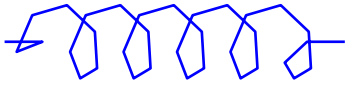
### 22.4.1 The 3 types of coils



		
<code>\pscoil(0.5,0)(4,0)</code>	<code>\pszigzag(0.5,0)(4,0)</code>	<code>\pssin(0.5,0)(4,0)</code>
		
<code>\pscoil*(0.5,0)(4,0)</code>	<code>\pszigzag*(0.5,0)(4,0)</code>	<code>\pssin*(0.5,0)(4,0)</code>

### 22.4.2 Parameters of coils

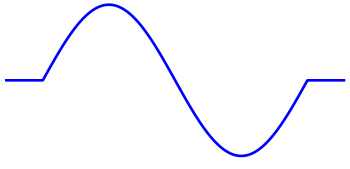
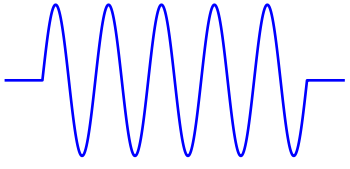
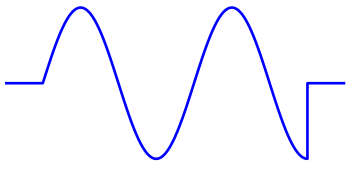
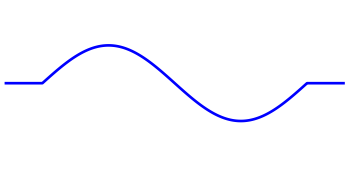

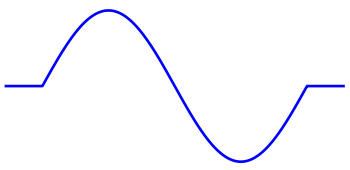
	
<code>\pscoil[coilwidth=0.5cm](0.5,0)(5,0)</code>	<code>\pszigzag[coilwidth=0.5cm](0.5,0)(5,0)</code>
By default : 1cm	
	
<code>\pscoil[coilheight=0.5](0.5,0)(5,0)</code>	<code>\pszigzag[coilheight0.5](0.5,0)(5,0)</code>
By default : 1	
	
<code>\pscoil[coilarm=1](0.5,0)(5,0)</code>	<code>\pszigzag[coilarm=1](0.5,0)(5,0)</code>
	
<code>\pscoil[coilarmA=1](0.5,0)(5,0)</code>	<code>\pszigzag[coilarmB=1](0.5,0)(5,0)</code>
By default : 0.5cm	

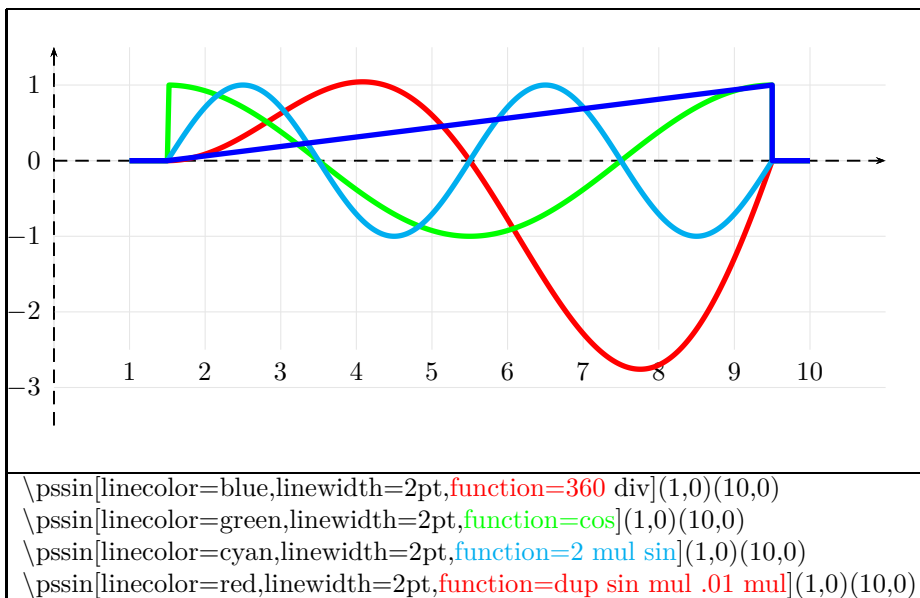
	
<code>\pscoil[coilaspect=0](0.5,0)(5,0)</code>	<code>\pscoil[coilaspect=30](0.5,0)(5,0)</code>
By default : 45	

	
<code>\pscoil[coilinc=1](0.5,0)(5,0)</code>	<code>\pscoil[coilinc=30](0.5,0)(5,0)</code>
By default : 10	

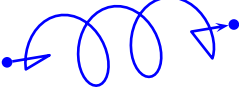

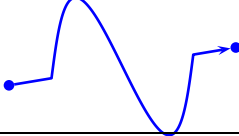
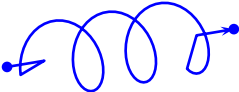

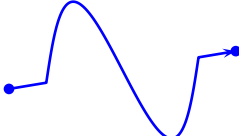


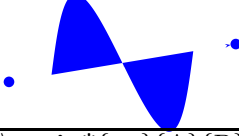
	
<code>\pszigzag[bow=1cm](0.5,0)(5,0)</code>	<code>\pszigzag[bow=-1cm](0.5,0)(5,0)</code>
By default : 0	



	
<code>\pssin(0.5,0)(5,0)</code>	<code>\pssin[periods=5](0.5,0)(5,0)</code>
	
<code>\pssin[periods=2cm](0.5,0)(5,0)</code>	<code>\pssin[amplitude=0.5](0.5,0)(5,0)</code>
	
<code>\pssin[ppoints=5](0.5,0)(5,0)</code>	<code>\pssin[ppoints=2000](0.5,0)(5,0)</code>
By default : periods = 1 , amplitude = 1 , ppoints= 360	

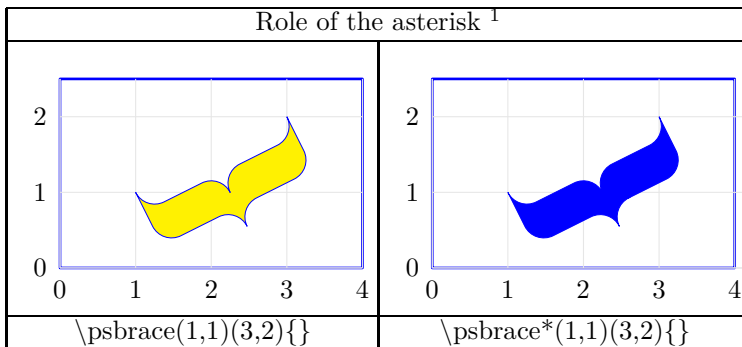
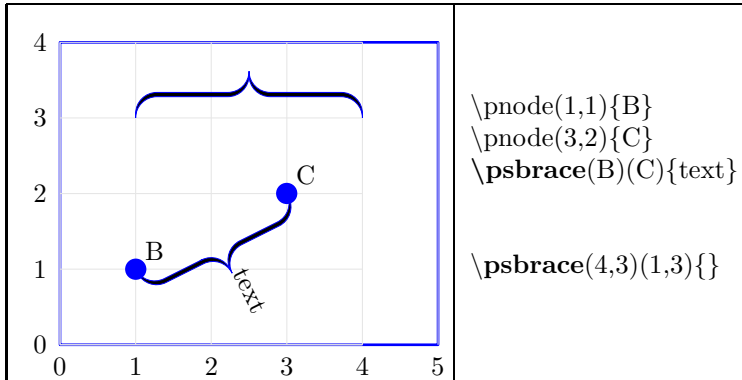


### 22.4.3 Connecting nodes with coils

$\dotnode[dotstyle=*](.5,-.5)\{A\} \dotnode[dotstyle=*](3.5,0)\{B\}$		
		
$\backslash nccoil\{->\}\{A\}\{B\}$	$\backslash nczigzag\{->\}\{A\}\{B\}$	$\backslash ncsin\{->\}\{A\}\{B\}$
		
$\backslash pccoil\{->\}(A)(B)$	$\backslash pczigzag\{->\}(A)(B)$	$\backslash pcsin\{->\}(A)(B)$
		
$\backslash nccoil^*\{->\}\{A\}\{B\}$	$\backslash nczigzag^*\{->\}\{A\}\{B\}$	$\backslash ncsin^*\{->\}\{A\}\{B\}$

## 22.5 Braces

### 22.5.1 Braces in pspicture



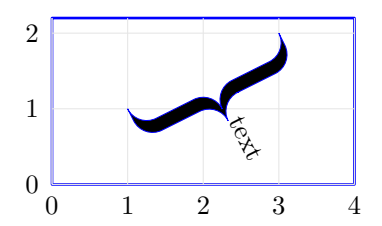
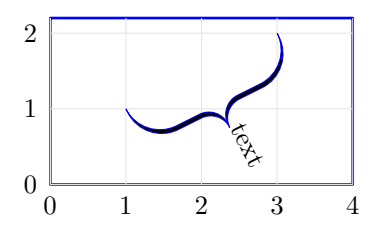
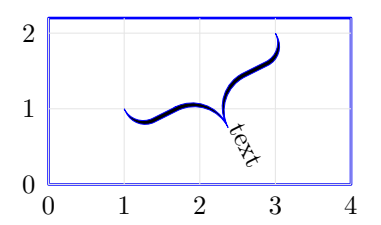
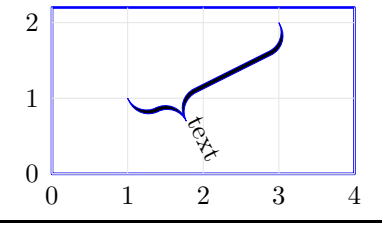
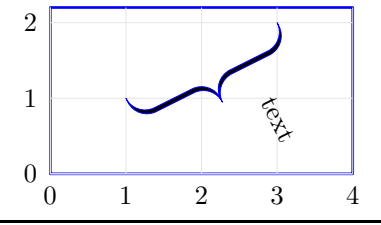
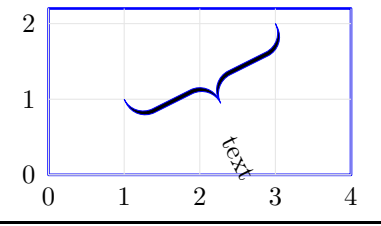
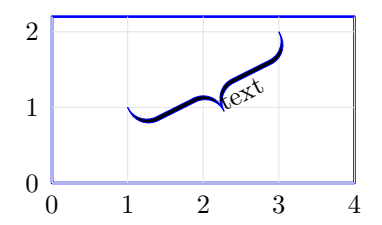
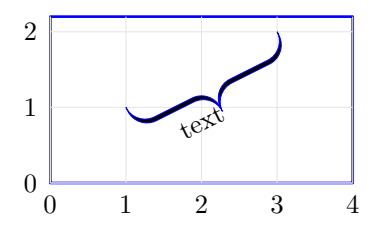
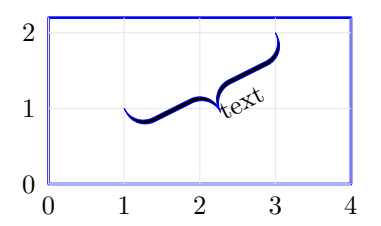
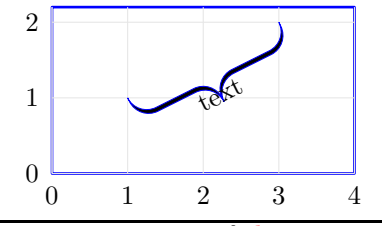
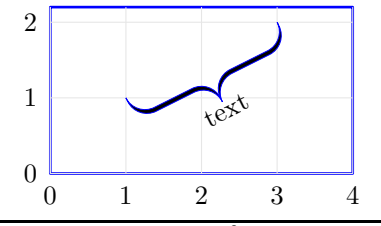
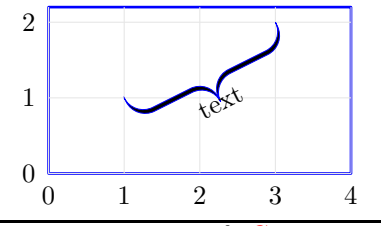
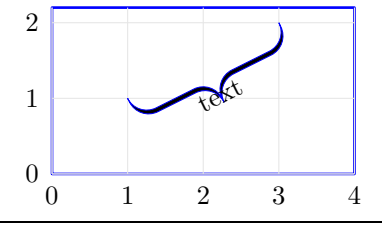
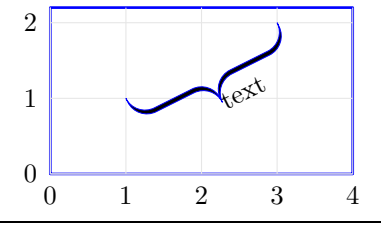
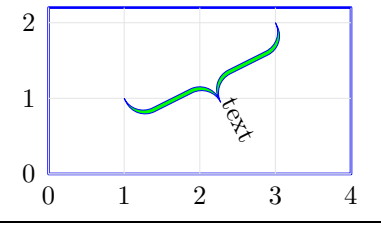
### 22.5.2 The brace in the text

the node A is here and the node B is here  $\psbrace(A)(B)\{text\}$   
 The brace has no dimension!  $\text{text}$

here is the node A  
 $\vspace{1cm}$   
 here is the node B  $\psbrace(A)(B)\{\}$

1. braceWidth=.5cm,fillcolor=yellow


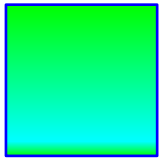
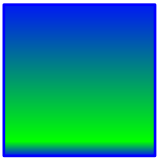
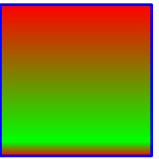
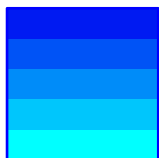



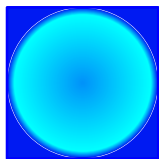
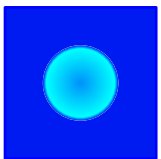

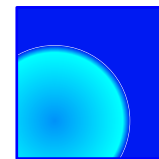
### 22.5.3 Options

		
<code>braceWidth=5pt</code> By default : <code>\pslinewidth</code>	<code>braceWidthInner=.5cm</code> By default : <code>10\pslinewidth</code>	<code>braceWidthOuter=.5cm</code> By default : <code>10\pslinewidth</code>
		
<code>bracePos=.25</code> Position (%) By default : <code>.5</code>	<code>nodesepA=5pt</code> horizontal offset By default : <code>0pt</code>	<code>nodesepB=5pt</code> vertical offset By default : <code>0pt</code>
		
<code>rot=90</code>	<code>rot=90,ref=r</code>	<code>rot=90,ref=l</code>
		
<code>rot=90,ref=b</code>	<code>rot=90,ref=t</code>	<code>rot=90,ref=C</code>
		
<code>rot=90,ref=B</code>	<code>rot=90,ref=IC</code>	<code>fillcolor=green</code>

## 23 Special fillings

### 23.1 Color gradient

#### 23.1.1 Module pst-grad [1] [11]

\psframe[fillstyle= <b>gradient</b> ](0.5,.5)(2.5,2.5)			
			
By default	<b>gradbegin</b> =green	<b>gradend</b> =green	<b>gradbegin</b> =red <b>gradend</b> =green
			
<b>gradlines</b> =5 By default : 500	<b>gradmidpoint</b> =0.7 By default : 0.9	<b>gradangle</b> =45 By default : 0	<b>gradangle</b> =90 By default : 0
\psframe[fillstyle= <b>gradient</b> , <b>GradientCircle</b> =true](0.5,.5)(2.5,2.5)			
			
	<b>GradientScale</b> =.5	<b>GradientScale</b> =2	<b>GradientPos</b> ={{(1,1)}}

23.1.2 Module pst-slope [20]

<code>\psframe[fillstyle=slope](0.5,0.5)(2.5,2.5)</code>					
slopes [20]	ccslopes [20]	radslopes [20]	slopes [20]	ccslopes [20]	radslopes [20]


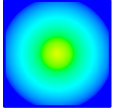
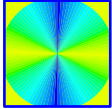

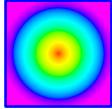
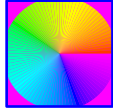
<code>\psframe[fillstyle=slope](0.5,0.5)(2.5,1.5)</code>			
By default	<code>slopebegin=green</code>	<code>slopeend=green</code>	<code>slopebegin=red</code> <code>slopeend=green</code>

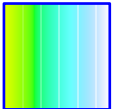
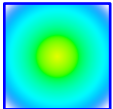
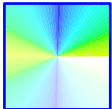
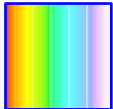
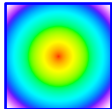
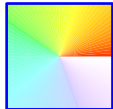
<code>\psframe[fillstyle=slopes,slopecolors=</code> <span style="border: 1px solid black; border-radius: 50%; padding: 2px;">0</span> <span style="border: 1px solid black; border-radius: 50%; padding: 2px;">1 0 0</span> <span style="border: 1px solid black; border-radius: 50%; padding: 2px;">4</span> <span style="border: 1px solid black; border-radius: 50%; padding: 2px;">0 1 0</span> <span style="border: 1px solid black; border-radius: 50%; padding: 2px;">7</span> <span style="border: 1px solid black; border-radius: 50%; padding: 2px;">0 0 1</span> <span style="border: 1px solid black; border-radius: 50%; padding: 2px;">3</span> <code>](1,.5)(9,2.5)</code>	
<span style="border: 1px solid black; border-radius: 50%; padding: 2px;">Position</span>	<span style="border: 1px solid black; border-radius: 50%; padding: 2px;">couleur en RGB</span>


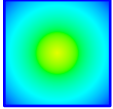
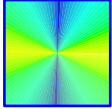

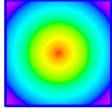
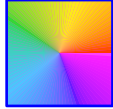
<code>\psframe[ fillstyle=slope,slopesteps=5](0.3,0.3)(1.7,1.7)</code> (By default : 100)					
slopes	ccslopes	radslopes	slopes	ccslopes	radslopes

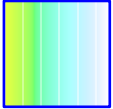
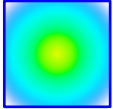
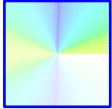
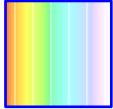
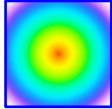
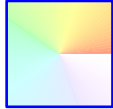
<code>\psframe[ fillstyle=slope,slopeangle=45](0.5,0.5)(2.5,2.5)</code> ( By default 0)					
slopes	ccslopes	radslopes	slopes	ccslopes	radslopes


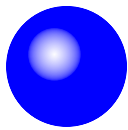
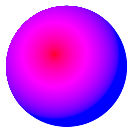
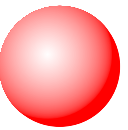


<code>\psframe[ fillstyle=slope,slopecenter= .25 .25](0.5,0.5)(2.5,2.5)</code> (By default .5 .5)					
slopes	ccslopes	radslopes	slopes	ccslopes	radslopes

<code>\psframe[fillstyle=slope,sloperadius=.75](0.5,0.5)(2.5,2.5)</code> (By default 0.5cm)					
					
slopes	ccslopes	radslopes	slopes	ccslopes	radslopes

<code>\psframe[fading,fillstyle=slope](0.5,0.5)(2.5,2.5)</code>					
					
slopes	ccslopes	radslopes	slopes	ccslopes	radslopes


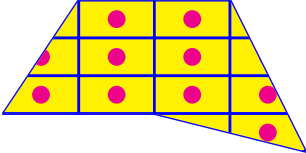
<code>\psframe[fading,startfading=0.5,fillstyle=slope](0.5,0.5)(2.5,2.5)</code>					
					
slopes	ccslopes	radslopes	slopes	ccslopes	radslopes

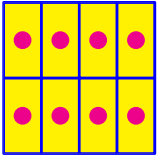
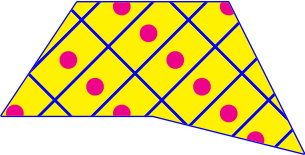
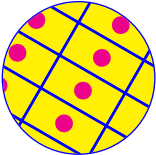
<code>\psframe[fading,endfading=0.5,fillstyle=slope](0.5,0.5)(2.5,2.5)</code>					
					
slopes	ccslopes	radslopes	slopes	ccslopes	radslopes

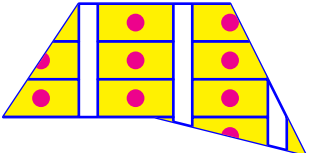
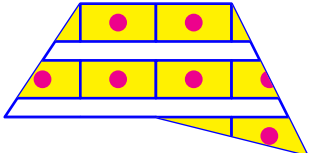
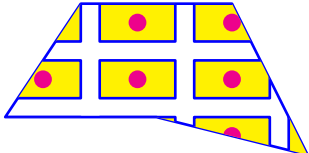
<code>\psBall [option](1,1){blue}{.8}</code>					
					
sans option	sloperadius=10pt	slopebegin=red	slopeend=red	fading	slopesteps=5

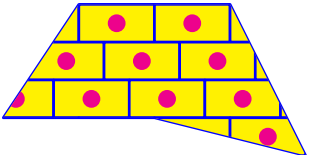
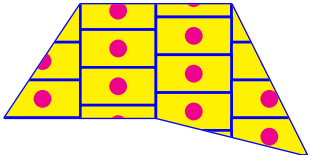
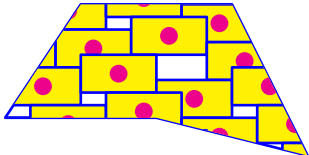
## 23.2 Filling with pattern

Package `pst-fill`

Creating the pattern : 
<pre>\newcommand{\MonMotif}{ \begin{pspicture}(1,.5) \psframe[dimen=middle,fillcolor=yellow,fillstyle=solid,linewidth=blue](1,.5) \pscircle[dimen=middle,fillcolor=magenta,fillstyle=solid,linewidth=magenta](.5,.25){.1} \end{pspicture} }</pre>
Using the pattern : <code>\psboxfill{\MonMotif}</code>
<pre>\pspolygon[fillstyle=boxfill](0,.5)(1,2)(3,2)(4,0)(2,.5)</pre>


		
<code>fillangle=90</code>	<code>fillangle=45</code>	<code>fillangle=-30</code>
<code>By default : 0</code>		

		
<code>fillsepx=.25cm</code>	<code>fillsepy=.25cm</code>	<code>fillsep=.25cm</code>

		
<code>fillclex=3</code>	<code>fillcley=3</code>	<code>fillcycle=3</code>
<code>3 corresponds to 1/3, By default : 0</code>		



<code>fillmovex=.1</code>	<code>fillmovey=.1</code>	<code>fillmove=.1</code>
.1 corresponds to 0,1 cm , By default : 0		

<code>\pspolygon[fillstyle=boxfill](0.6,.7)(1.8,2.4)(2.3,.6)(4,1.2)(2.5,.3)</code>			
	<code>fillloopaddx=1</code>	<code>fillloopaddy=1</code>	<code>fillloopadd=1</code>
By default : 0			

### 23.3 random points filling

<code>\psRandom{\pspolygon(0,.5)(1,2)(3,2)(4,0)(2,.5)}</code>		
<code>\psRandom{\pspolygon ...}</code>	<code>\psRandom(1,1)(2,2){...}</code>	<code>\psRandom(0,0)(4,2){...}</code>

<code>\psRandom[options](0,0)(4,2){\pspolygon(0,.5)(1,2)(3,2)(4,0)(2,.5)}</code>		
<code>randomPoints=100</code>	<code>color</code>	<code>dotstyle=+</code>
By default : 1000		

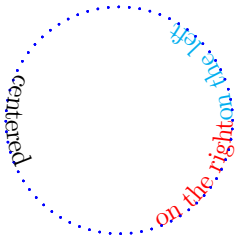
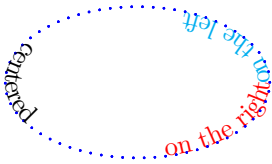

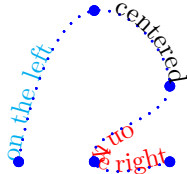
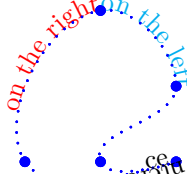

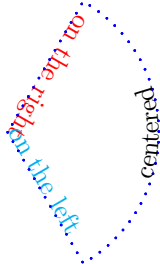
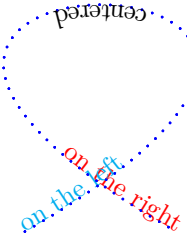
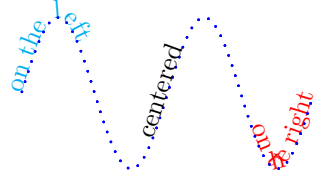
## 24 Special effects

### 24.1 pstextpath

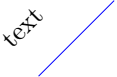



position	offset	graphic support
<code>\pstextpath[r] (0,0){\psline(0,0)(5,1)}{\red text}</code>		

#### 24.1.1 Positioning on different graphic objects

<code>\pstextpath[r] (0,0){\psline(0,0)(1,1)(2,1)(3.5,3.5)}{\red on the right}</code> <code>\pstextpath[l] (0,0){\psline(0,0)(1,1)(2,1)(3.5,3.5)}{\cyan on the left}</code> <code>\pstextpath[c] (0,0){\psline(0,0)(1,1)(2,1)(3.5,3.5)}{ centered }</code>		
<code>\psline</code>	<code>\pspolygon</code>	<code>\psframe</code>
<code>\psdiamond</code>	<code>\pstriangle</code>	<code>\psarc</code>

		
<code>\pscircle</code>	<code>\psellipse</code>	<code>\psellipticarc</code>
		
<code>\pscurve</code>	<code>\psccurve</code>	<code>\psecurve</code>
		
<code>\pswedge</code>	<code>\psbezier</code>	<code>\psplot[algebraic]{0}{12.56}{sin(x)}</code>

### 24.1.2 Offset

<code>\pstextpath[l](0,.5){\psline(0,0)(1,1)}{text}</code>			
			
(0,0.5)	(0,-0.5)	(0.5,0)	(0.5,0.5)
By default : (0,\TPoffset)    \TPoffset= -0.7ex.			

## 24.2 pscharpath

`\DeclareFixedFont{\[nom]}\encodingdefault}{\familydefault}{\seriesdefault}{\shapedefault}{taille}`

name    encoding : T1    family : Times    series : bold    shape : normale

<code>\DeclareFixedFont{\Font}{T1}{ptm}{b}{n}{2cm}</code>
<code>\pscharpath{\Font PSTricks}</code>
PSTricks

### 24.2.1 Some families

PSTricks	PSTricks
famille : ppl (Palatino)	famille : pag (AvantGarde)
PSTricks	PSTricks
famille : pcr (Courier)	famille : pnc (NewCenturySchoolbook)
PSTricks	<i>PSTricks</i>
famille : psy (Symbol)	famille : pzc (ZapfChancery)
PSTricks	PSTricks
famille : phv (Helvetica)	famille : pzd (ZapfDingbats)

### 24.2.2 Formatting

<code>\pscharpath[linecolor=lightgray]{\Font PsTricks}</code>
<code>\pscharpath[fillstyle=gradient,gradbegin=red,gradend=cyan,shadow=true]{\Font PsTricks}</code>
<code>\pscharpath[doubleline=true]{\Font PsTricks}</code>
<code>\pscharpath[shadow=true]{\Font PsTricks}</code>

<code>\pscharpath</code> with asterisk
<code>\pscharpath*{\Font PsTricks}</code>
<code>\pscharpath*[linecolor=cyan]{\Font PsTricks}</code>
<code>\pscharpath[doubleline=true,linecolor=magenta]{\Font PsTricks}</code>

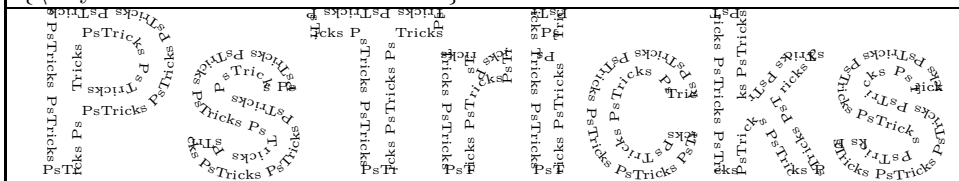
### 24.2.3 Special effects

<code>\psboxfill{\tiny pstricks}</code>
<code>\pscharpath[fillstyle=boxfill,fillangle=45]{\Font PsTricks}</code>

```

\DeclareFixedFont{\Font}{T1}{phv}{b}{n}{2cm}
\pstextpath(0,0){\pscharpath*[linestyle=none]{\Font PsTricks}}
{\tiny PsTricks PsTricks PsTricks ...}

```

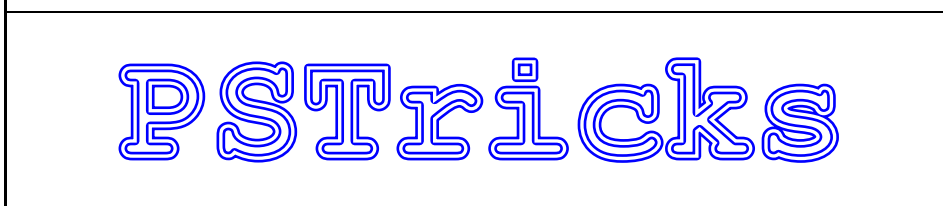


### 24.3 pscharclip

```

\DeclareFixedFont{\Font}{T1}{pcr}{b}{n}{2cm}
\begin{pspicture*}(12,3)
\begin{pscharclip}[doubleline=true]{
\rput(6,1.5){\Font PSTricks}
}
\end{pscharclip}
\end{pspicture*}







```

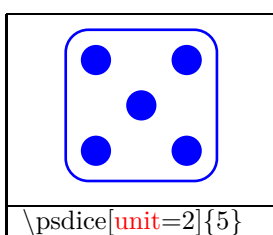


---

## 25 Various objects

### 25.1 Dices

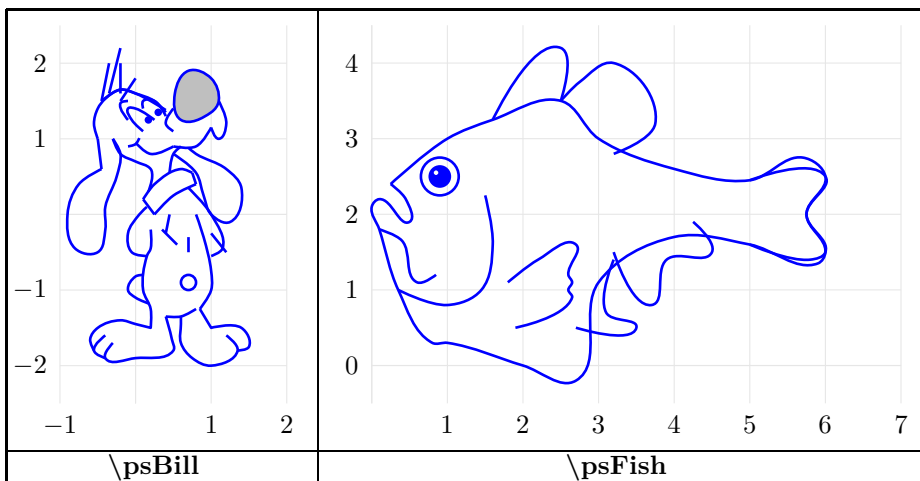
					
<code>\psdice{1}</code>	<code>\psdice{2}</code>	<code>\psdice{3}</code>	<code>\psdice{4}</code>	<code>\psdice{5}</code>	<code>\psdice{6}</code>

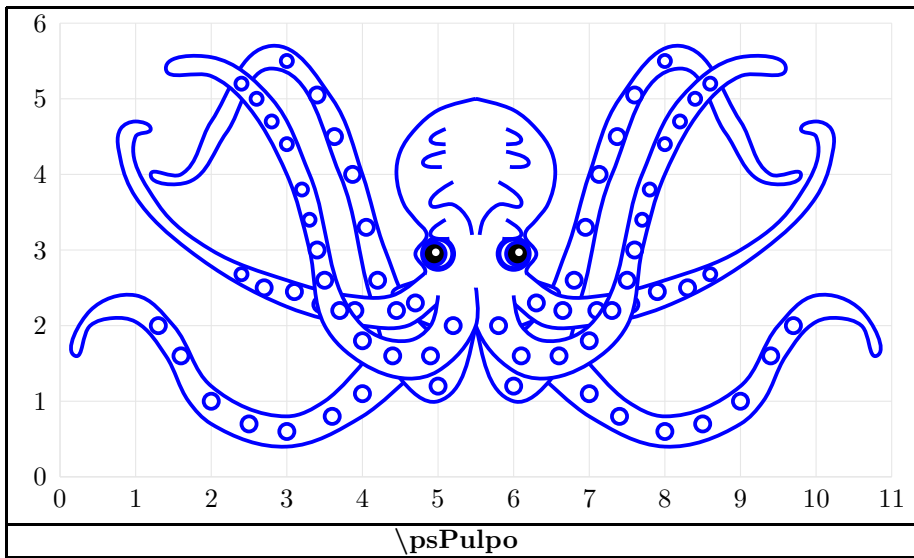
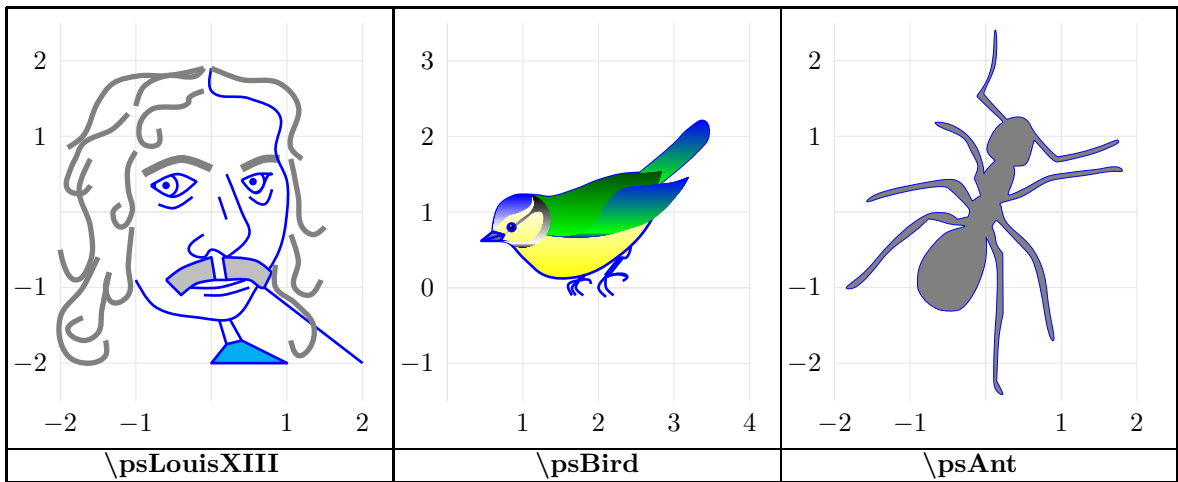


### 25.2 Fun drawing

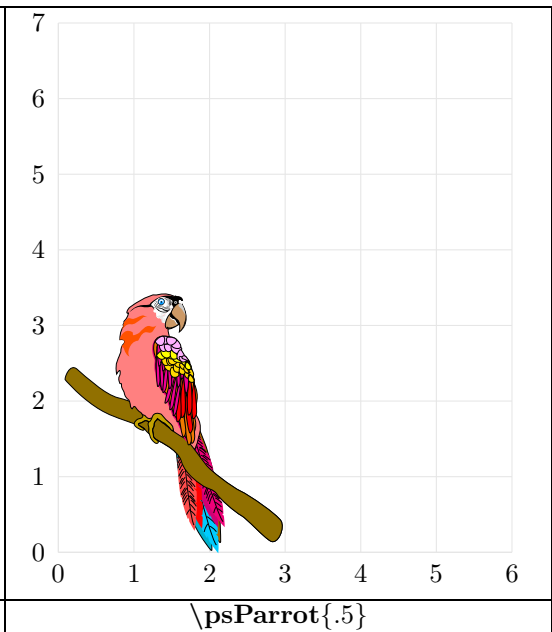
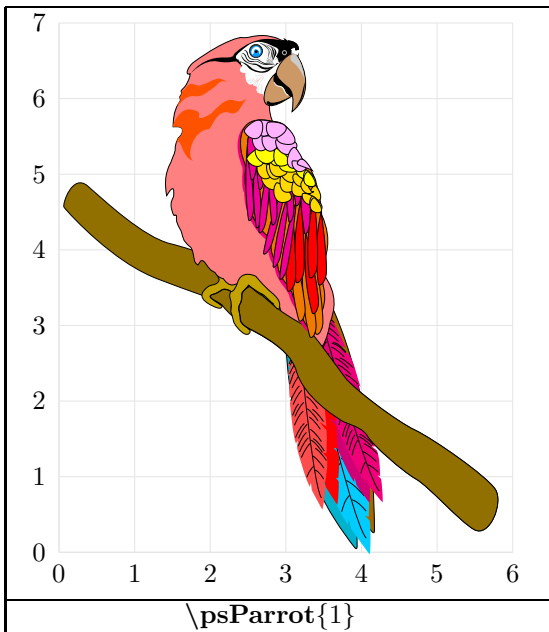
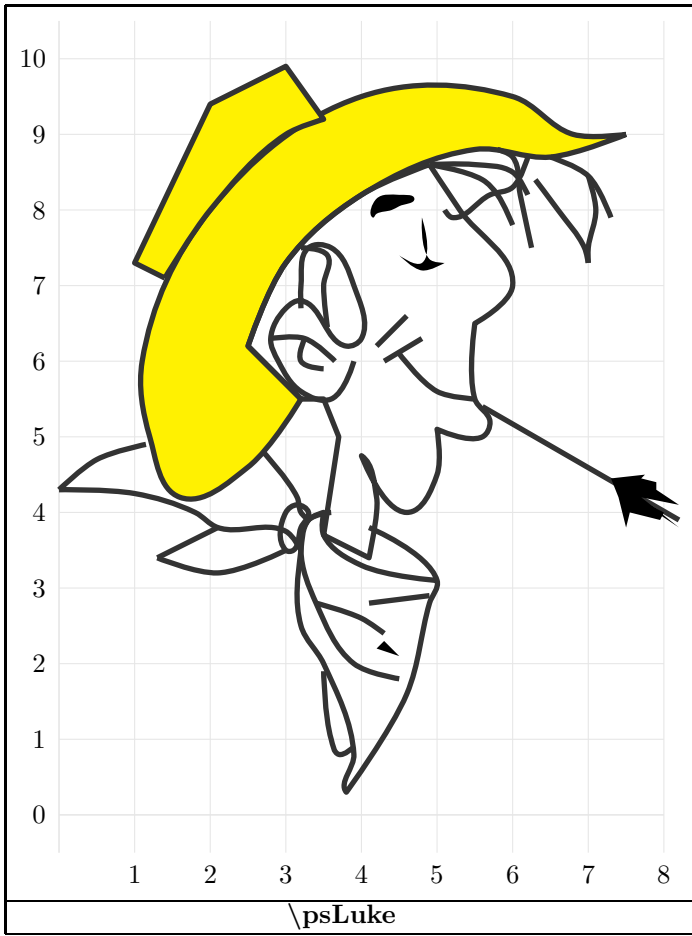
Package « `pst-fun` »

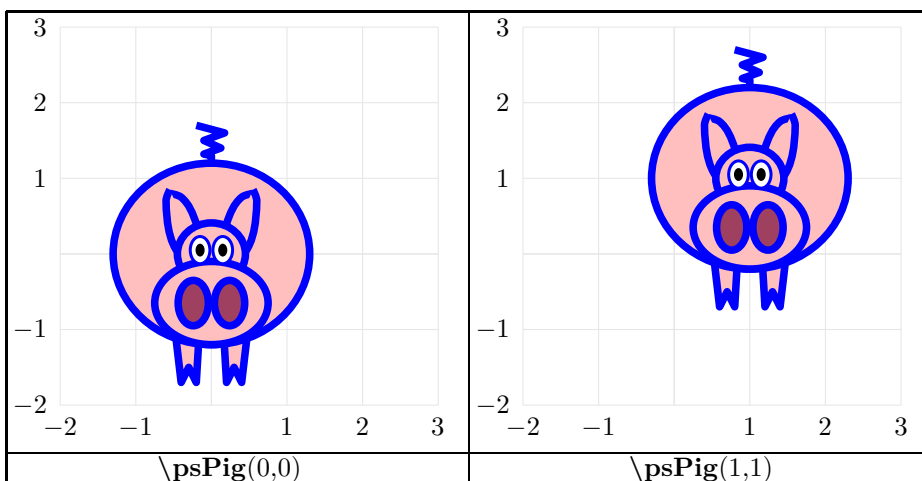
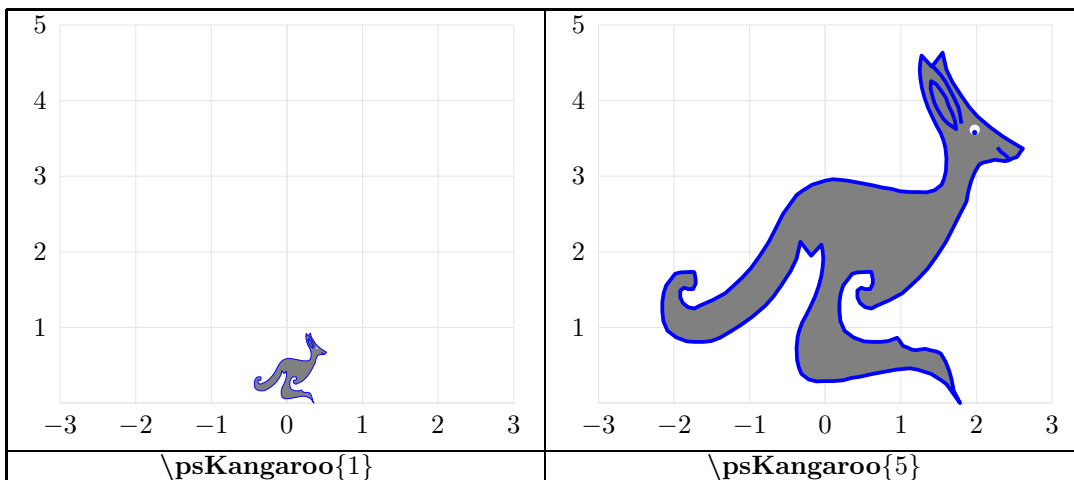
#### 25.2.1 Commandes brutes



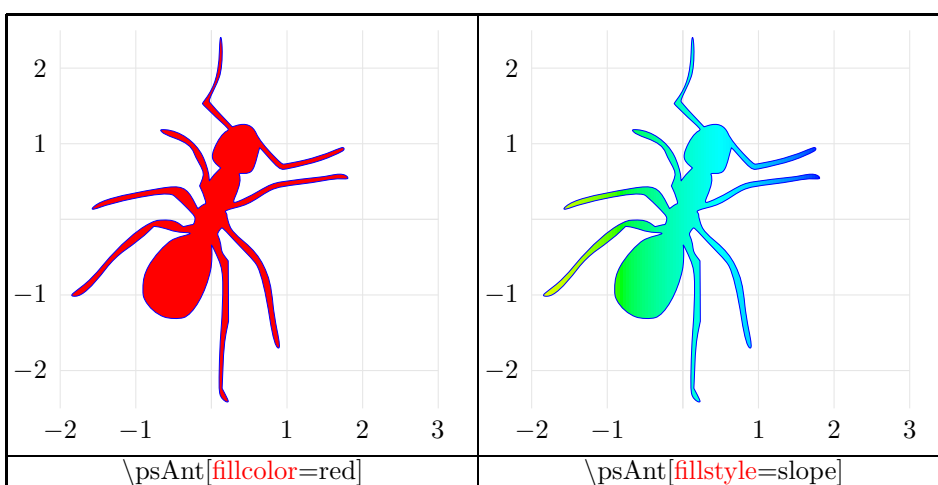


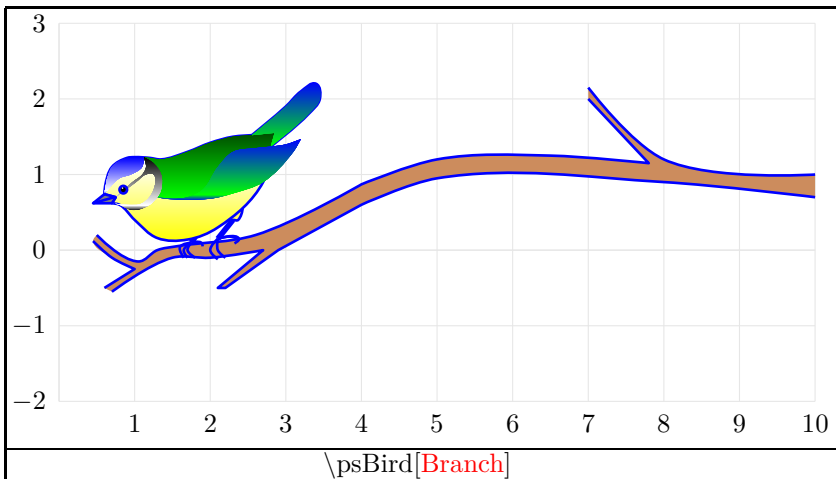
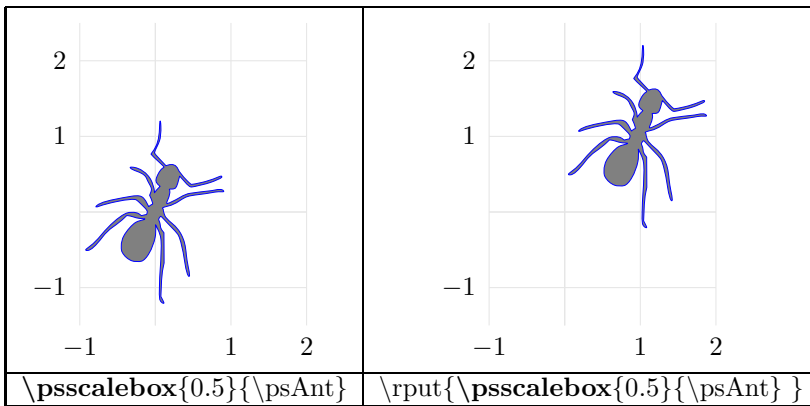
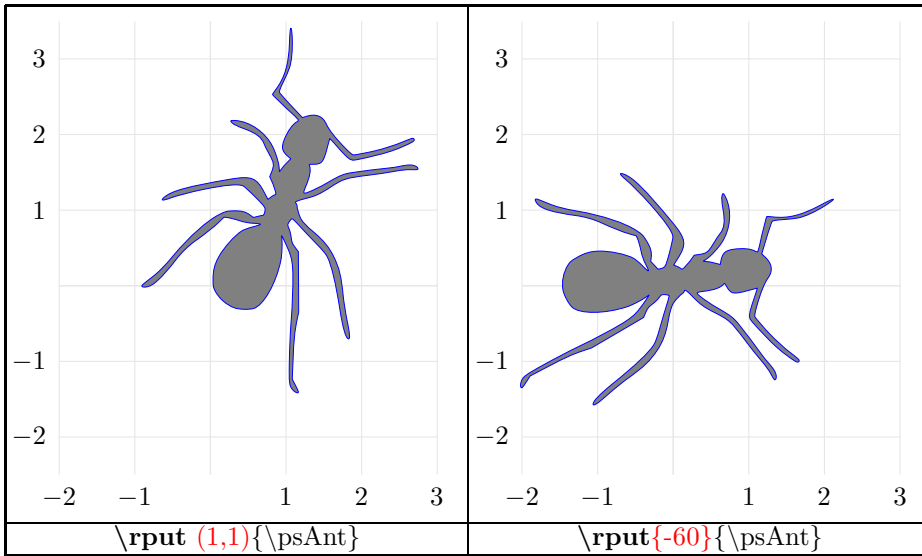


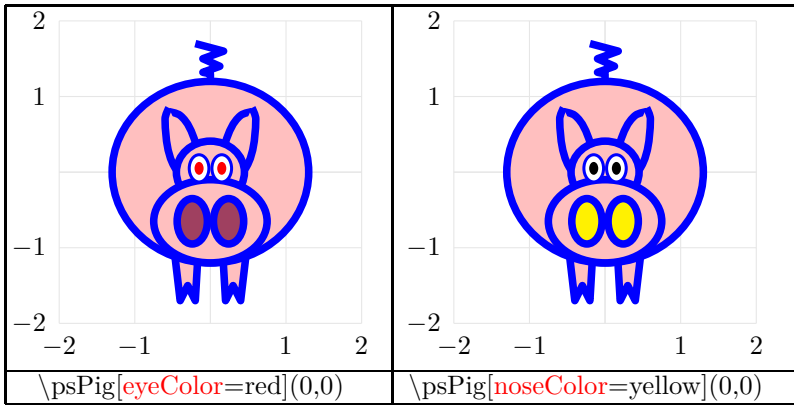




### 25.2.2 options







## 26 Create a graph

Utilisation du module `pst-plot`

### 26.1 Environnement

#### 26.1.1 `pspicture`

- Axes : Macro `\psaxes`
- Quadrillages : Macro `\psgrid`

#### 26.1.2 `psgraph`

Two syntaxes :

`\psgraph`[Options] {arrows}(xOrig,yOrig)(xMin,yMin)(xMax,yMax){graph width} {graph height} `\endpsgraph`

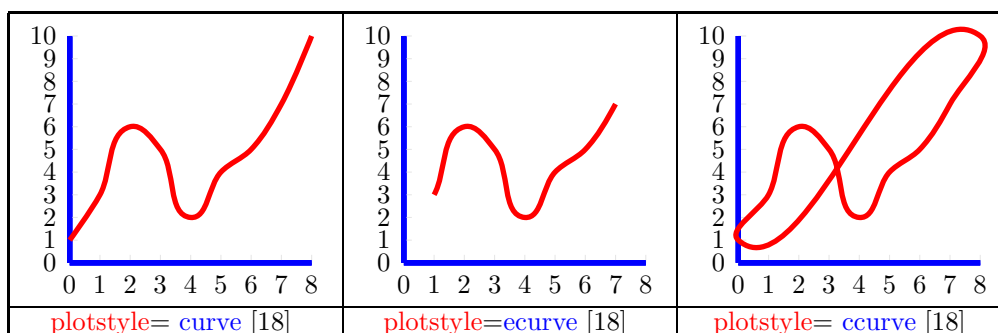
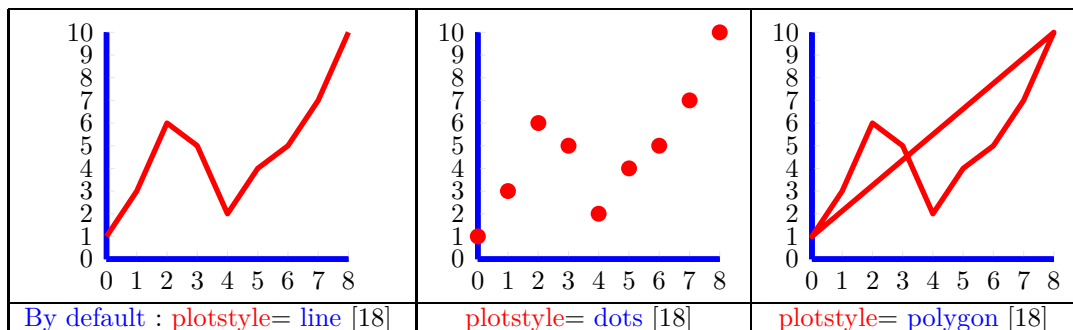
or

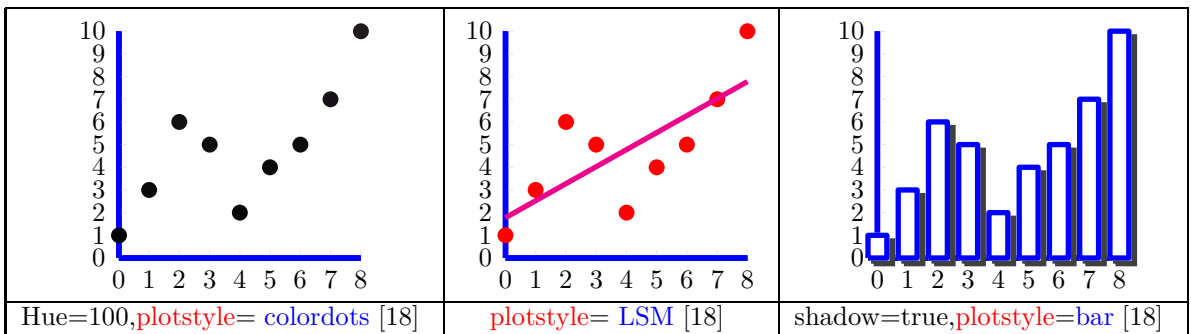
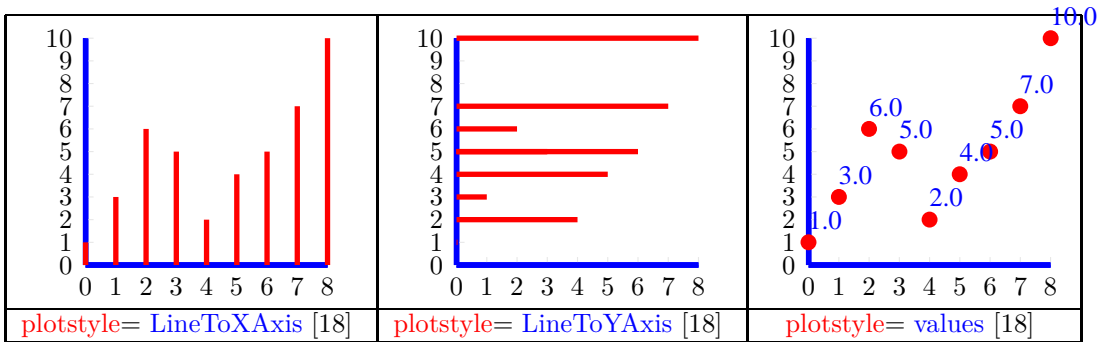
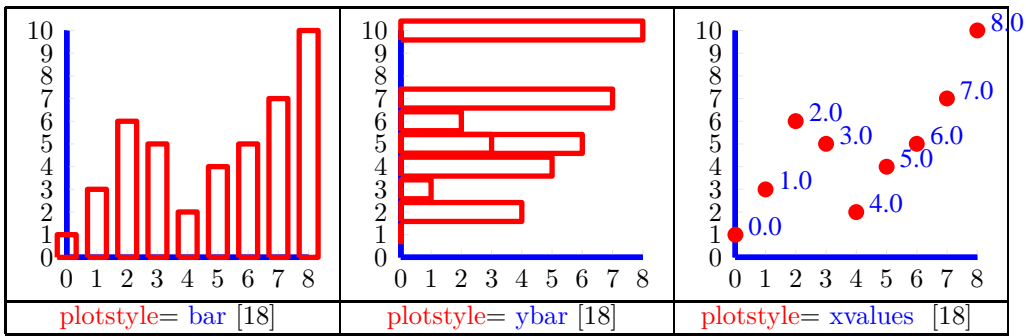
`\begin{psgraph}` [Options]{arrows}(xOrig,yOrig)(xMin,yMin)(xMax,yMax) {graph width}{graph height} . . . `\end{psgraph}`

Remarks :

- The indication of the width and height of the graph allow automatic scaling
- If graph height = ! , Both axes have the same unit

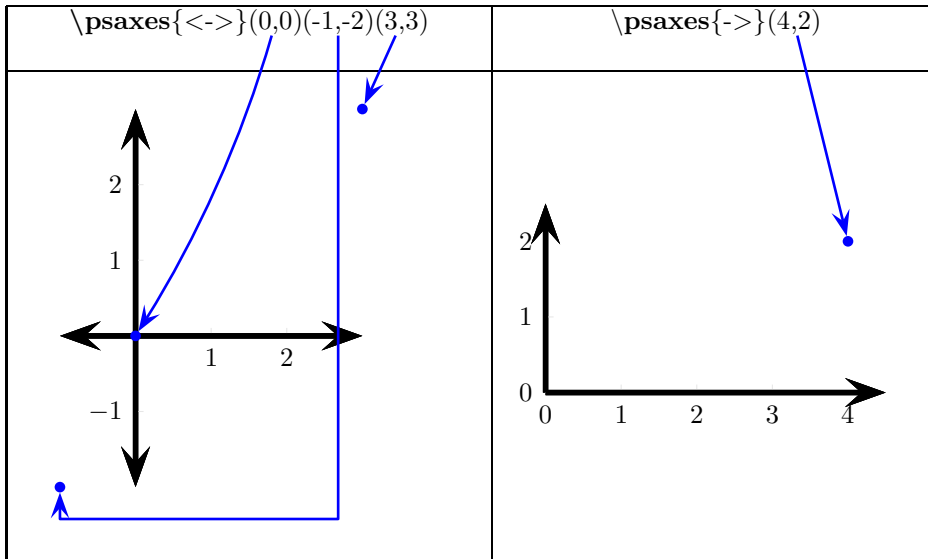
### 26.2 Type of graph



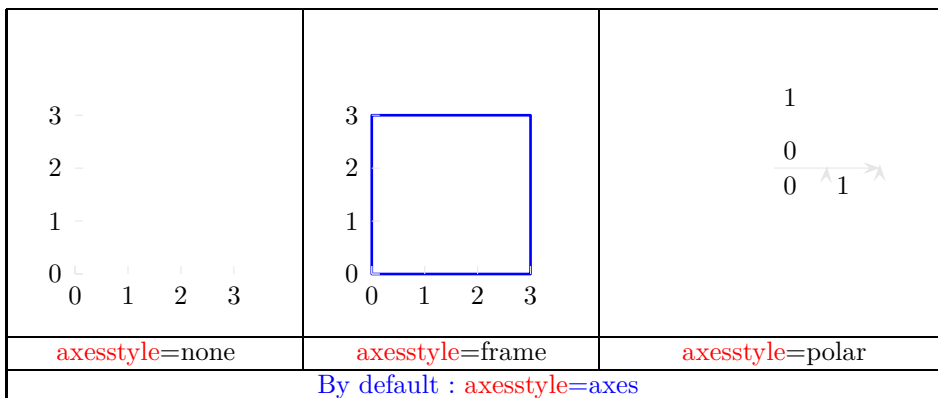


## 26.3 Axes

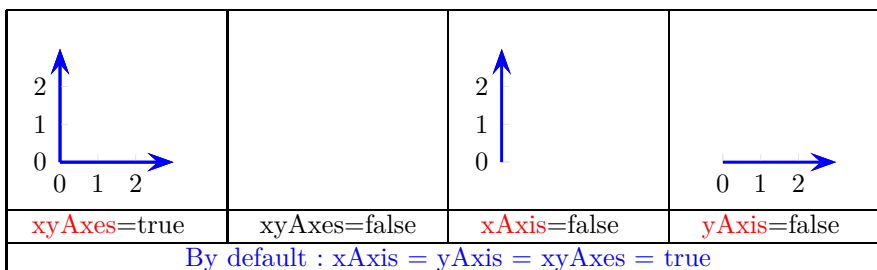
### 26.3.1 Dimensioning



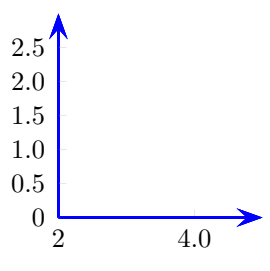
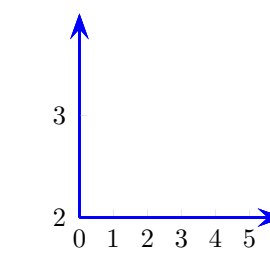
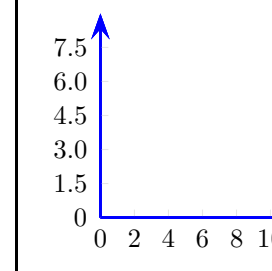
### 26.3.2 Types d'axes



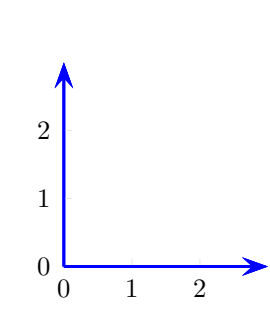
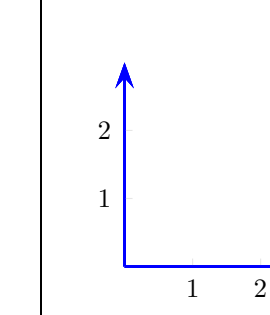
### 26.3.3 choice of axes



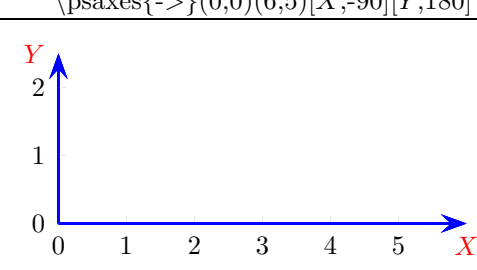
### 26.3.4 Units of the axis

		
$Ox=2$ $Dx=2.0$ $Dy=0.5$	$Oy=2$ $dx=.5$ $dy=1.5$	$dx=.5$ $Dx=2$ $dy=.5$ $Dy= 1.5$
By default : $Ox = Oy= 0$ $Dx= Dy = 1$		

### 26.3.5 Origin

	
$showorigin=true$ (By default)	$showorigin=false$

### 26.3.6 Titles on axes

$\backslash psaxes\{->\}(0,0)(6,5)[X,-90][Y,180]$




$\backslash$ psset{llx=0,lly=0,urx=0,ury=0,xAxisLabel=X,yAxisLabel=titre axe Y,yAxisLabelPos={-1cm,c}}	
<pre>xAxisLabel=X yAxisLabel=titre axe Y llx=0 lly=0 urx=0 ury=0 yAxisLabelPos={-1cm,c}</pre>	<pre>xAxisLabel=titre axe X yAxisLabel= Y llx=-1cm lly=-1.25cm urx=.5cm ury=.5cm xAxisLabelPos={c,-1cm}</pre>

**26.4 Ticks marks**

**26.4.1 Style of the tick marks**

<pre>tickstyle=full (By default)</pre>	<pre>tickstyle=top</pre>	<pre>tickstyle=bottom</pre>	<pre>tickstyle=inner axesstyle=frame</pre>

### 26.4.2 Ticks on axes

<code>ticks=all ( By default)</code>	<code>ticks=x</code>	<code>ticks=y</code>	<code>ticks=none</code>

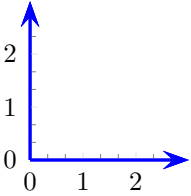
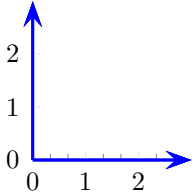
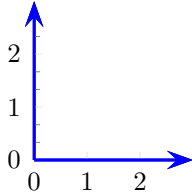
### 26.4.3 Size of ticks marks

<code>ticksize=5pt 10pt</code>	<code>xticks=2</code> <code>yticks=2</code>	<code>xticks=5pt 0pt</code> <code>yticks=10pt 0pt</code>
<code>By default : ticksize = xticks = yticks = -4pt 4pt</code>		

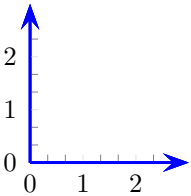
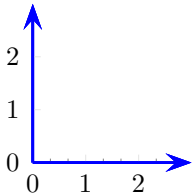
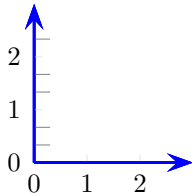
### 26.4.4 Width of ticks marks

<code>tickwidth=10pt</code>	<code>subtickwidth=5pt</code>	<code>tickwidth=1em</code> <code>subtickwidth=1ex</code>
<code>By default : tickwidth = subtickwidth = 0.5\pslinewidth</code>		

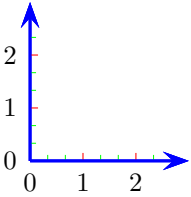
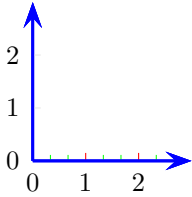
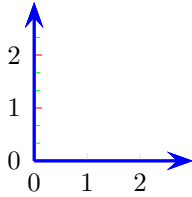
### 26.4.5 Number of subticks

		
<code>subticks=2</code>	<code>xsubticks=2</code>	<code>ysubticks=2</code>
<code>By default subticks = xsubticks = ysubticks = 0</code>		

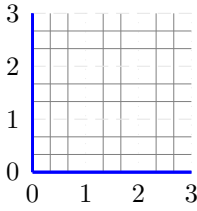
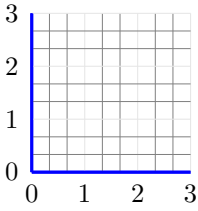
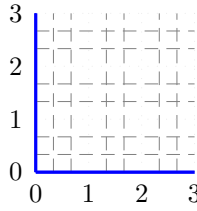
### 26.4.6 Size of subticks

		
<code>subticks=1</code>	<code>xsubticks=.5</code>	<code>ysubticks=2</code>
<code>By default : subticks = xsubticks = ysubticks = 0.75</code>		

### 26.4.7 Color of tick marks

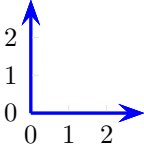

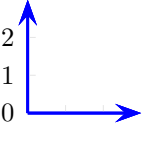
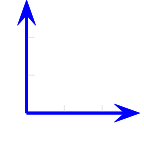
		
<code>tickcolor=red</code> <code>subtickcolor=green</code>	<code>xtickcolor=red</code> <code>xsubtickcolor=green</code>	<code>ytickcolor=red</code> <code>ysubtickcolor=green</code>
<code>By default : tickcolor = xtickcolor = ytickcolor = black</code> <code>subtickcolor = xsubtickcolor = ysubtickcolor = darkgray</code>		

### 26.4.8 Style of ticks

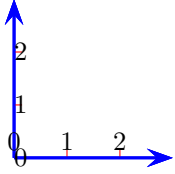
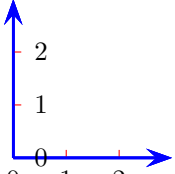
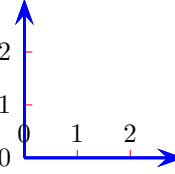
		
<code>yticklinestyle=dashed</code> <code>xticklinestyle=dotted</code>	<code>xsubticklinestyle=solid</code> <code>ysubticklinestyle=none</code>	<code>ticklinestyle= dotted</code> <code>subticklinestyle=dashed</code>
By default : <code>ticklinestyle = xticklinestyle = yticklinestyle = solid</code> <code>subticklinestyle = xsubticklinestyle = ysubticklinestyle = solid</code>		
Option : solid/dashed/dotted/none		

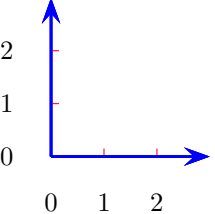
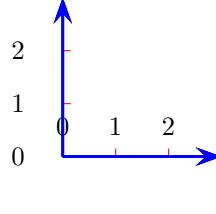
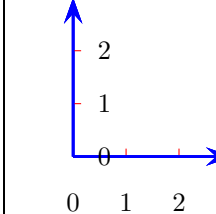
## 26.5 Labels on axis

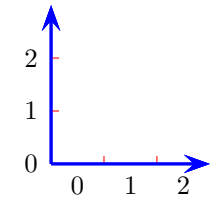
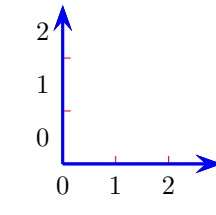
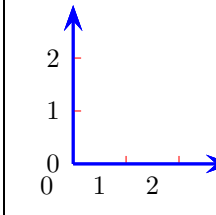
### 26.5.1 Choice of axis

			
<code>labels= all (By default)</code>	<code>labels=x</code>	<code>labels=y</code>	<code>labels=none</code>

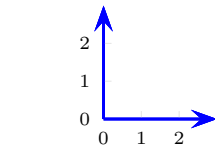
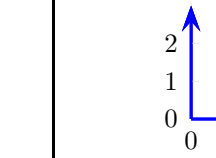
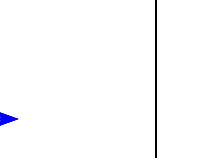
### 26.6 Position of labels

		
<code>xlabelPos=axis</code> <code>ylabelPos=axis</code>	<code>xlabelPos=bottom (By default)</code> <code>ylabelPos=right</code>	<code>xlabelPos=top</code> <code>ylabelPos=left (By default)</code>

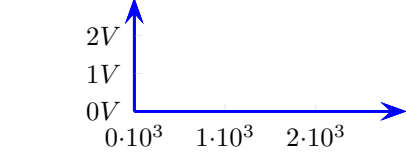
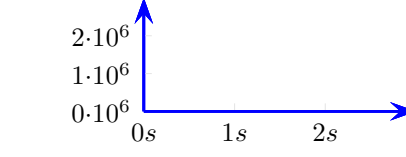
		
<code>labelsep= .5cm</code>	<code>xlabelsep= -.5cm</code> <code>ylabelsep= .5cm</code>	<code>xlabelsep= .5cm</code> <code>ylabelsep=-.5cm</code>
By default : <code>labelsep = 5pt</code> , <code>xlabelsep = 5pt</code> , <code>ylabelsep =5pt</code>		

		
<code>xlabelOffset=0.5</code>	<code>ylabelOffset=0.5</code>	<code>xlabelOffset= -0.5</code>
By default : <code>xlabelOffset = 0</code> , <code>xlabelOffset = 0</code>		

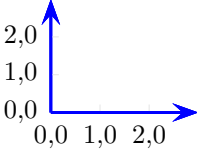
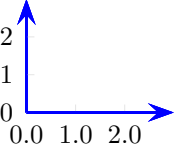
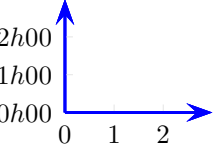
26.6.1 Size of labels

		
<code>labelFontSize=\scriptstyle</code>	<code>xlabelFontSize=\footnotesize</code>	<code>ylabelFontSize=\small</code>

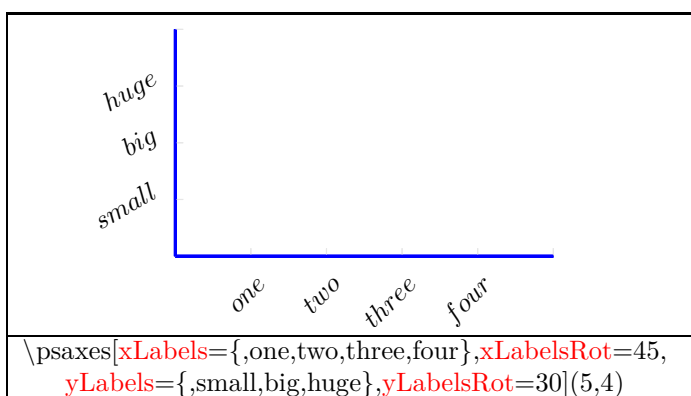
26.6.2 Labels with extra

	
<code>xlabelFactor=\cdot 10^3</code> <code>ylabelFactor= V</code>	<code>xlabelFactor= s</code> <code>ylabelFactor=\cdot 10^6</code>

### 26.6.3 Decimals in labels

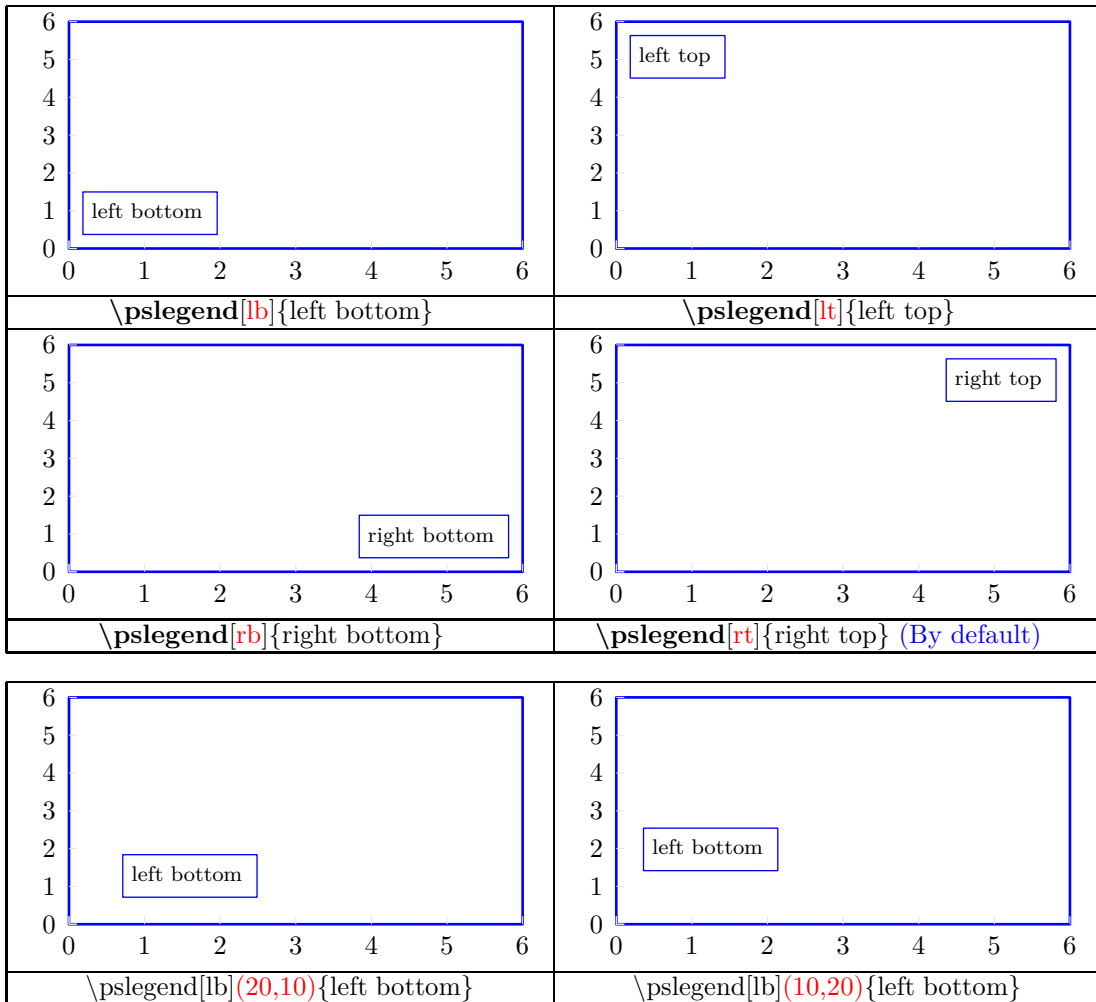
 <p>A plot with x-axis labels 0,0, 1,0, 2,0 and y-axis labels 0,0, 1,0, 2,0. The decimal separator is a comma.</p>	 <p>A plot with x-axis labels 0.0, 1.0, 2.0 and y-axis labels 0, 1, 2. The decimal separator is a period.</p>	 <p>A plot with x-axis labels 0, 1, 2 and y-axis labels 0h00, 1h00, 2h00. The decimal separator is 'h'.</p>
<code>comma=true xyDecimals=1</code>	<code>comma= false (By default) xDecimals=1</code>	<code>decimalSeparator=h yDecimals=2</code>

### 26.6.4 List of labels as axis

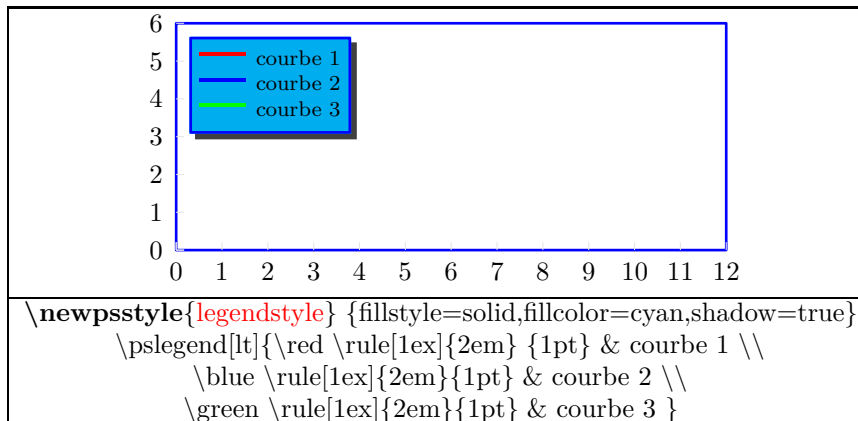


## 26.7 Legend

### 26.7.1 Legend position



### 26.7.2 Legend style

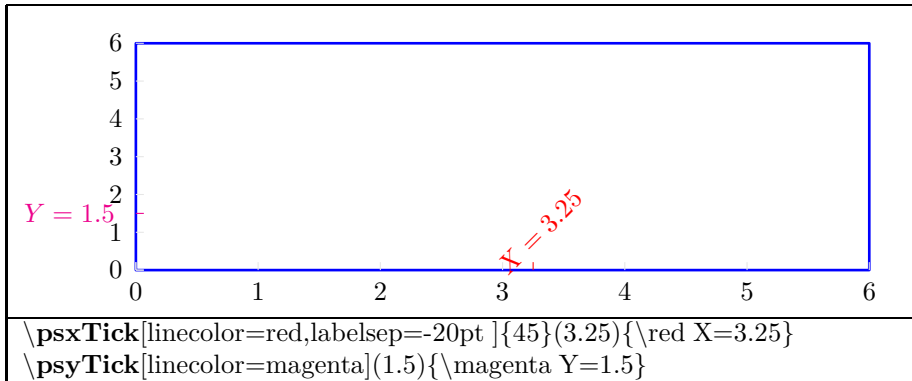


## 26.8 Point on axes

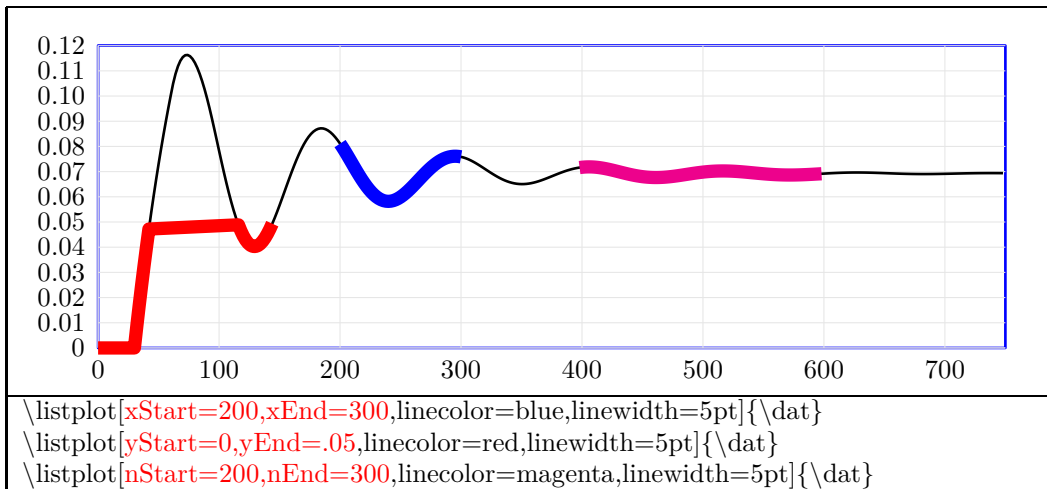
syntax :

`\psxTick` [Options]{rotation}(x position){label}

`\psyTick` [Options]{rotation}(y position){label}

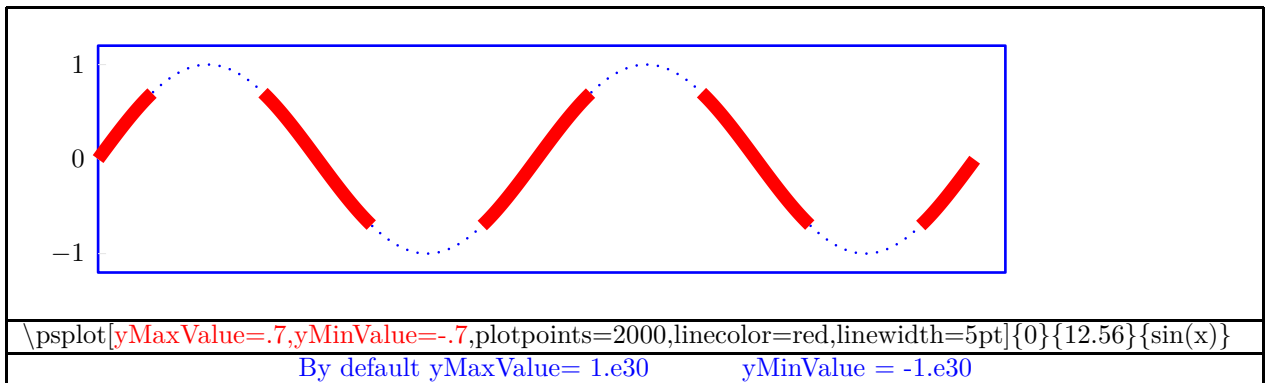


## 26.9 Portion of curve

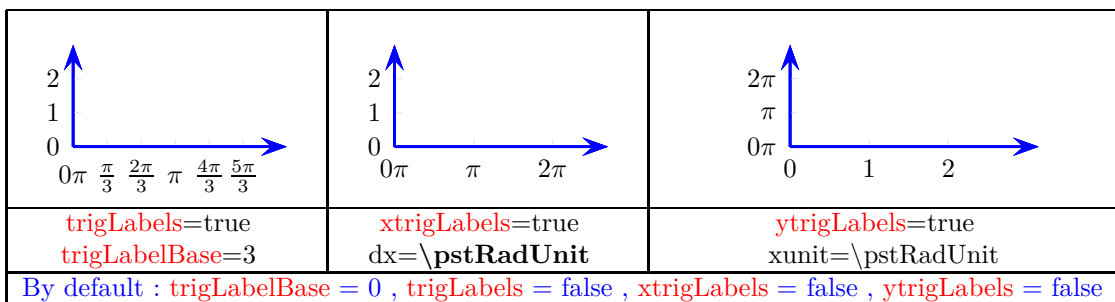


## 26.10 yMaxValue and yMinValue





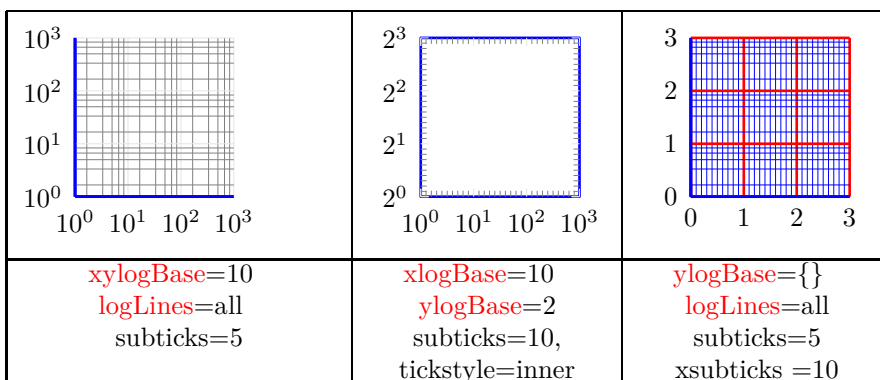
### 26.11 Axis with trigonometrical units



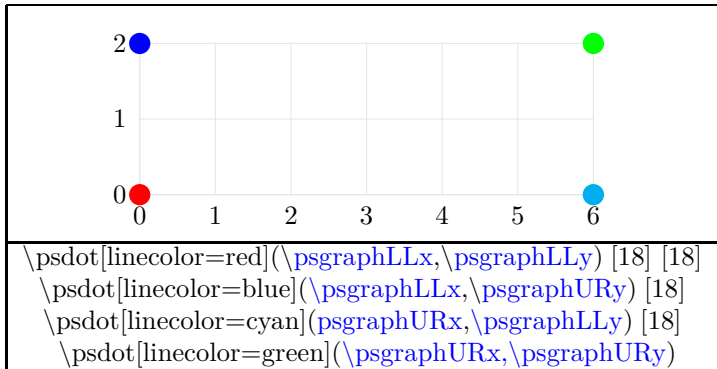
Trigonometrical constants

nom	valeur	math
<code>\psPiFour</code>	12.566371	$4\pi$
<code>\psPiTwo</code>	6.283185	$2\pi$
<code>\psPi</code>	3.14159265	$\pi$
<code>\psPiH</code>	1.570796327	$\pi/2$
<code>\pstRadUnit</code>	1.047198cm	$\pi/3$
<code>\pstRadUnitInv</code>	0.95493cm	$3/\pi$

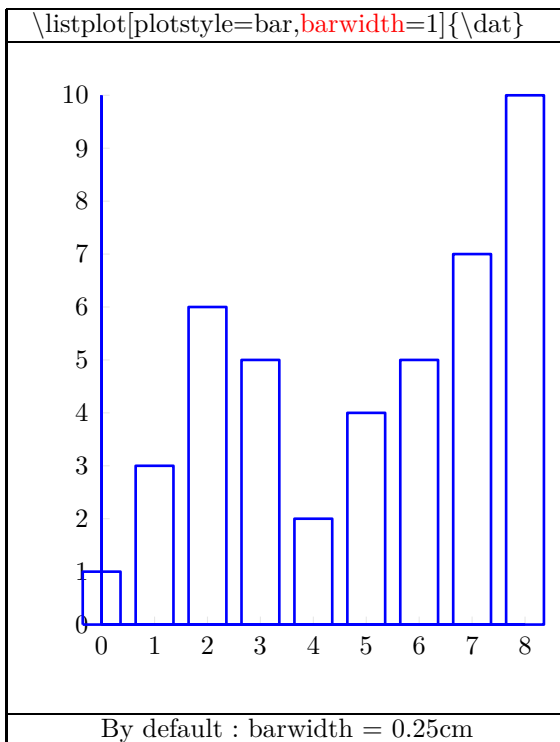
### 26.12 Logarithmic axis

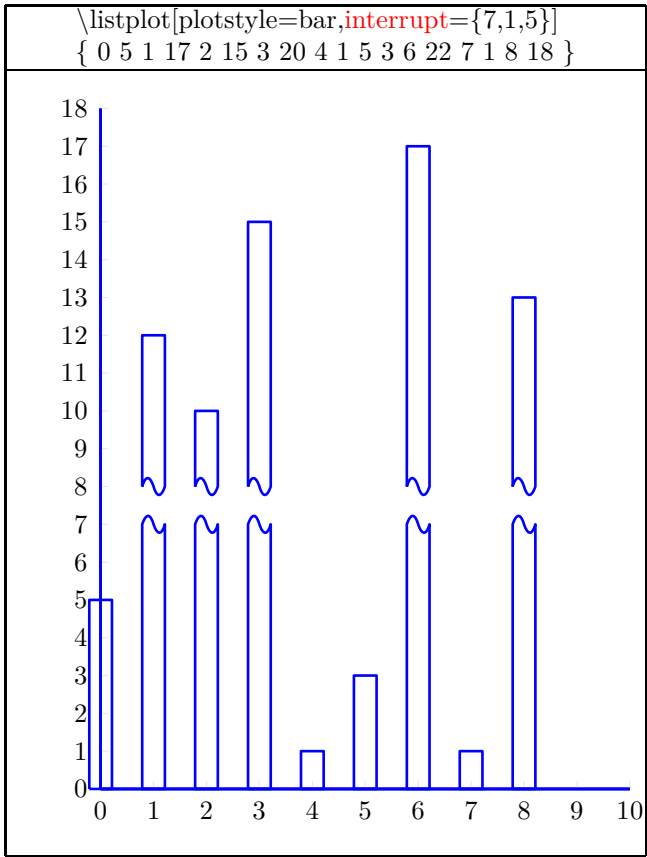


### 26.13 Coordinates of psgraph



### 26.14 Parameters of a bar graph

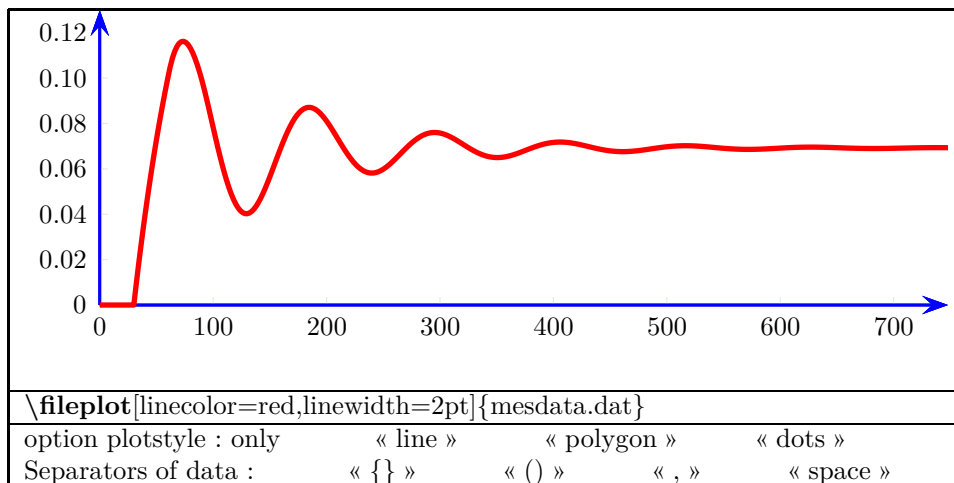




## 27 Data graph

### 27.1 Macro fileplot , psfileplot [1] [18]

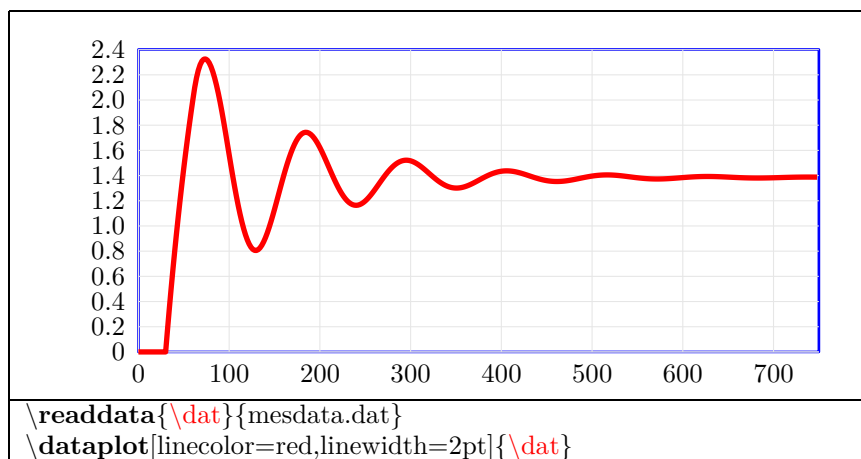
syntax : `\fileplot` [Options] {file} ou `\psfileplot` [Options] {file}



### 27.2 Macro dataplot , psdataplot

syntax : `\dataplot` [Options] {\macro} ou `\psdataplot` [Options] {\macro}

It must be preceded by : `\readdata`{\macro}{nomfichier}



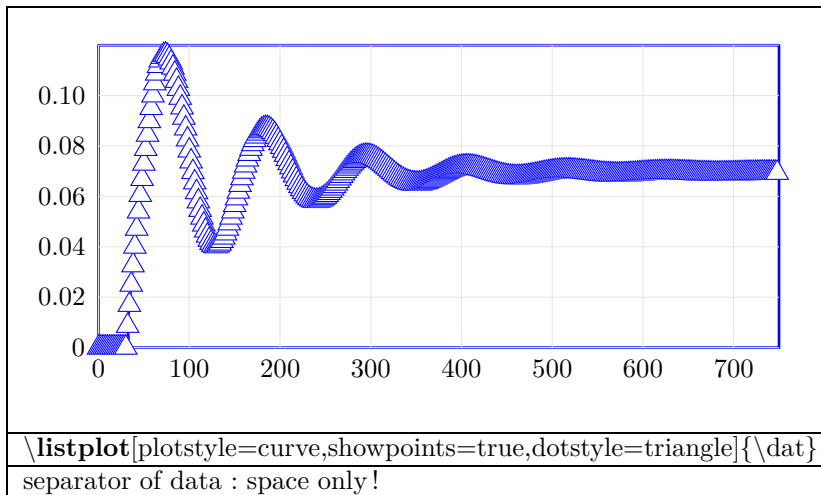
### 27.3 Macro savedata

syntax : `\savedata`{\macro}[données en XY]

`\savedata`{\mydata} [{x0, y0}, {x1., y1}, .... {xn., yn}]

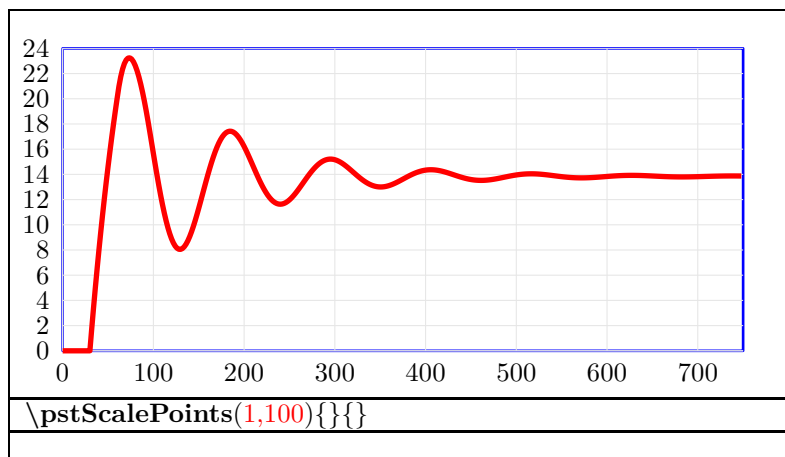
## 27.4 Macro listplot , pslistplot

syntax : `\listplot{data}` `\pslistplot{data}`

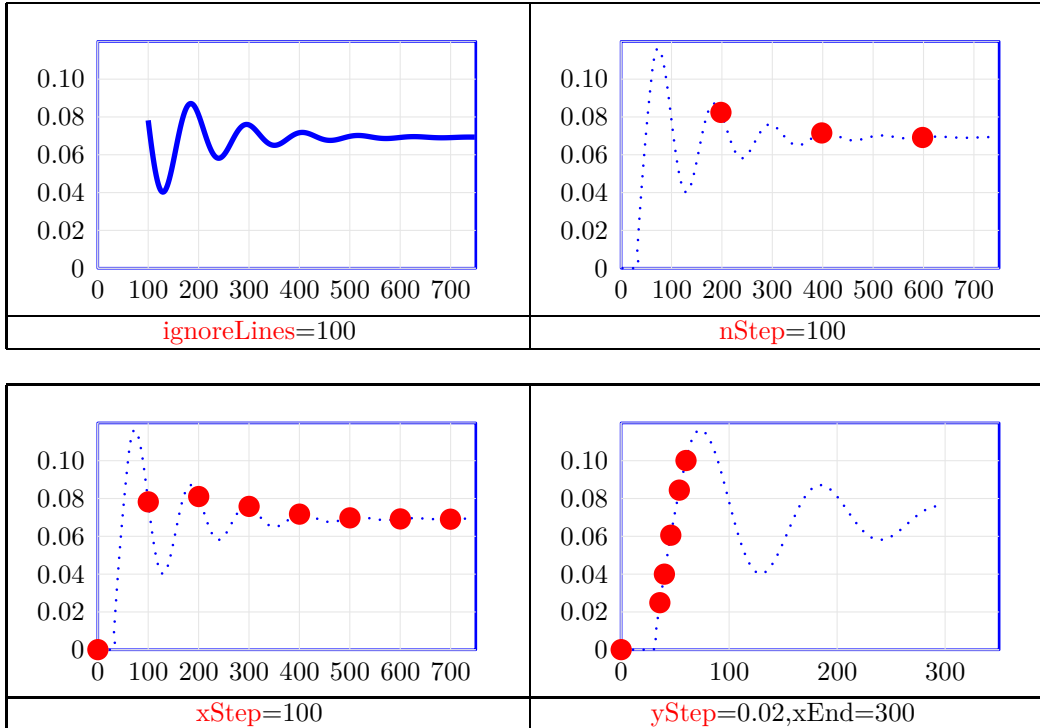


## 27.5 Scale factor

`\pstScalePoints(X scale factor , Y scale factor){PostScript code applied to the x values}{PostScript code applied to the Y values }`



## 27.6 Options reading the file of data



## 27.7 Multiple data table

The data table has 4 columns of data :

A	B	C	B

<code>\listplot[plotNoMax=3,plotNoX=2,plotNo=2]{\data}</code>
<code>plotNoX=2</code> :X values on column B
<code>plotNoMax=3</code> :1 column with x values + 2 columns with y values
<code>plotNo=2</code> :Y values on column C

## 27.8 Macro sur Excel

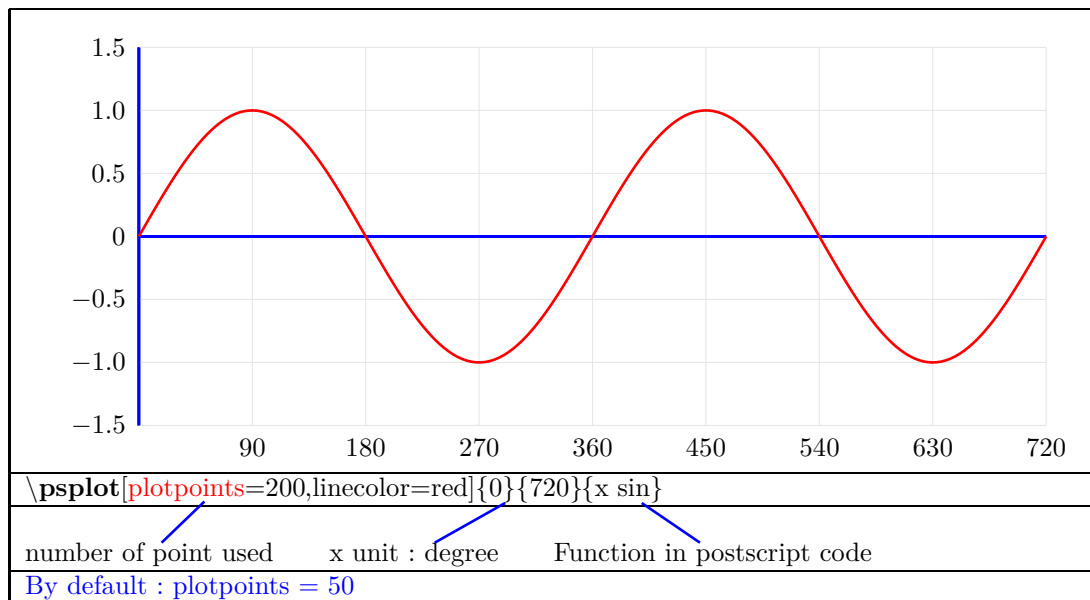
Here is a Visual Basic program to create a data file from an Excel spreadsheet

```
Sub mesdata()  
deb = 8           ' first line of data  
fin = 382        ' last line of data  
colX = 5         ' column of the values X  
colY = 6         ' column of the values Y  
nom = "mesdata.dat" ' name of the file  
  
Dim valX, valY As Double  
  
'to erase the file  
Open nom For Output Access Write As #1  
Close #1  
  
'creation of the file  
For i = deb To fin  
Open nom For Append As #1  
valX = Cells(i, colX)  
valY = Cells(i, colY)  
  
Write #1, valX  
Write #1, valY  
Close #1  
Next  
  
End Sub
```

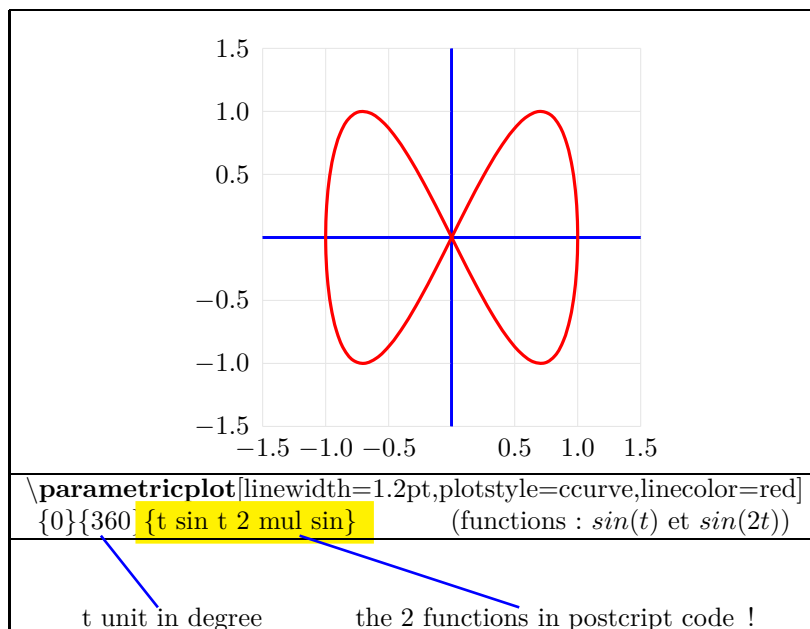
copy this code in a module Excel and modify the parameters deb, fin , colX, colY et nom

## 28 Equation graph

### 28.1 Macro psplot



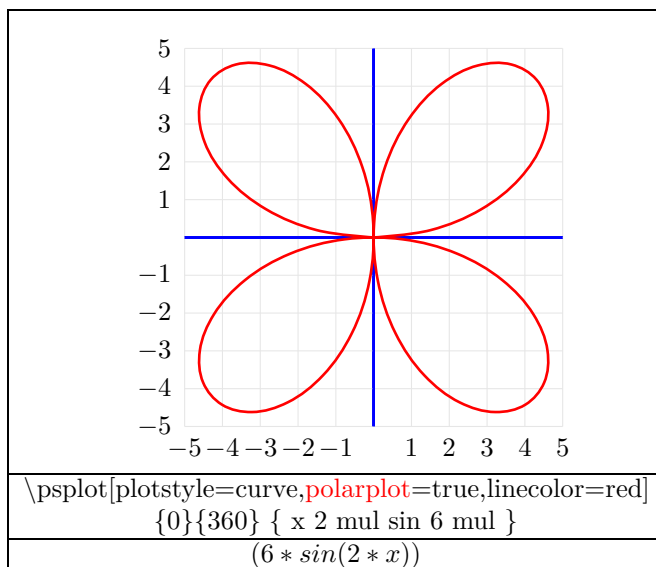
### 28.2 Macro parametricplot



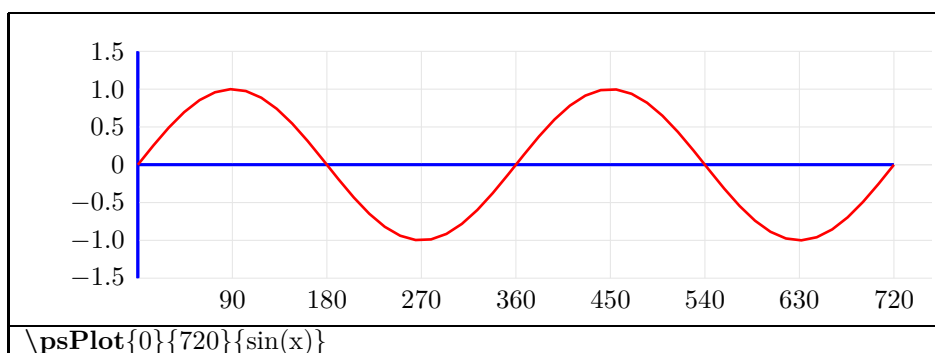
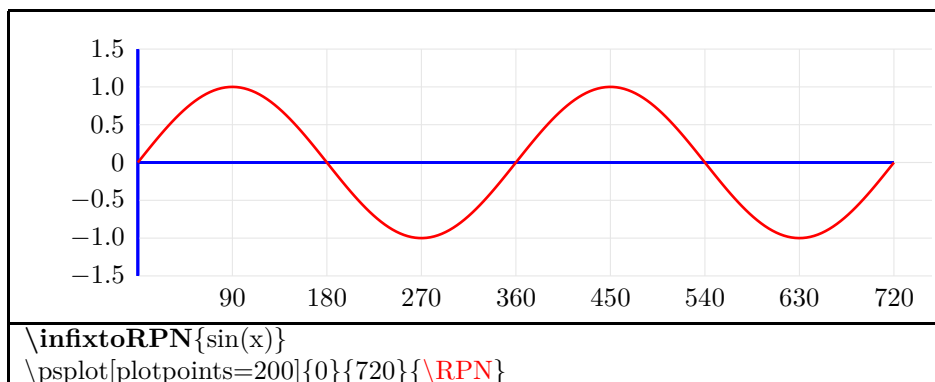
1. formula in the PostScript language

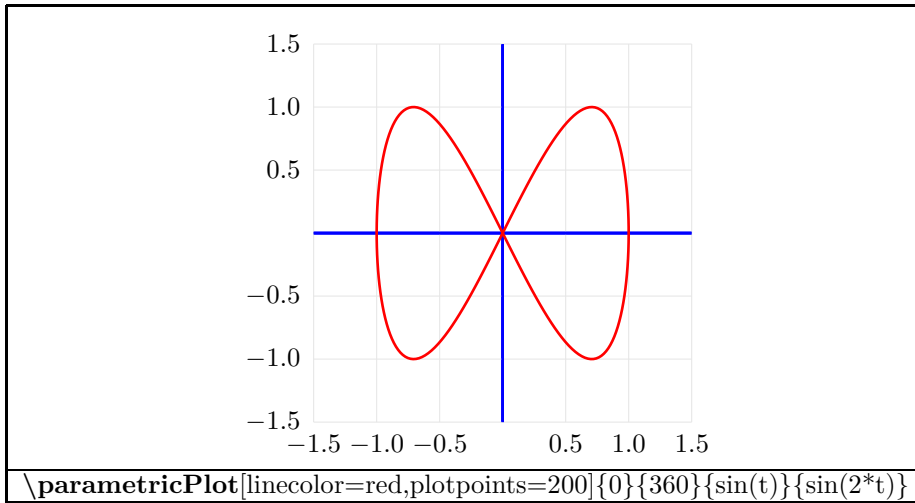


### 28.3 Polar graph

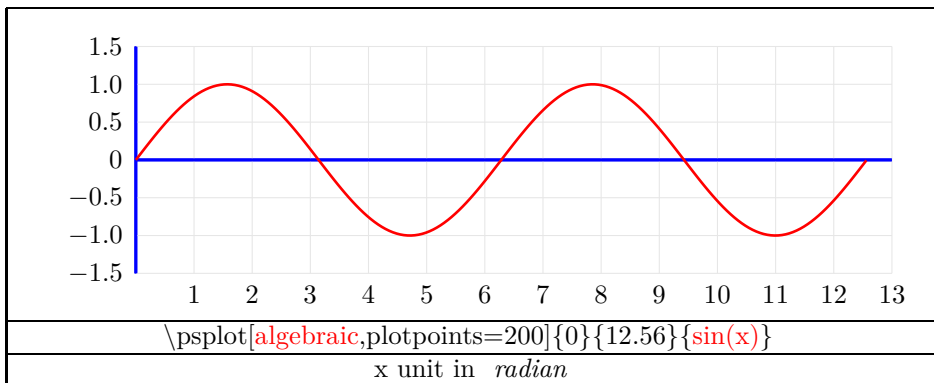


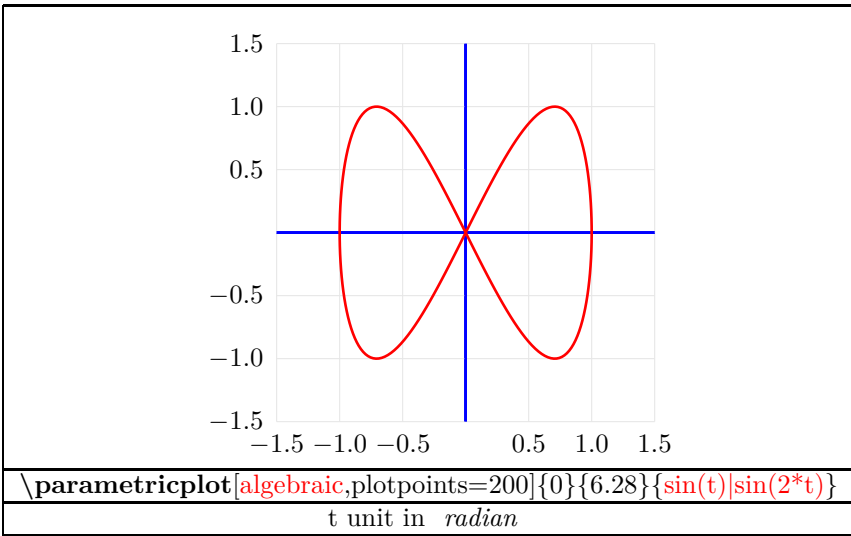
### 28.4 Modules infix-RPN et pst-infixplot [12]



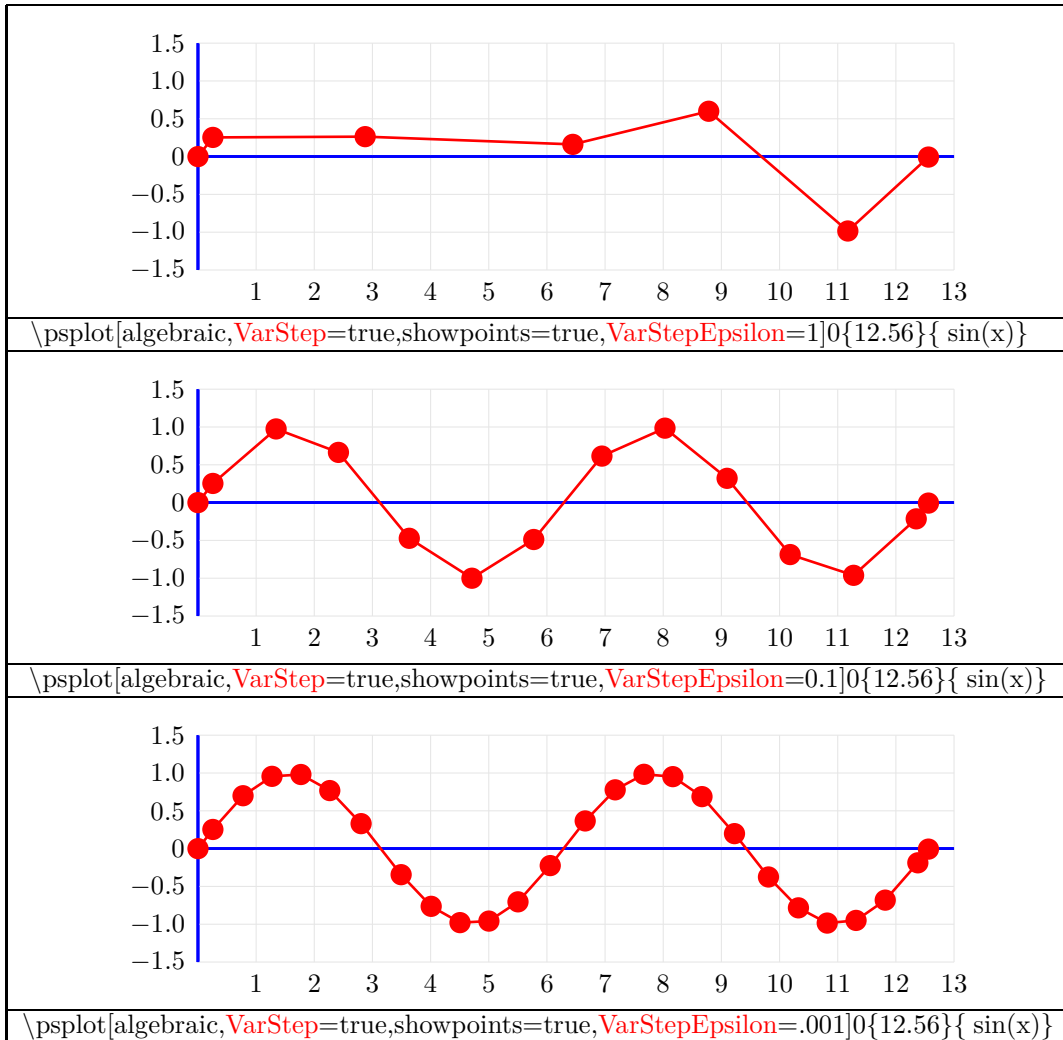


### 28.5 Option algebraic



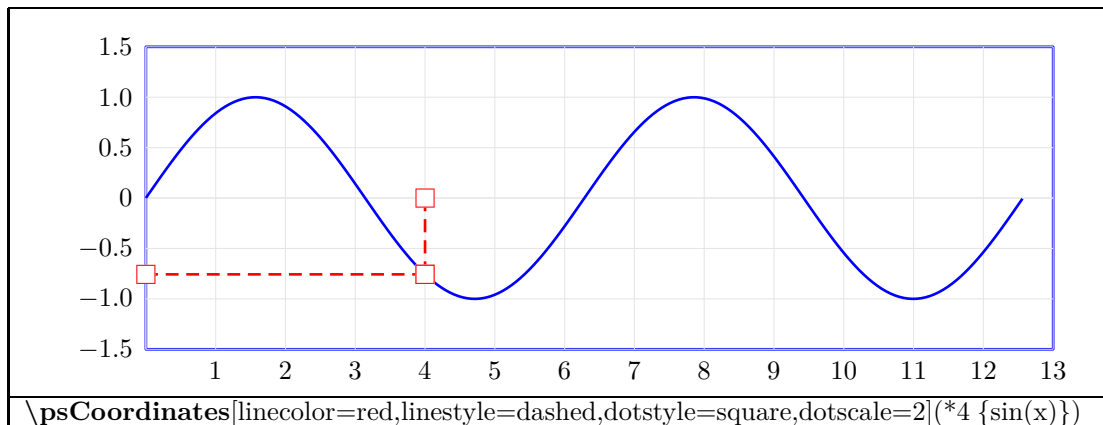


## 28.6 Options VarStep et VarStepEpsilon



## 29 Tools for graph

### 29.1 Coordinates of a point

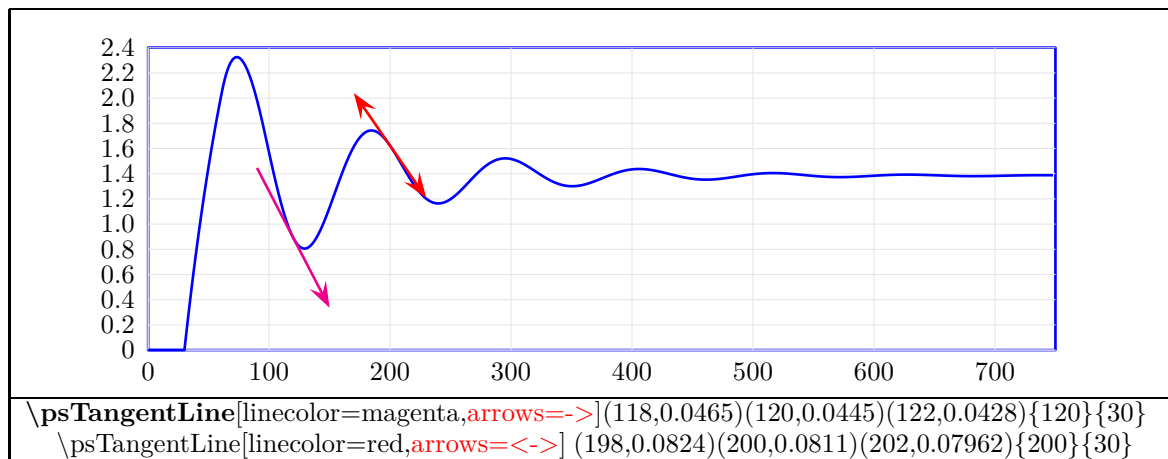


### 29.2 Tangente [2]

### 29.3 Tangent

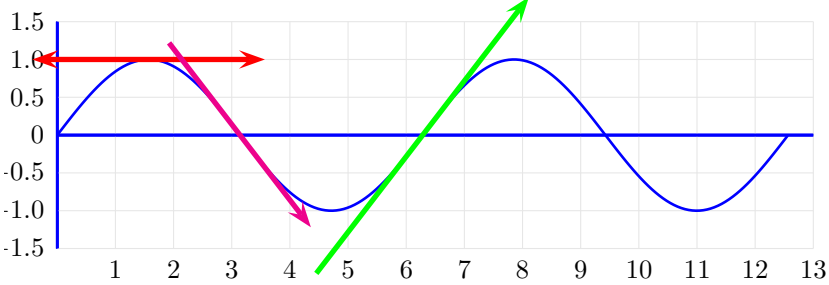
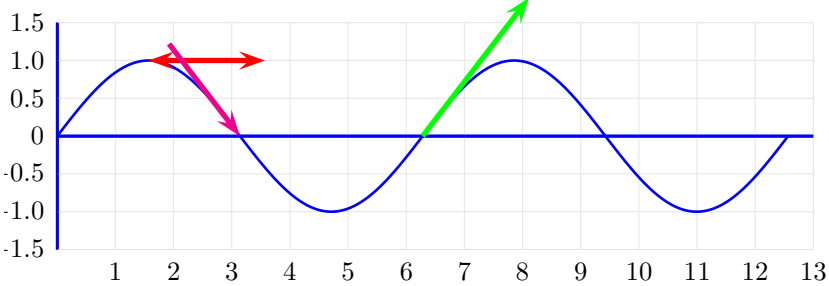
#### 29.3.1 Tangent to a data file curve

`\psTangentLine[Options] (x1,y1)(x2,y2)(x3,y3){x}{dx}`

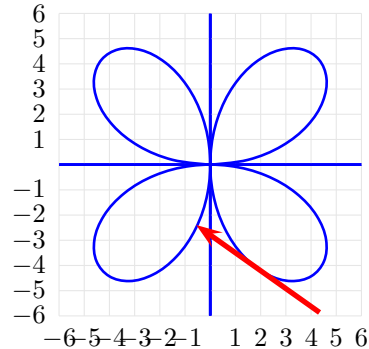
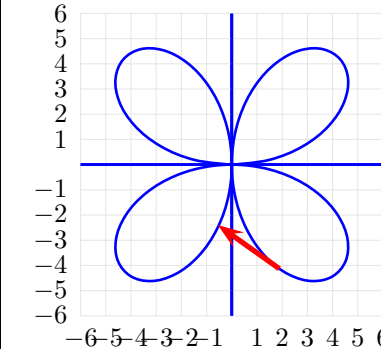


### 29.3.2 Tangent to a function curve [2]

syntax : `\psplotTangent` \* [Options] {x}{dx}{function}

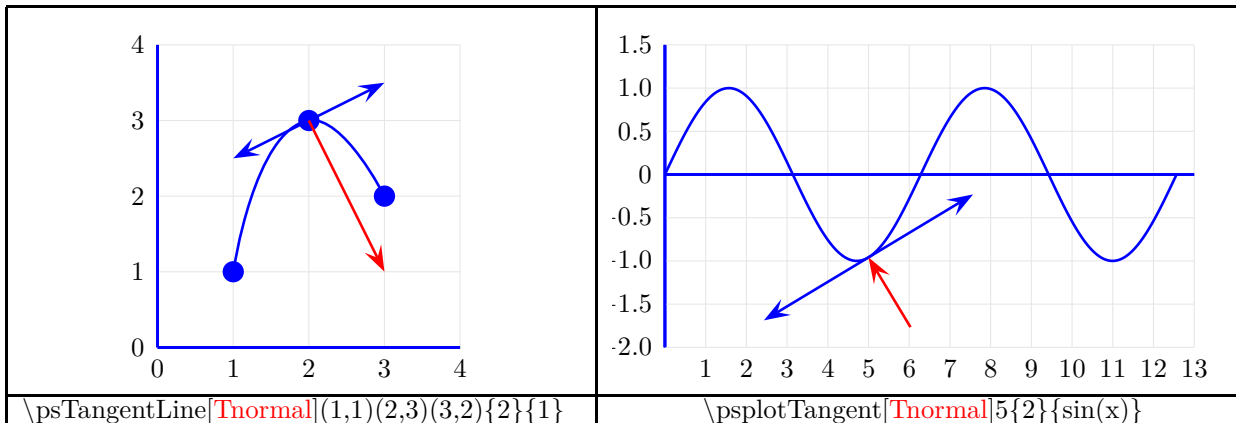
Command without asterisk

<pre>\psplotTangent[linecolor=red,arrows=&lt;-&gt;]{\psPi}{2}{sin(x)}<sup>1</sup> \psplotTangent[linecolor=magenta,arrows=&lt;-]{\psPi}{2}{sin(x)} \psplotTangent[linecolor=green,arrows=-&gt;]{\psPiTwo}{3}{sin(x)}</pre>
Command with asterisk

<pre>\psplotTangent*[linecolor=red,arrows=&lt;-&gt;]{\psPi}{2}{sin(x)} \psplotTangent*[linecolor=magenta,arrows=&lt;-]{\psPi}{2}{sin(x)} \psplotTangent*[linecolor=green,arrows=-&gt;]{\psPiTwo}{3}{sin(x)}</pre>

### 29.3.3 Tangent to a polar curve [2]

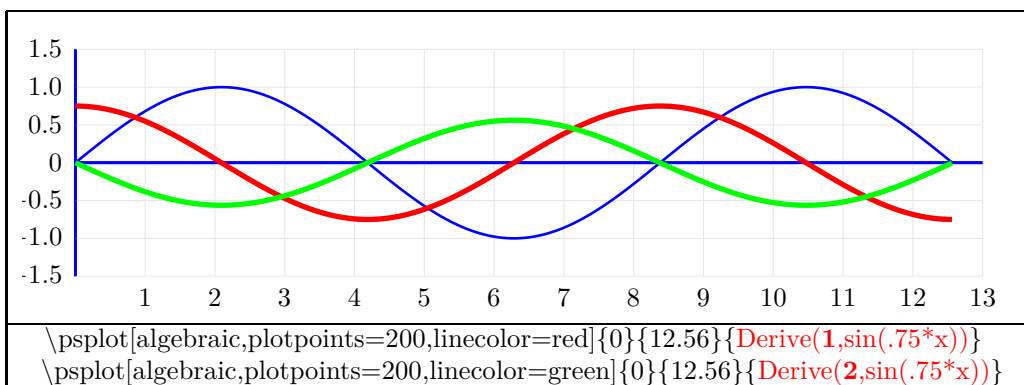
Command without asterisk	Command with asterisk
	
<pre>\psplotTangent[polarplot,linecolor=red,arrows=-&gt;]{2}{3}{6*sin(2*x)}<sup>1</sup></pre>	

1. `arrowscale=2,algebraic=true,linewidth=2pt`

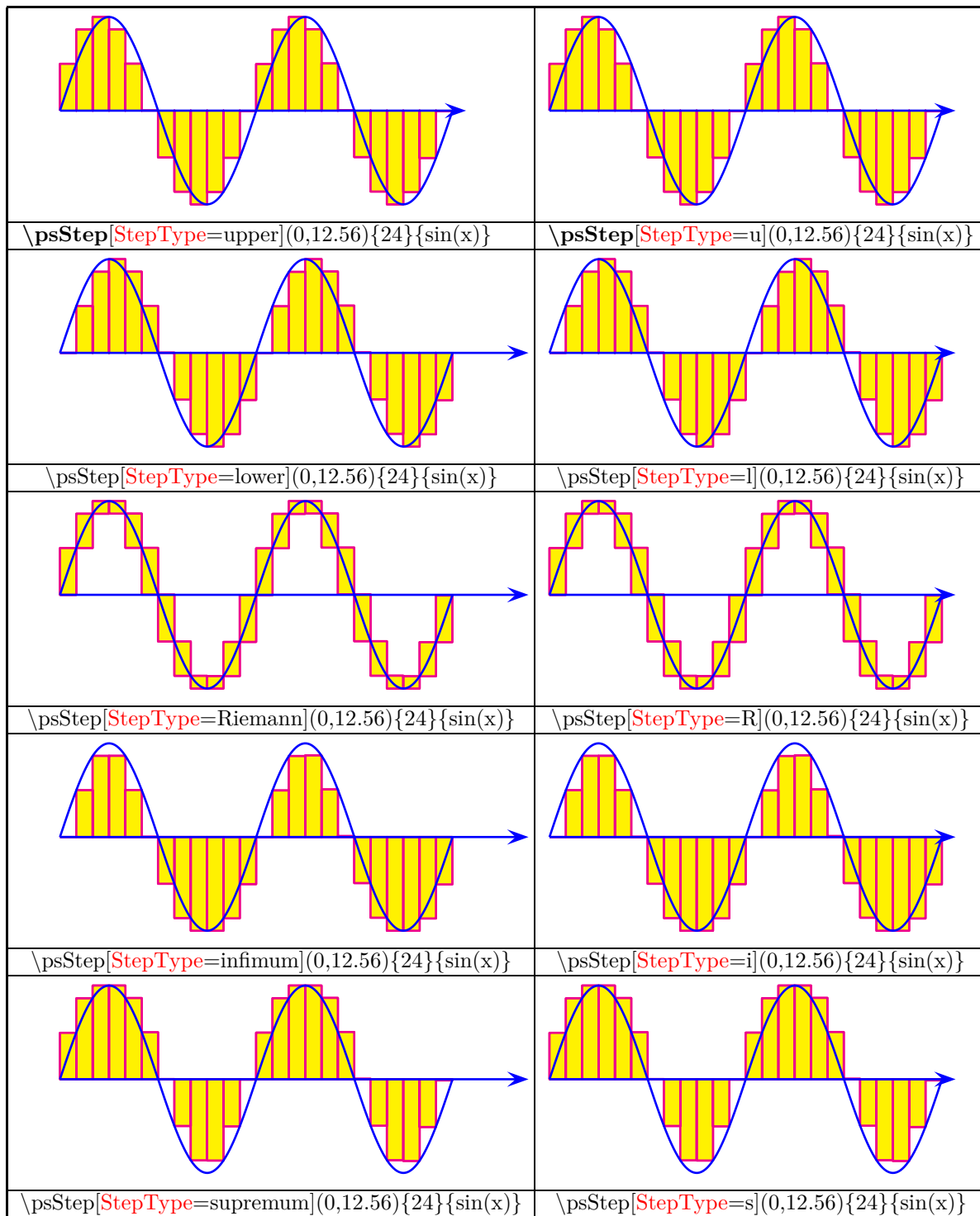
### 29.3.4 Normal of the tangent line [2]



### 29.3.5 Derivatives of a function [2]



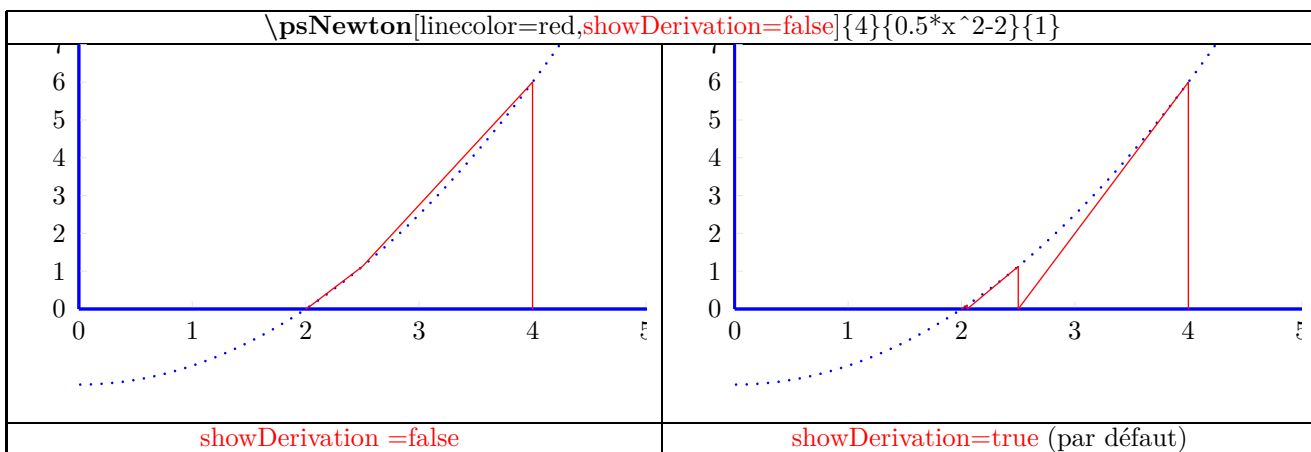
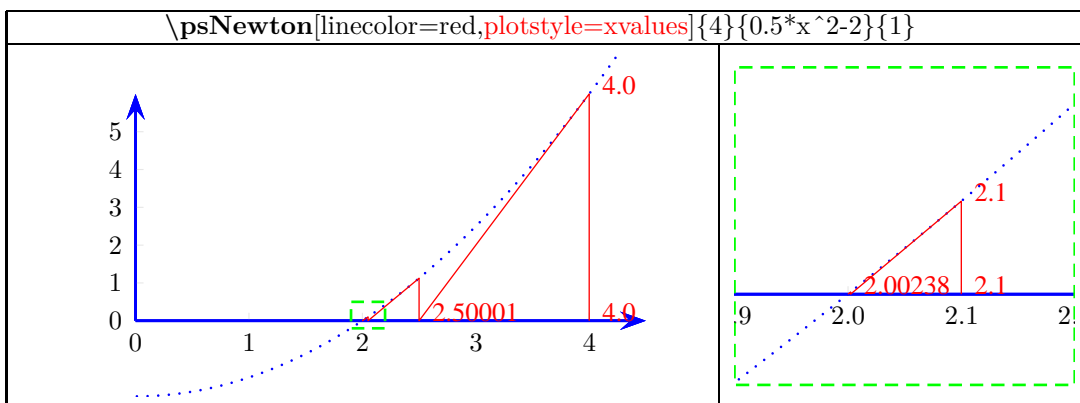
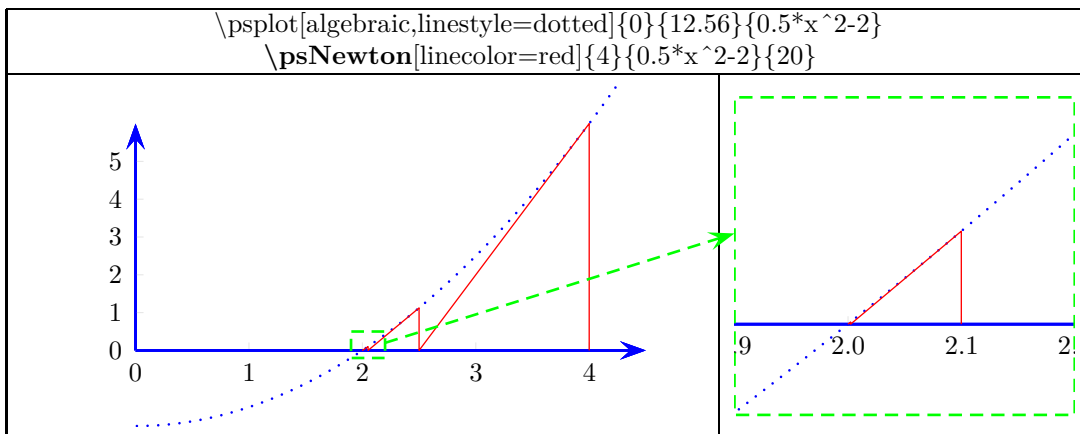
29.3.6 Riemann integral [2]





### 29.3.7 Newton method [18]

syntax : `\psNewton [Options] {x0} {f(x)} {number of iteration}`

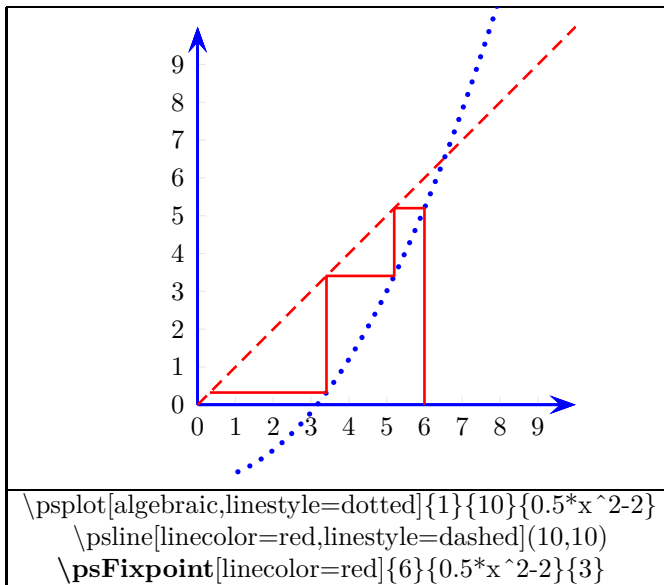


`showDerivation =false`

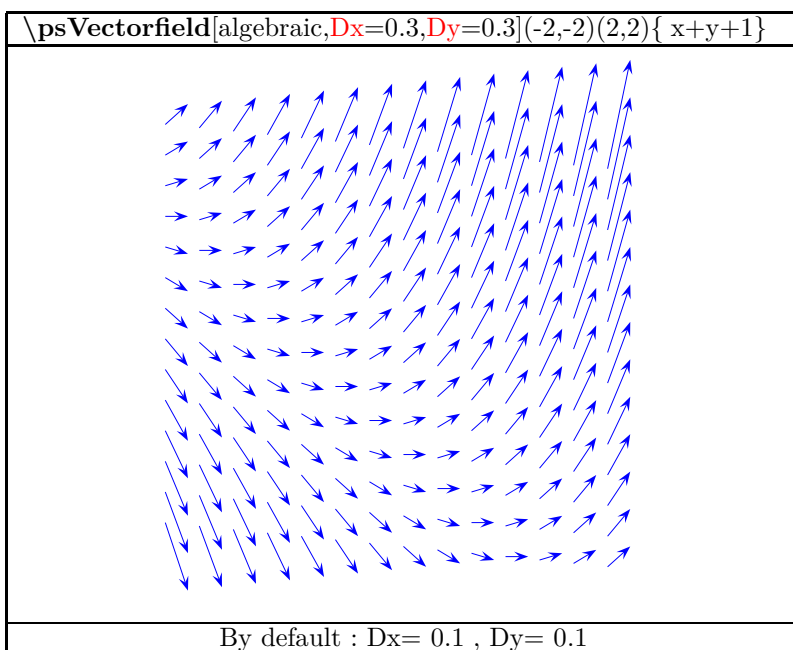
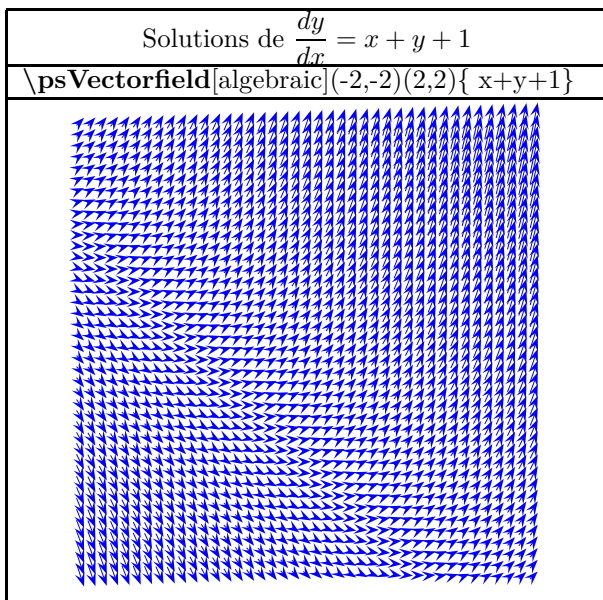
`showDerivation=true` (par défaut)

## 29.4 Macro `psFixpoint` [18]

syntax : `\psFixpoint` [Options]  $\{x_0\}\{f(x)\}\{\text{number of iteration}\}$

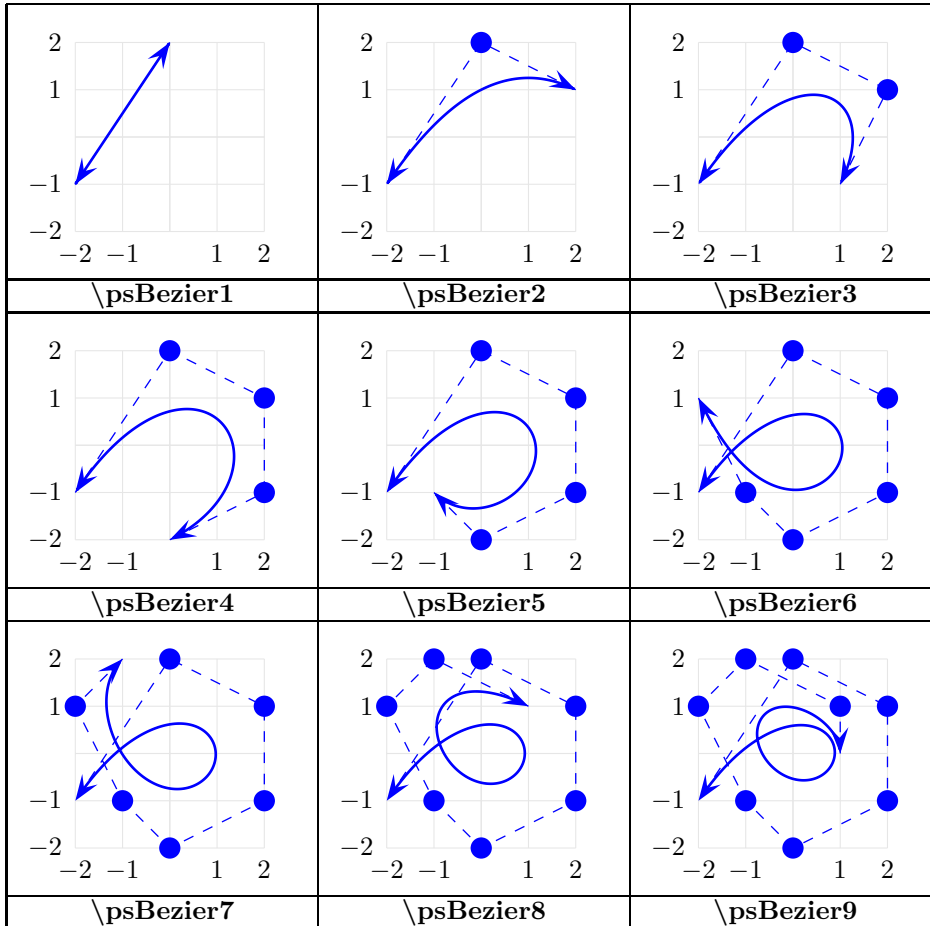


## 29.5 Macro psVectorfield [18]



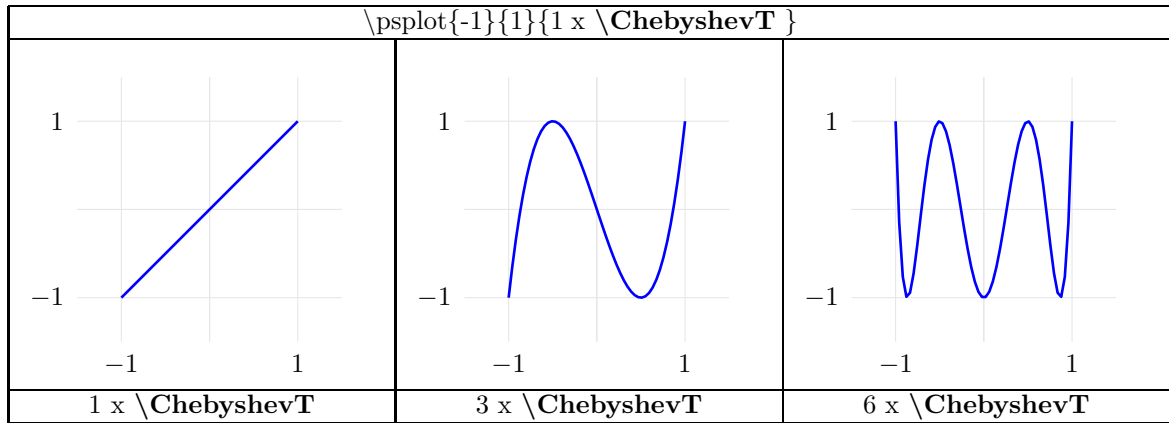
## 30 mathematical functions

### 30.1 Bezier curve

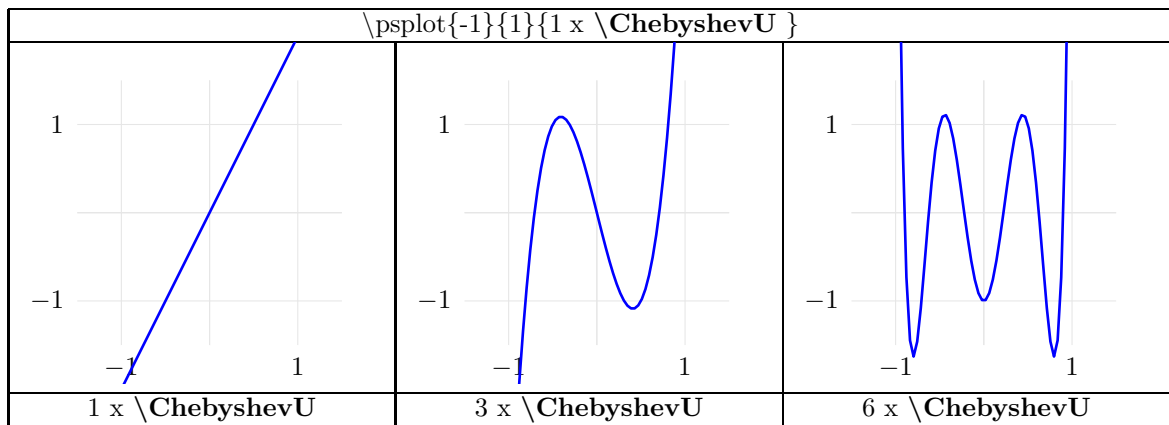


## 30.2 Chebyshev polynomial

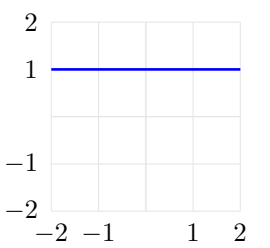
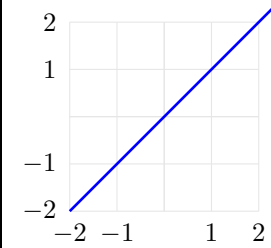
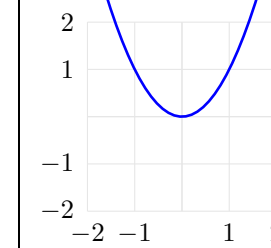
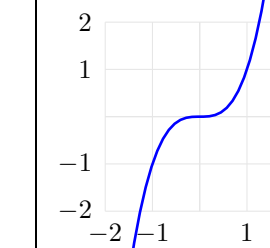
### 30.2.1 Polynôme de première espèce

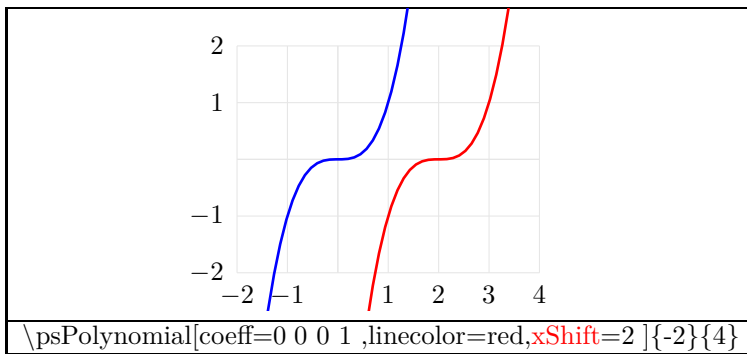


### 30.2.2 Polynôme de deuxième espèce

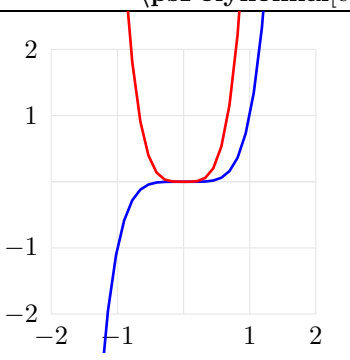
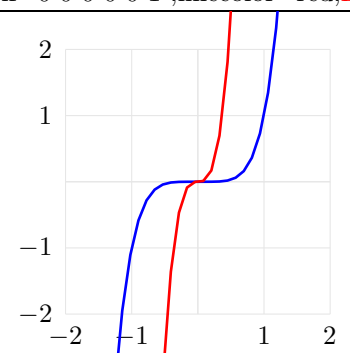
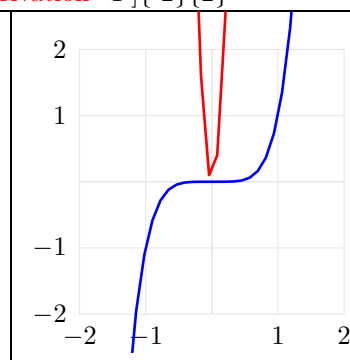


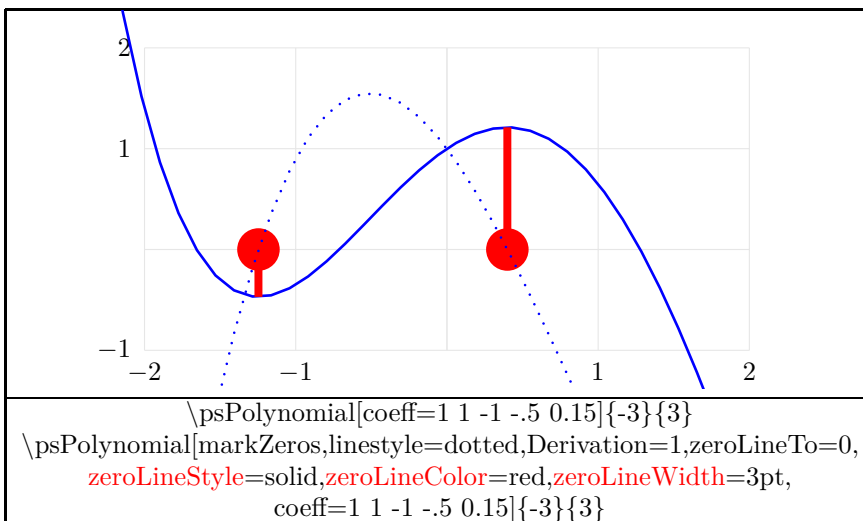
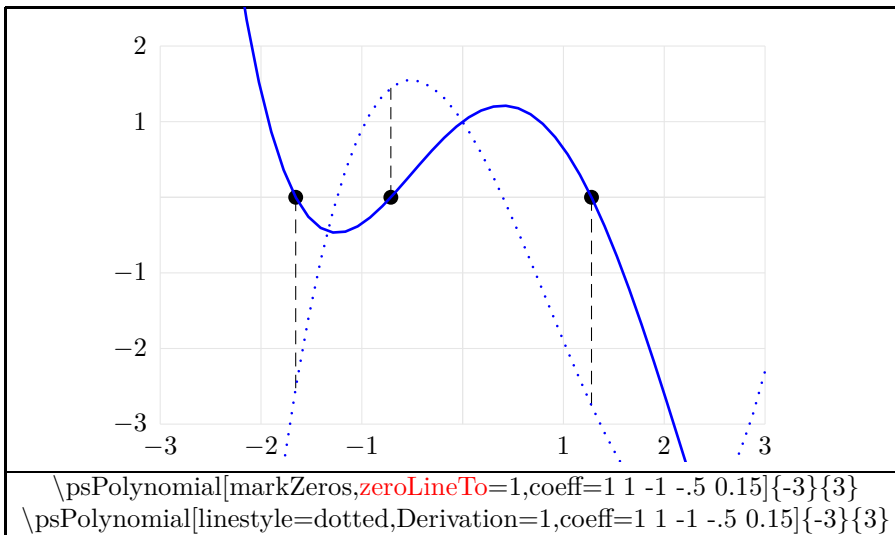
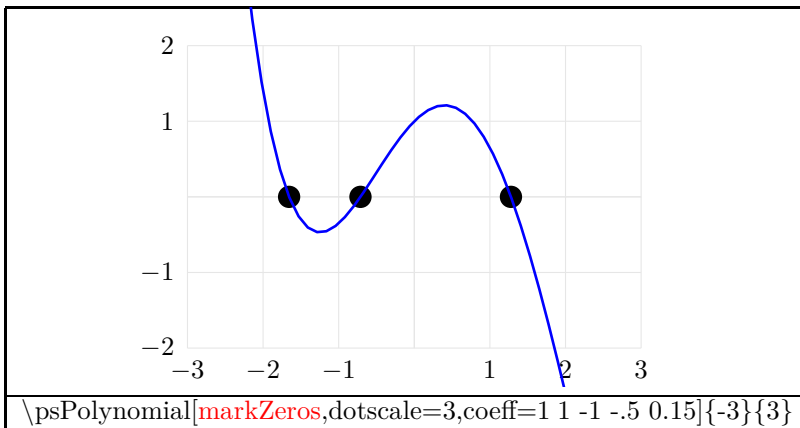
### 30.3 Function polynomial

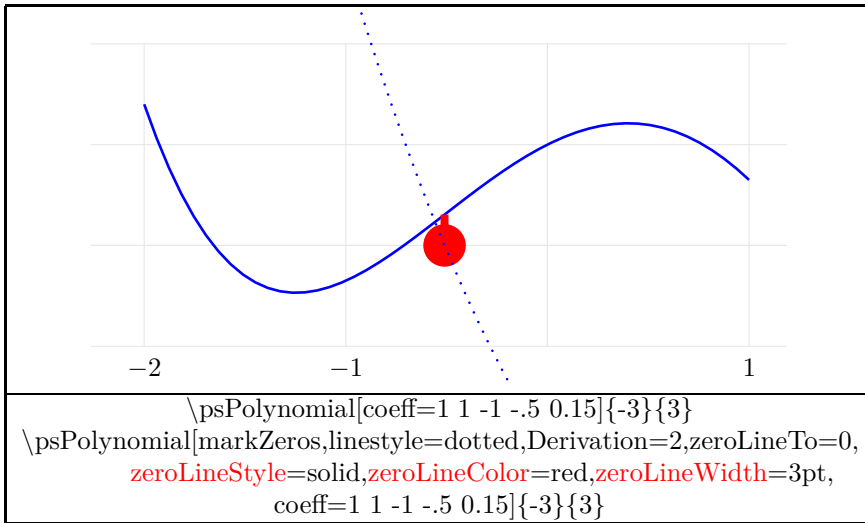
<code>\psPolynomial[coeff= 1 ]{-2}{2}</code>			
			
<code>coeff= 1</code> $f(x) = 1$	<code>coeff=0 1</code> $f(x) = x$	<code>coeff=0 1</code> $f(x) = x^2$	<code>coeff=0 0 0 1</code> $f(x) = x^3$



`\psPolynomial[coeff=0 0 0 1 ,linecolor=red,xShift=2 ]{-2}{4}`

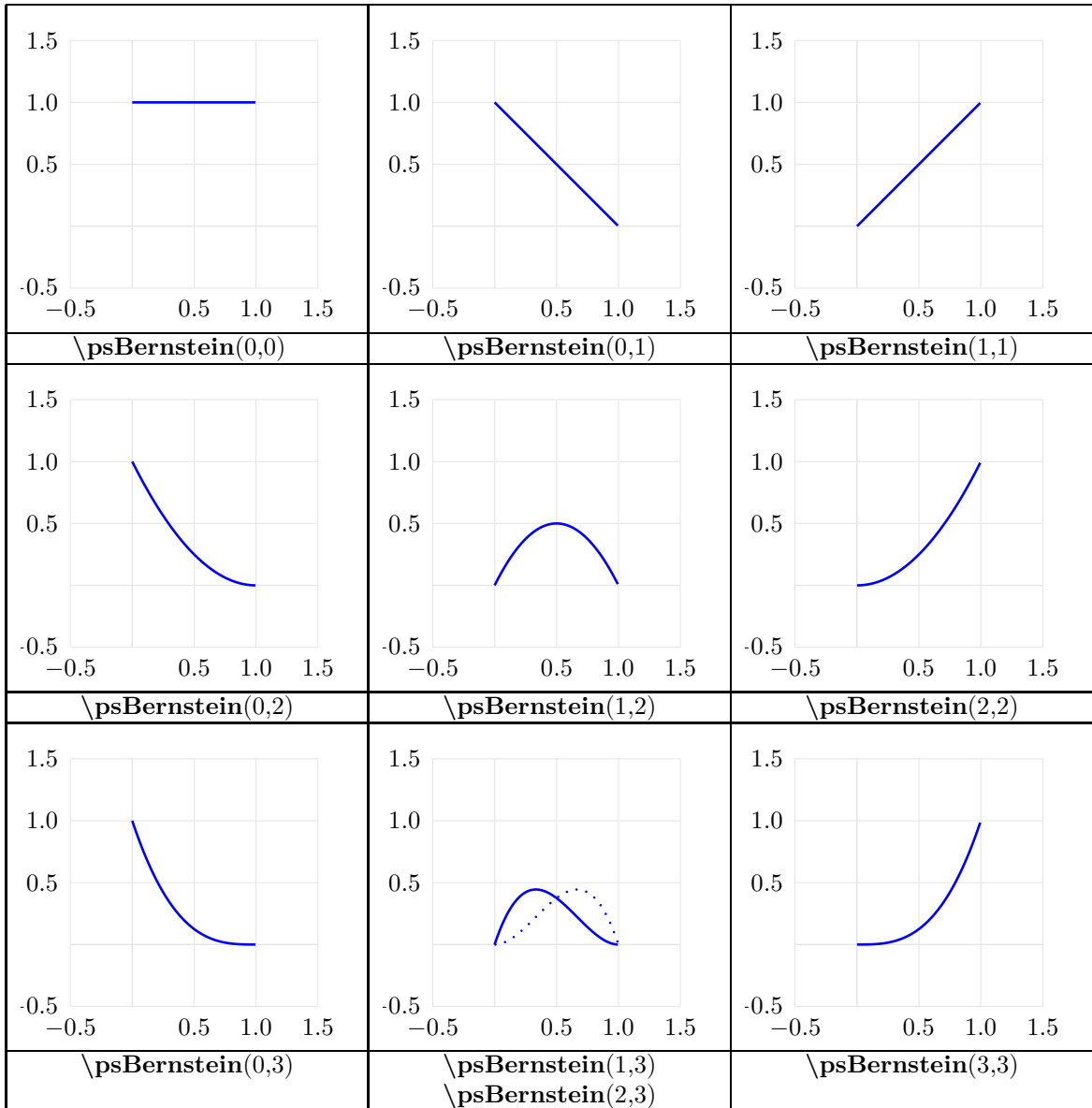
<code>\psPolynomial[coeff=0 0 0 0 0 1 ,linecolor=red,Derivation=1 ]{-2}{2}</code>		
		
<code>Derivation= 1</code>	<code>Derivation= 2</code>	<code>Derivation= 3</code>

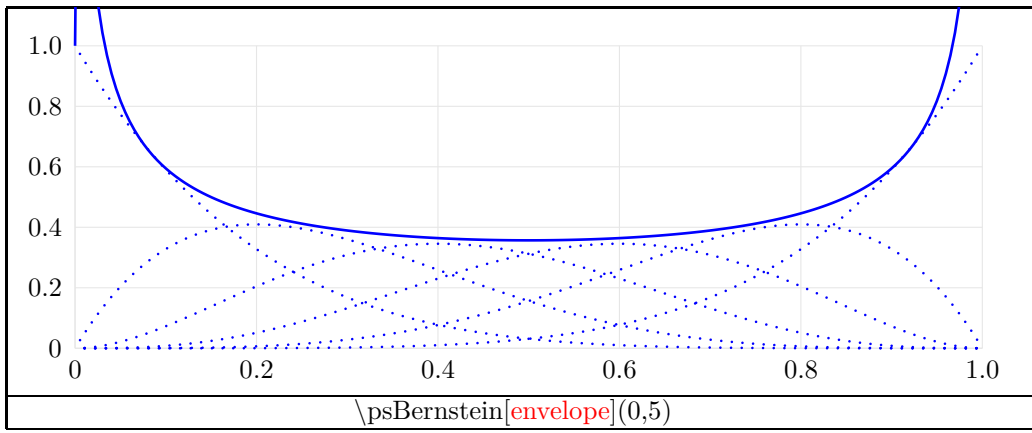






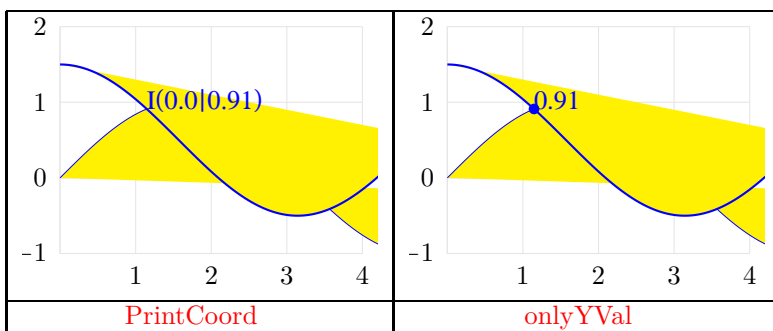
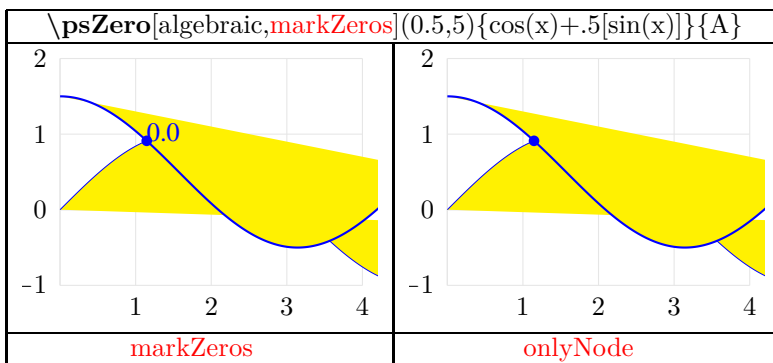
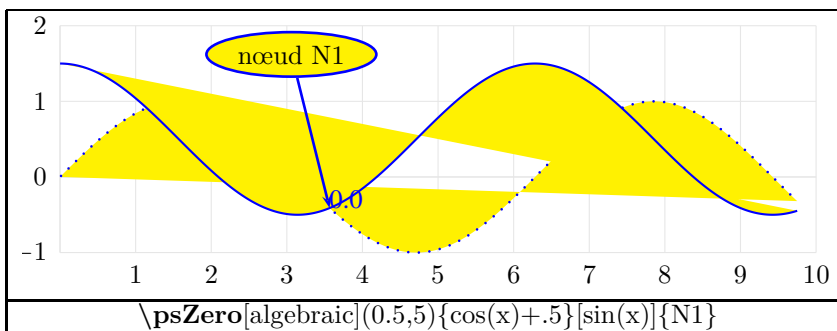
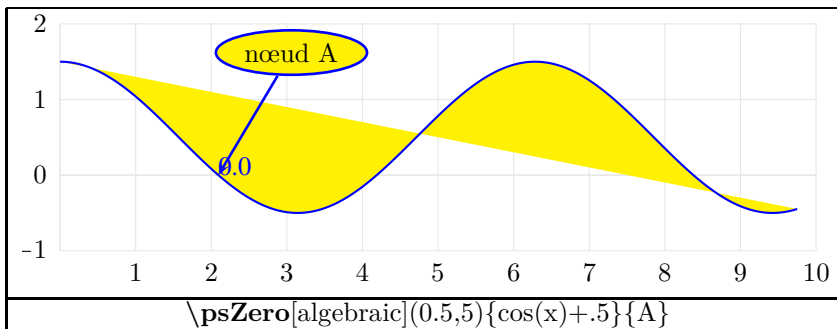
### 30.4 Bernstein polynomial

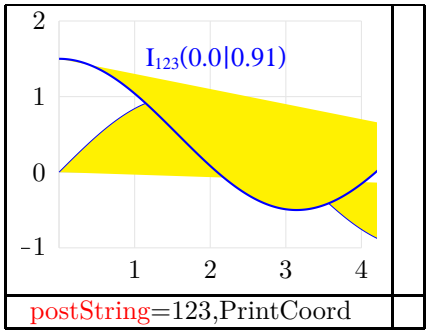
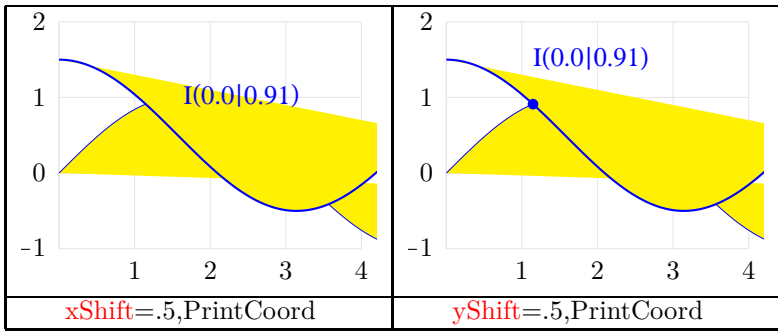
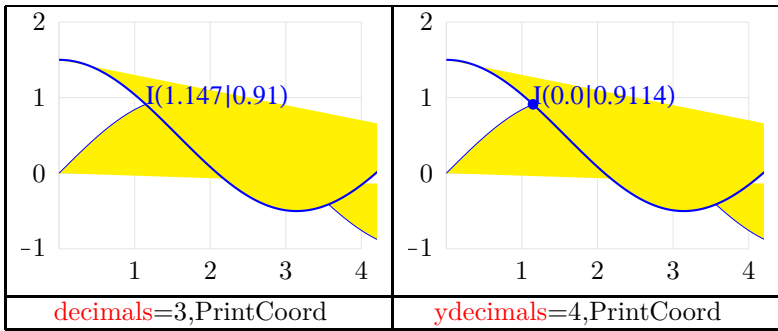
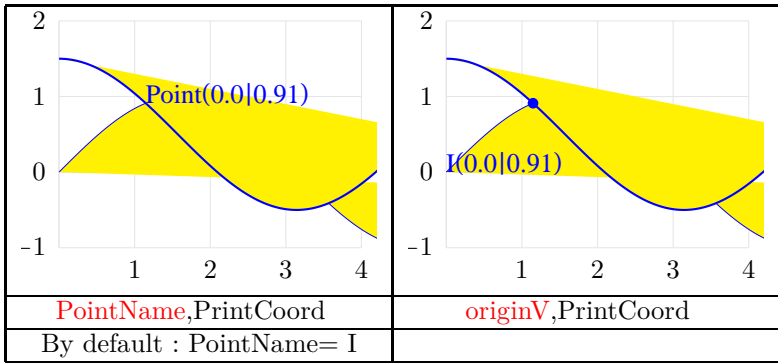




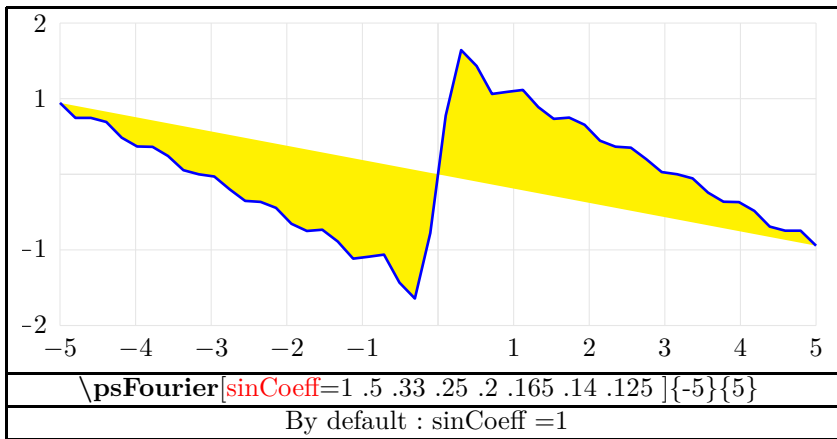
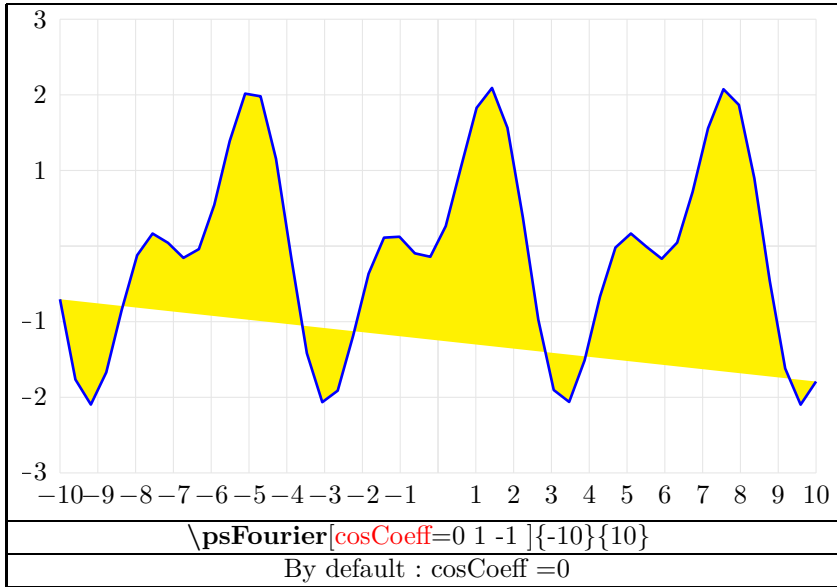
fonction

### 30.5 Zeros or intersections

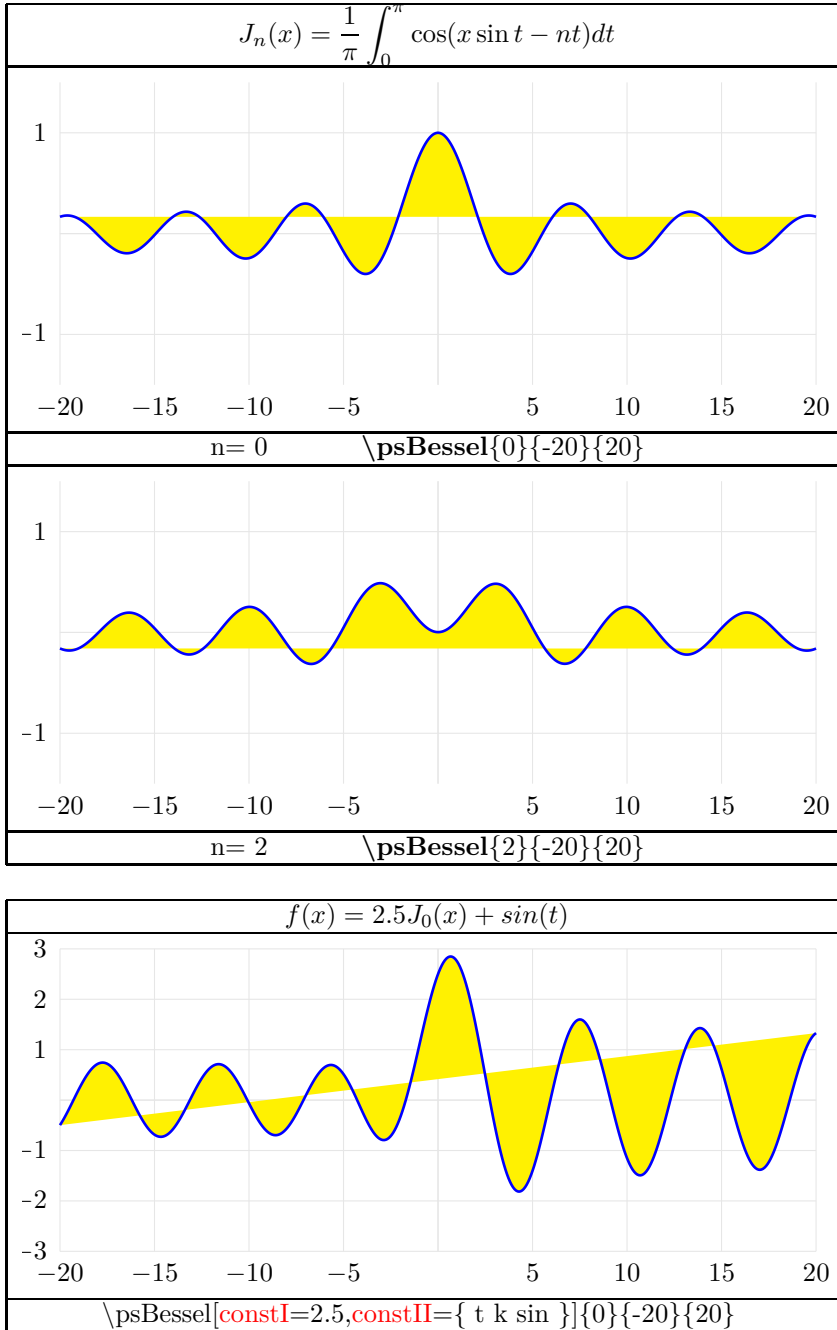




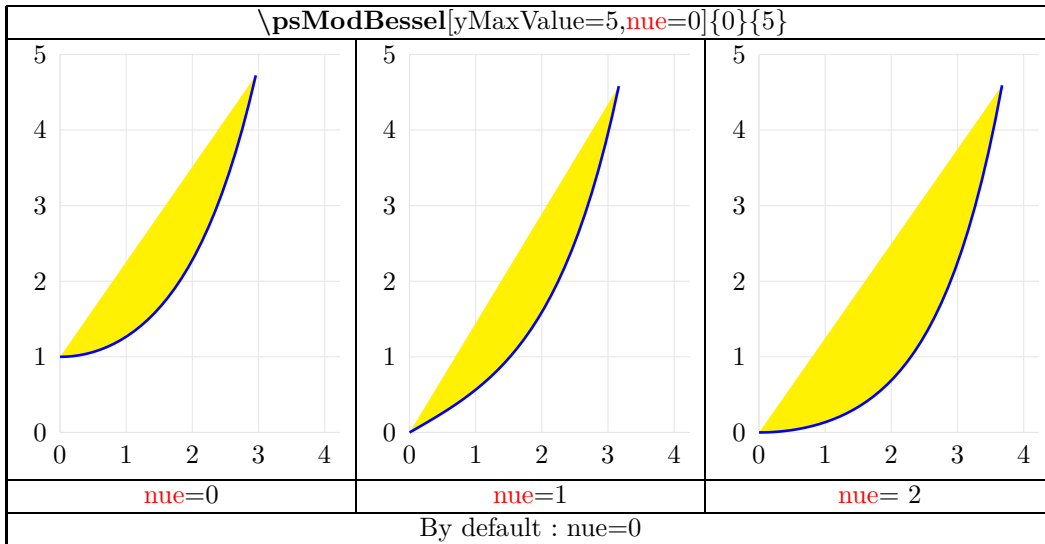
### 30.6 Fourier



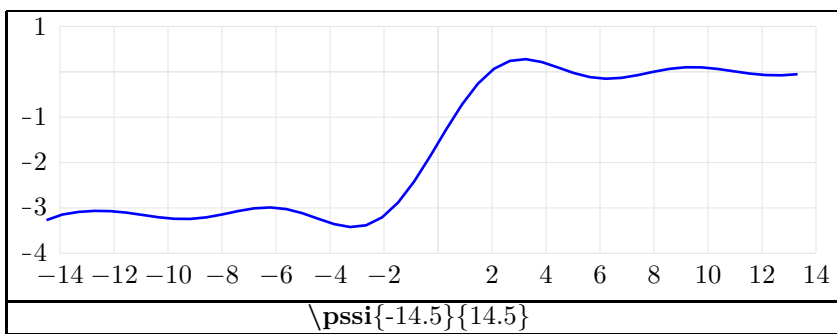
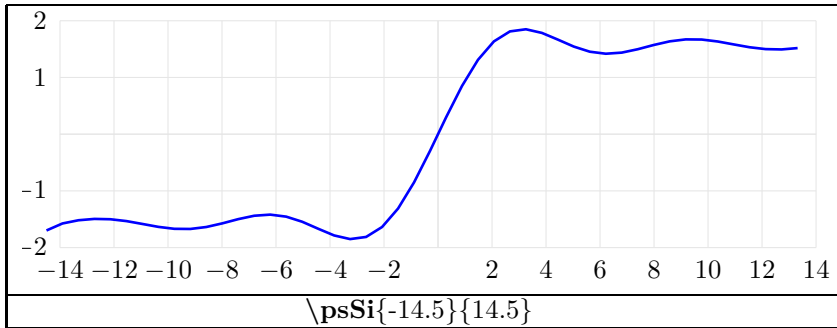
### 30.7 Bessel



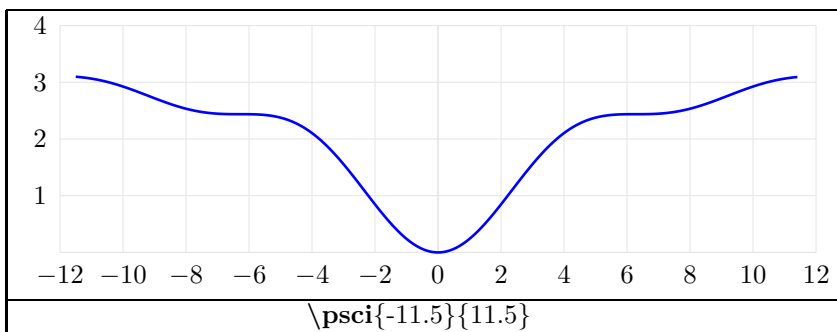
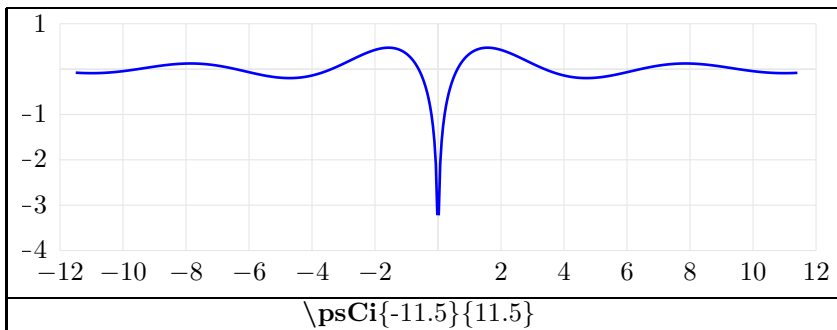
### 30.8 modified Bessel



### 30.9 Integral sinus

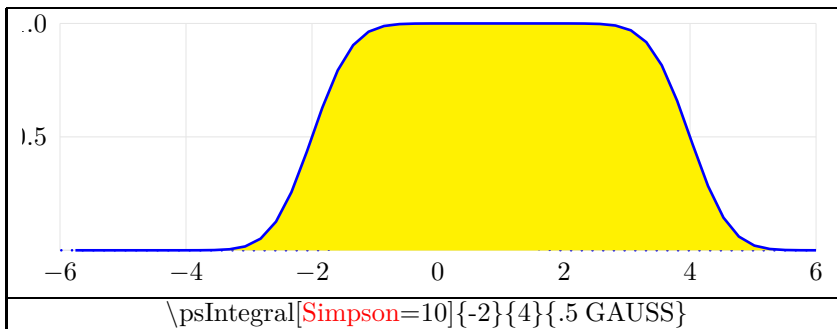
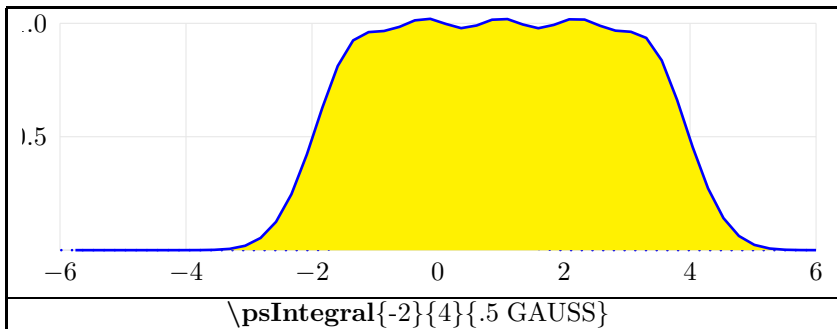
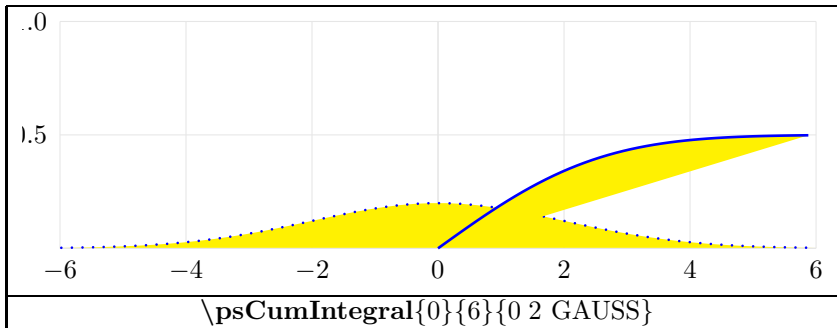
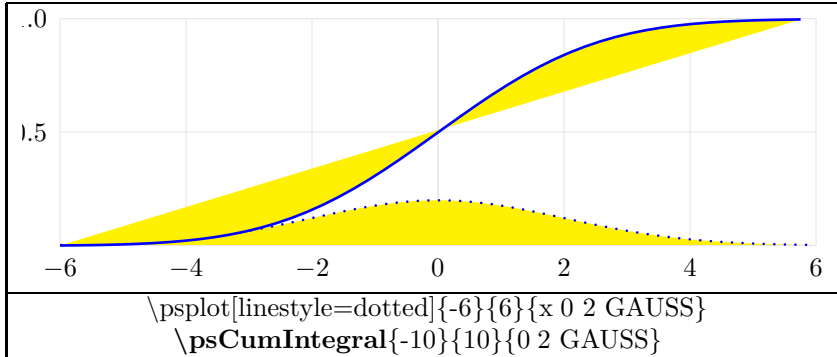


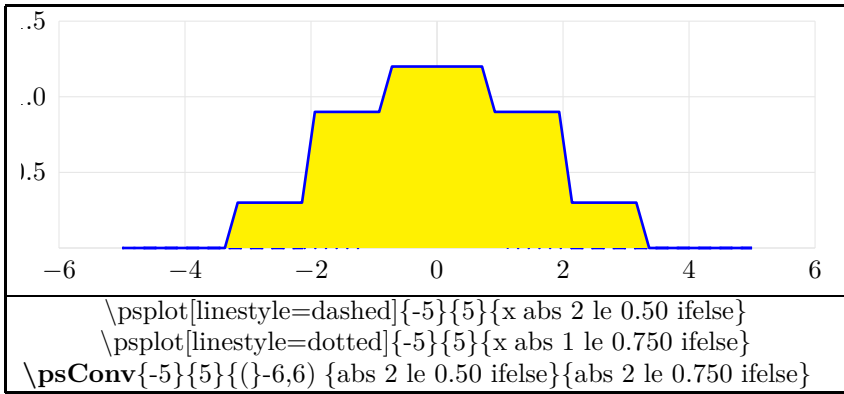
### 30.10 Integral cosinus



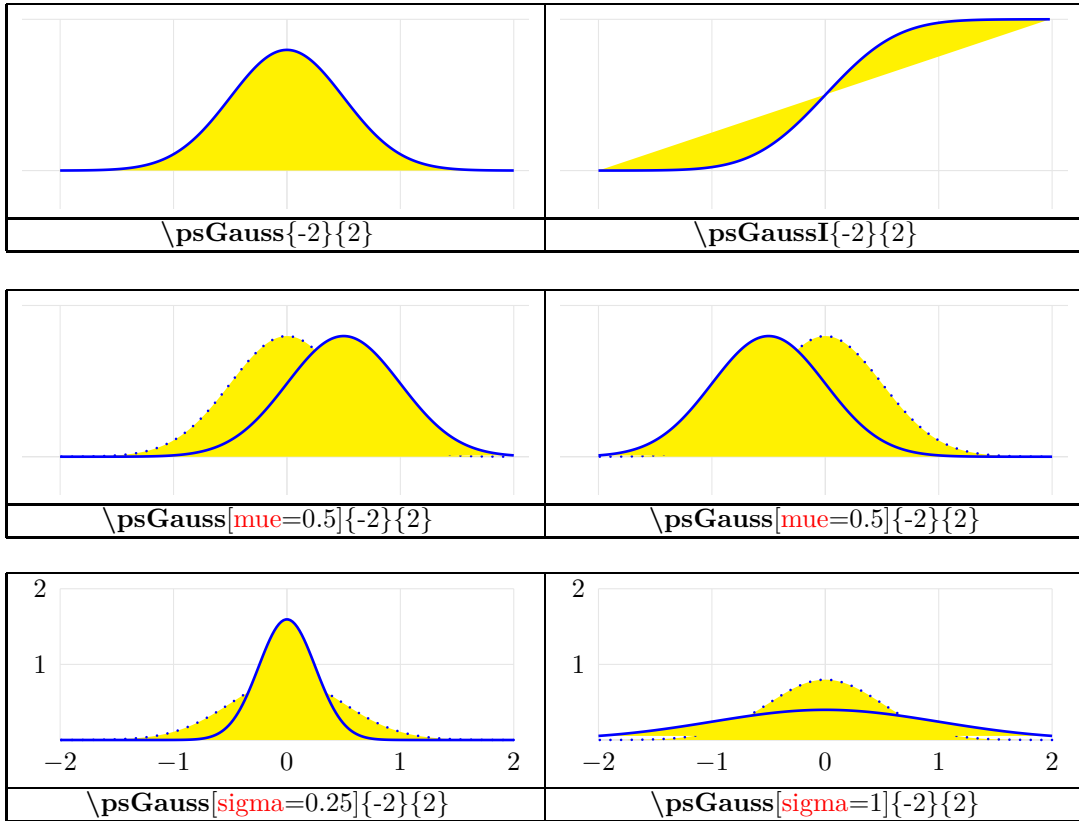


### 30.11 Integration and convolution

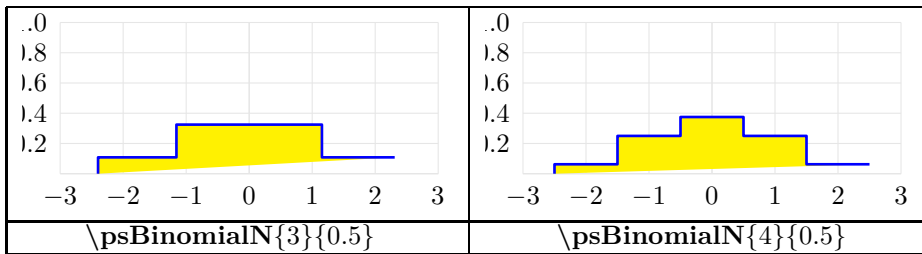
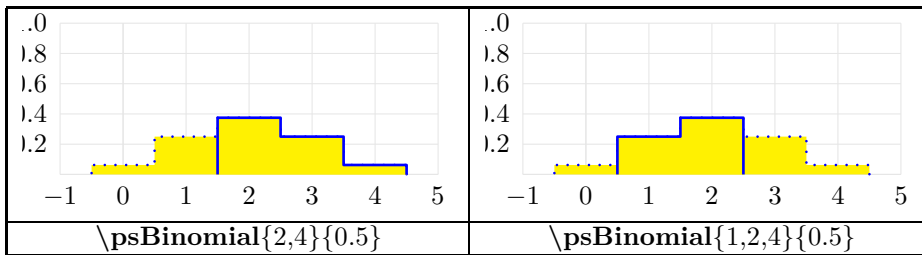
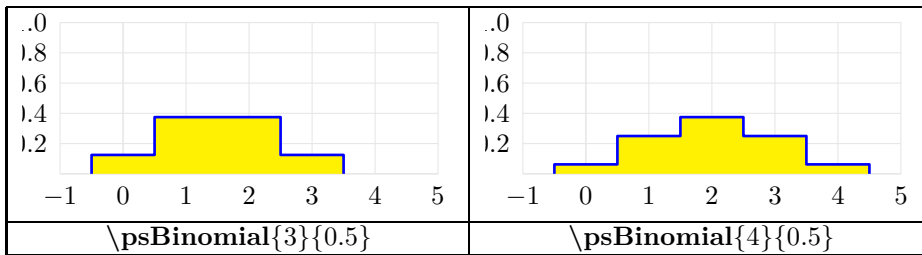
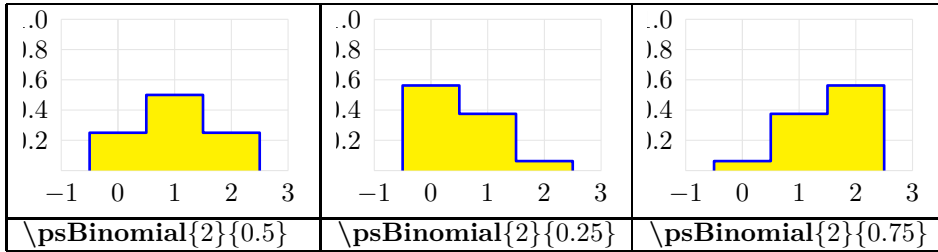




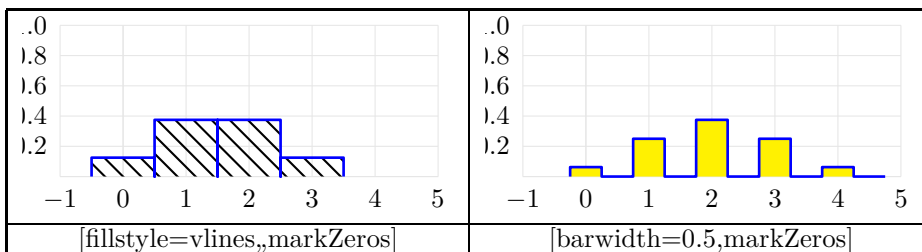
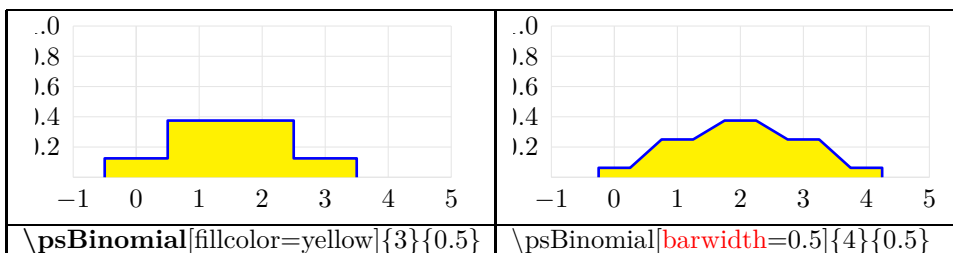
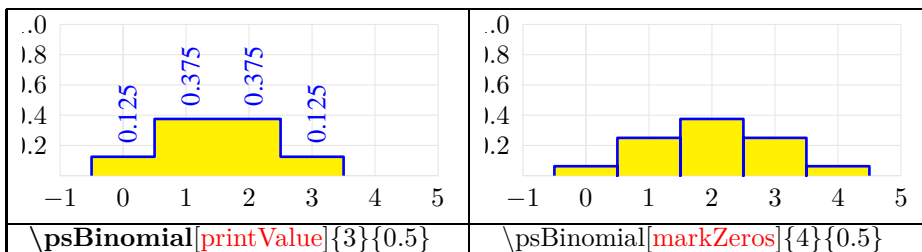
### 30.12 Gauss Distribution



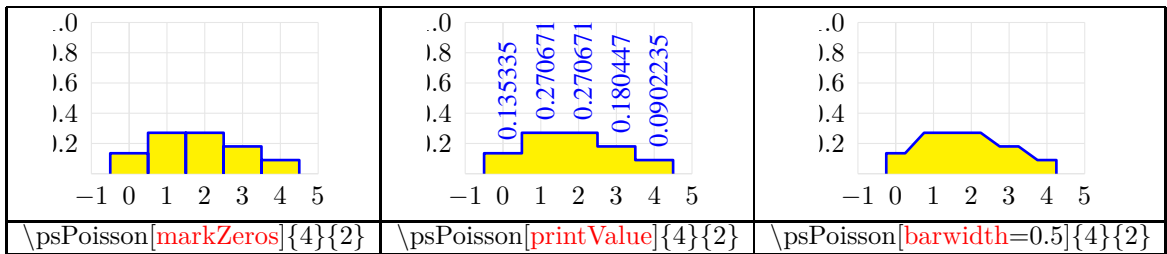
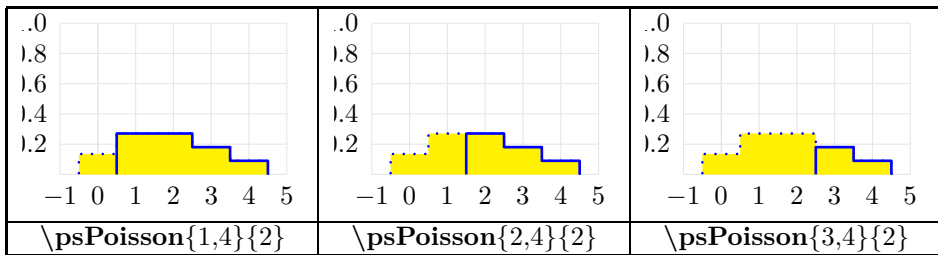
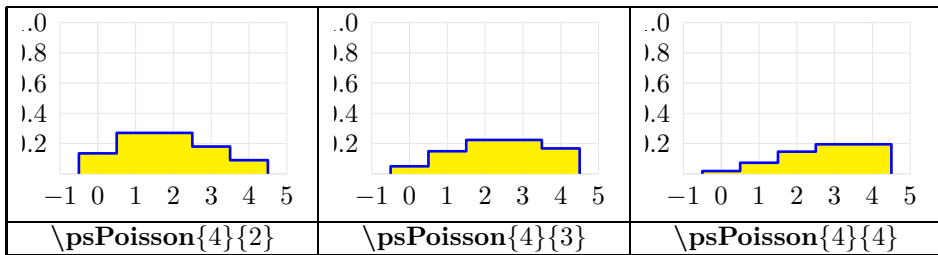
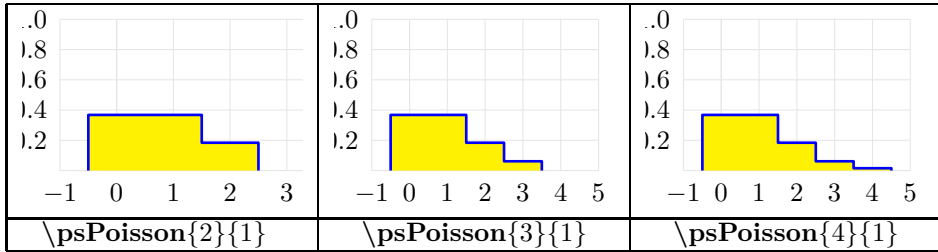
### 30.13 Binomial Distribution



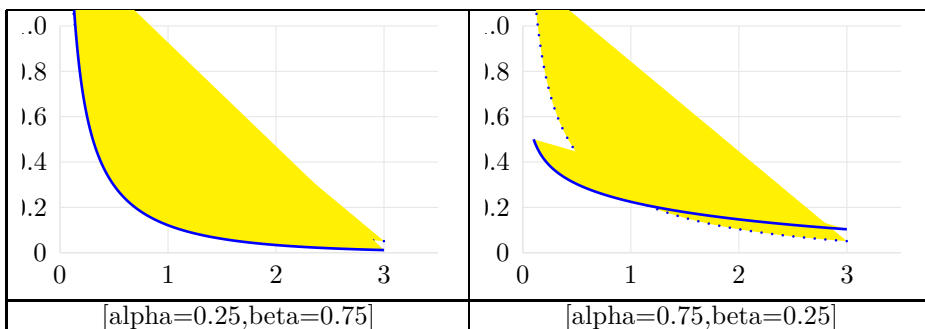
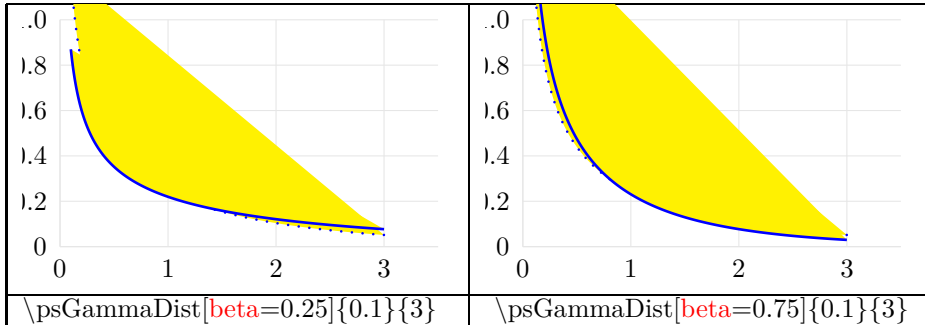
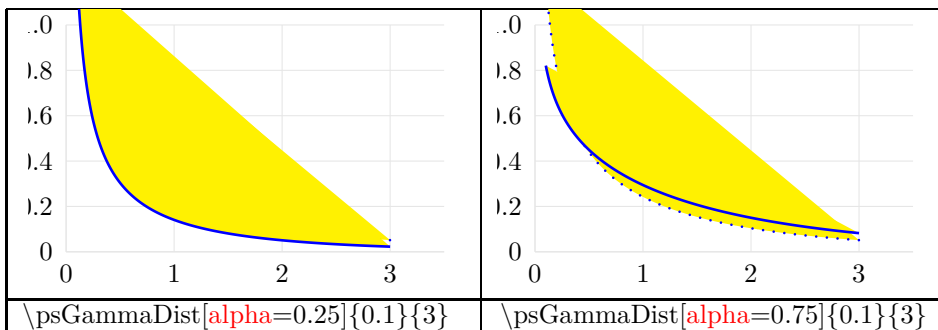
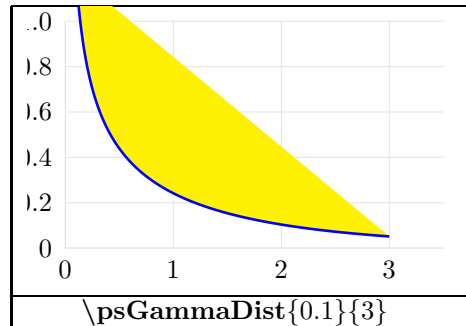
### 30.13.1 paramètres



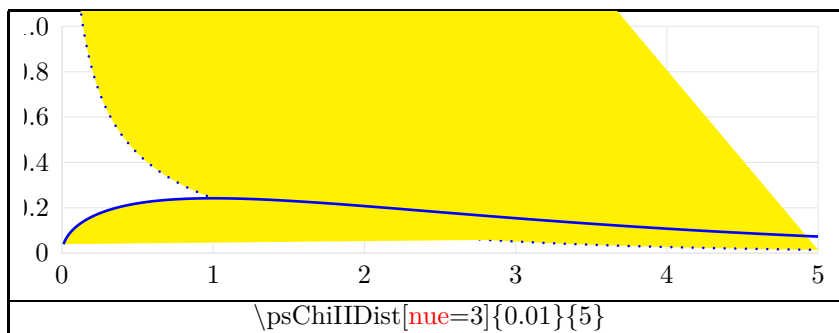
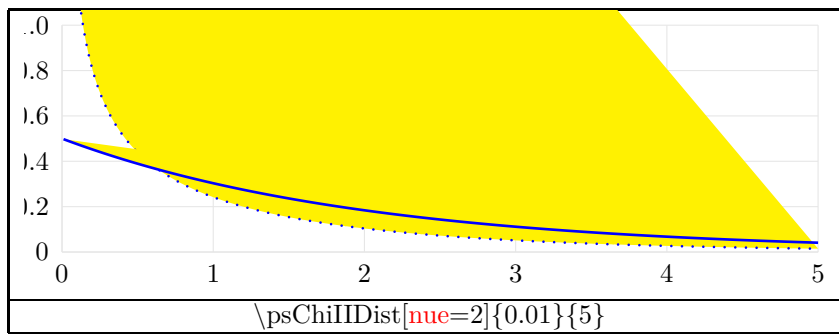
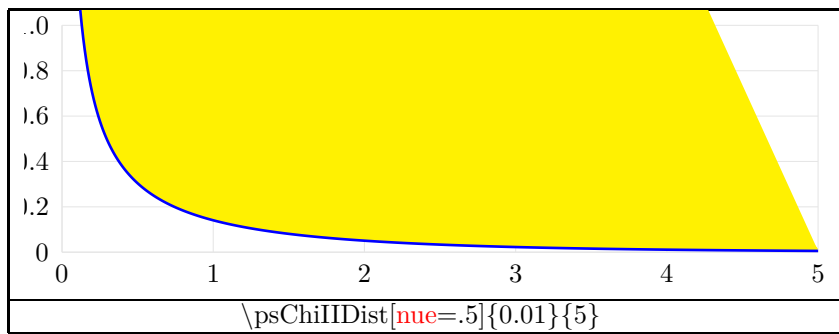
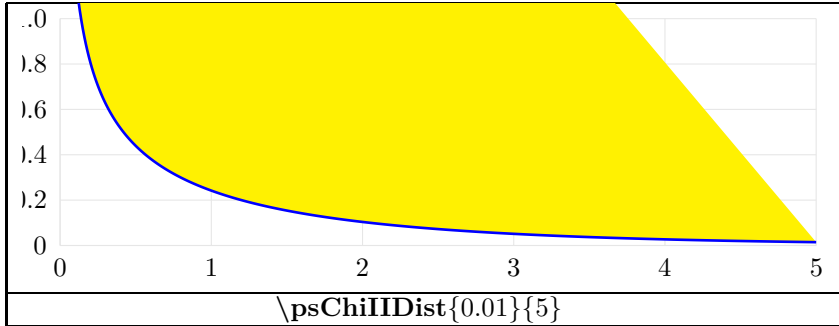
### 30.14 Poisson Distribution



### 30.15 Gamma Distribution

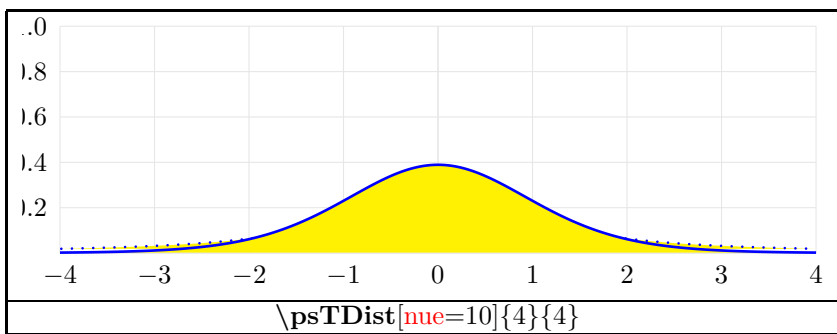
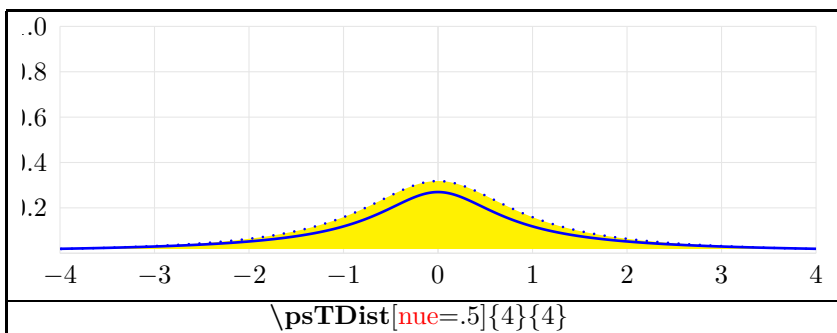
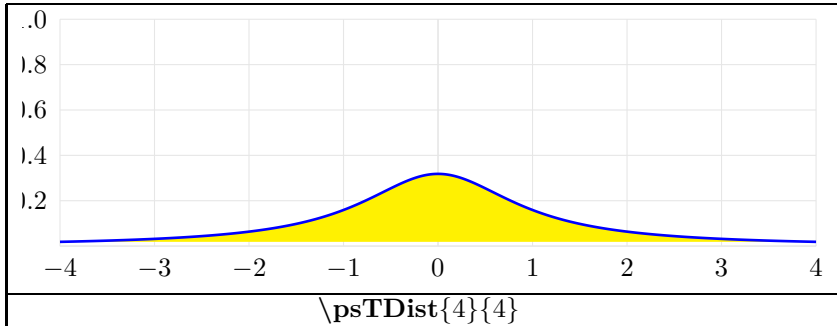


### 30.16 $\chi^2$ Distribution

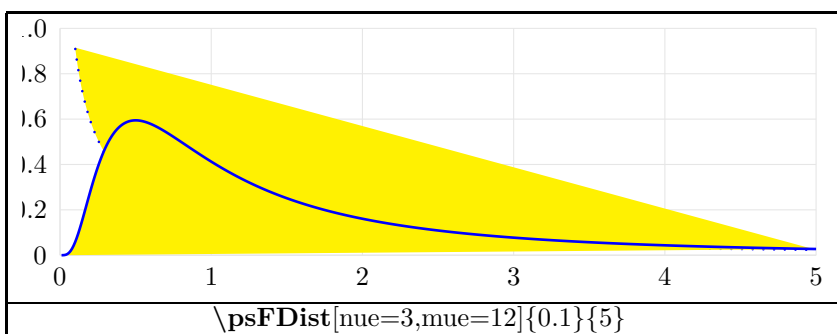
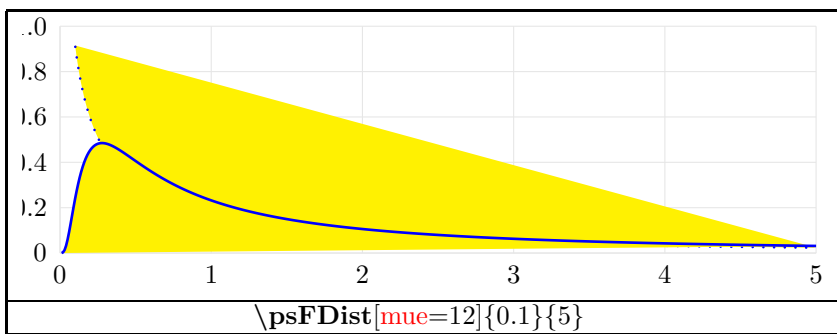
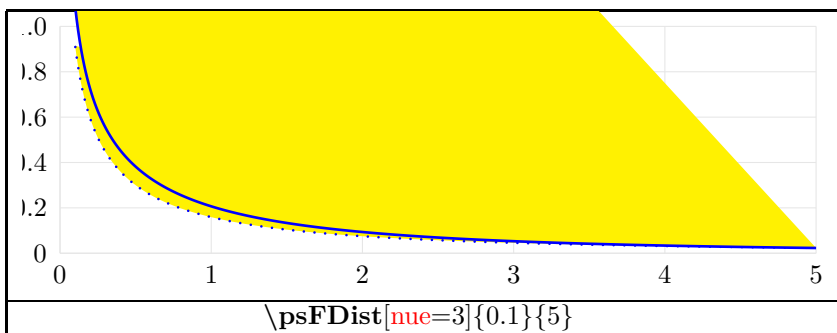
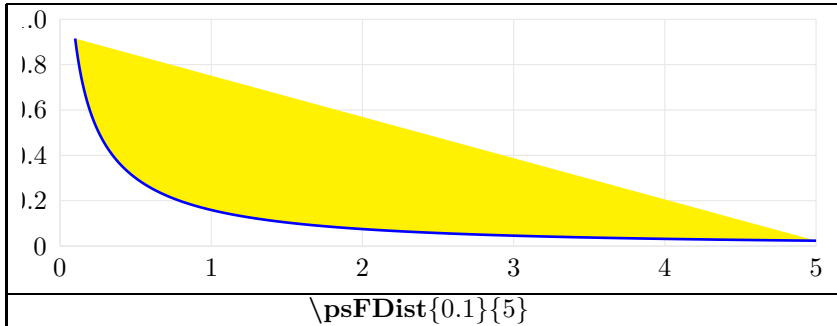




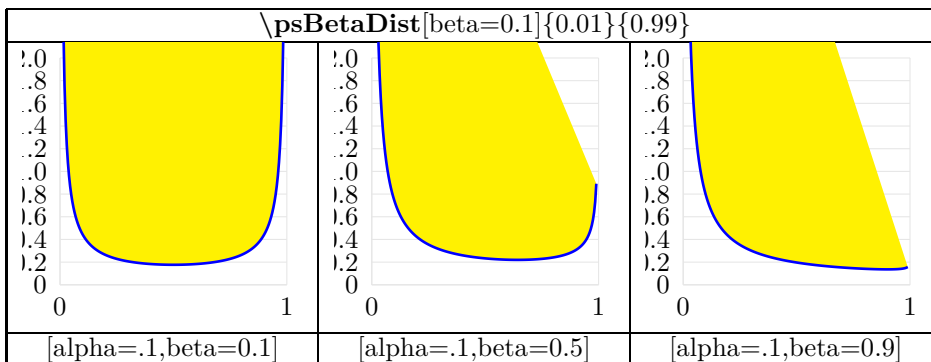
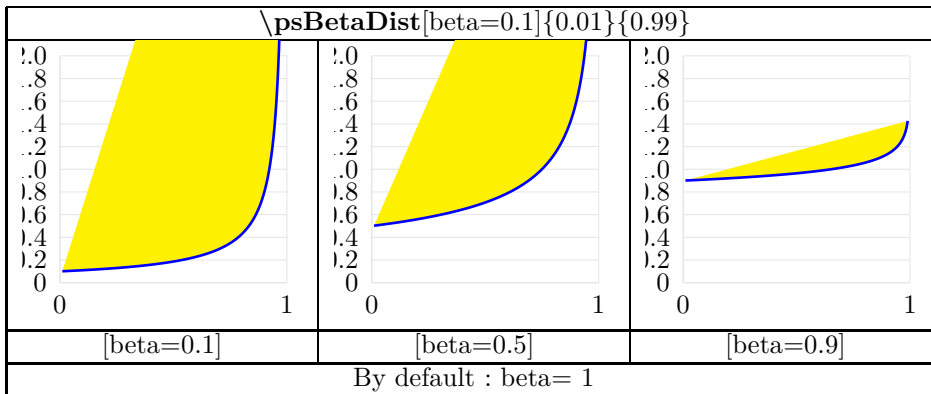
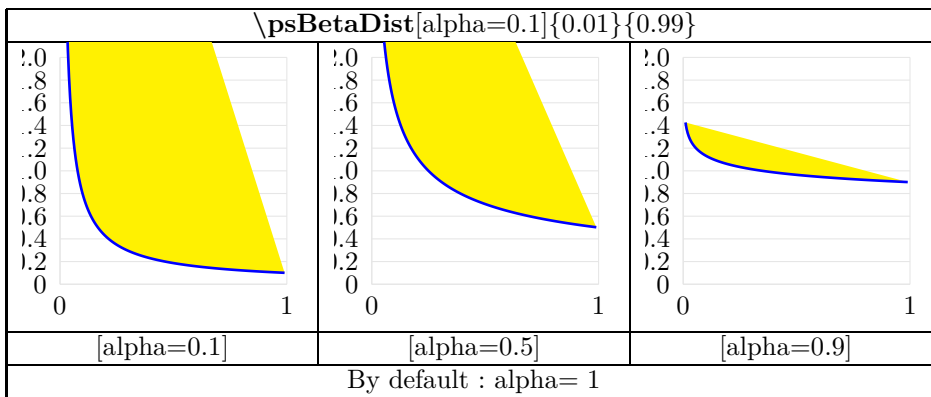
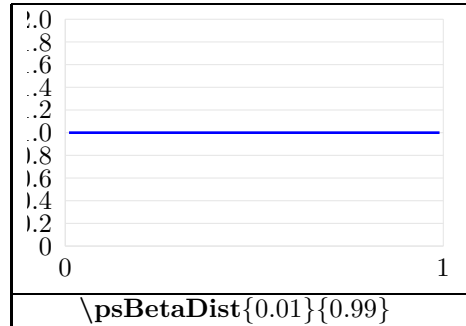
### 30.17 Student Distribution



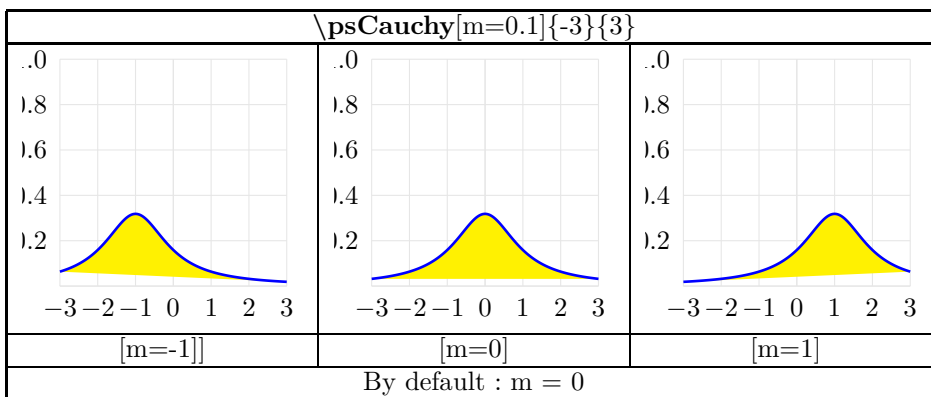
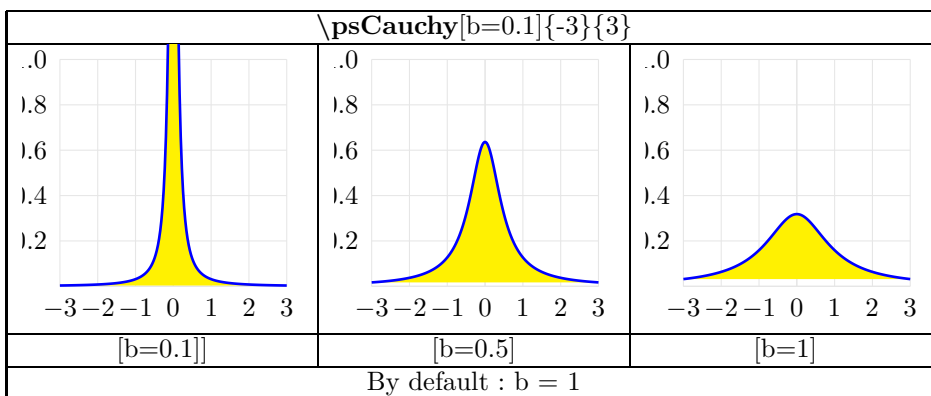
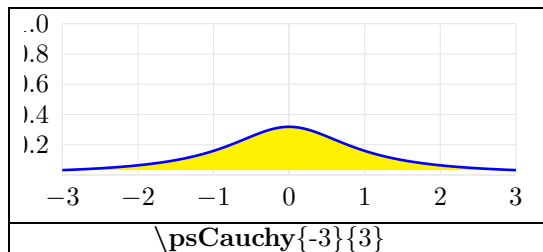
### 30.18 F Distribution

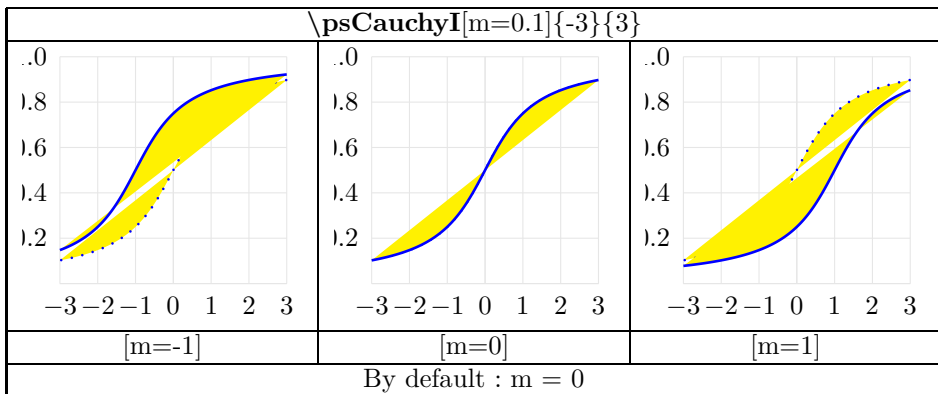
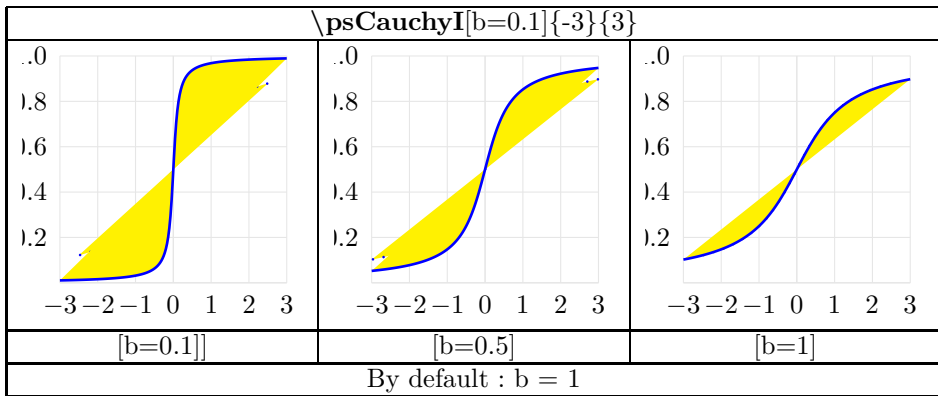
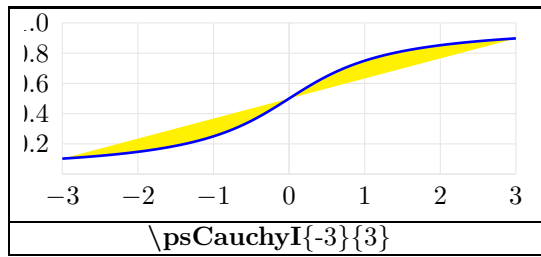


### 30.19 Beta Distribution

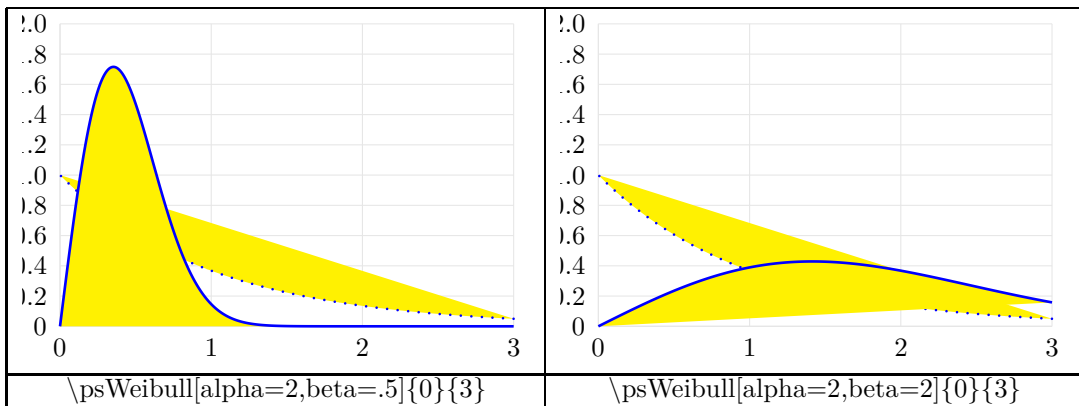
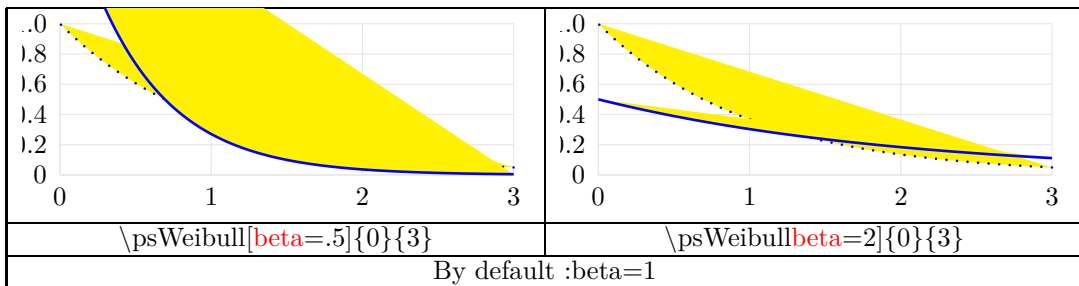
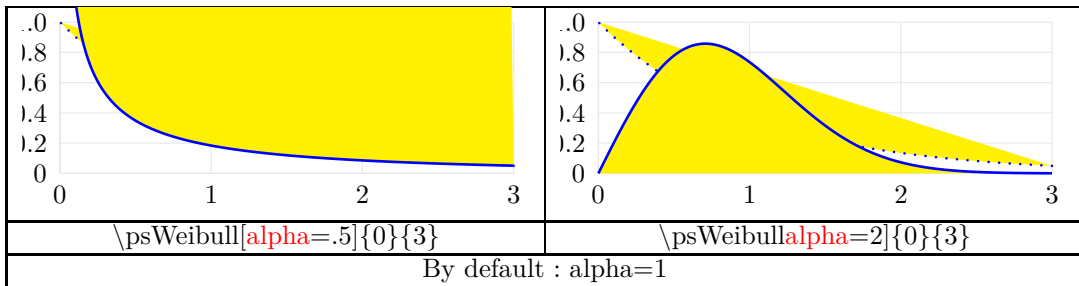
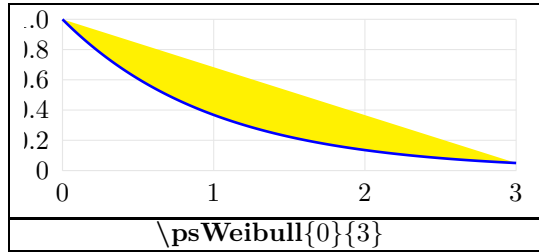


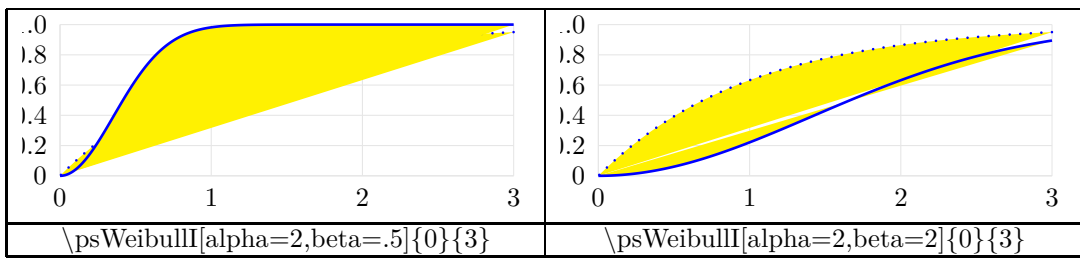
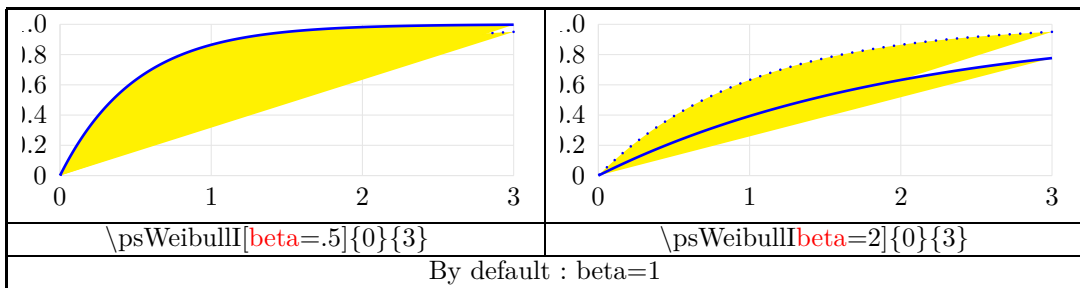
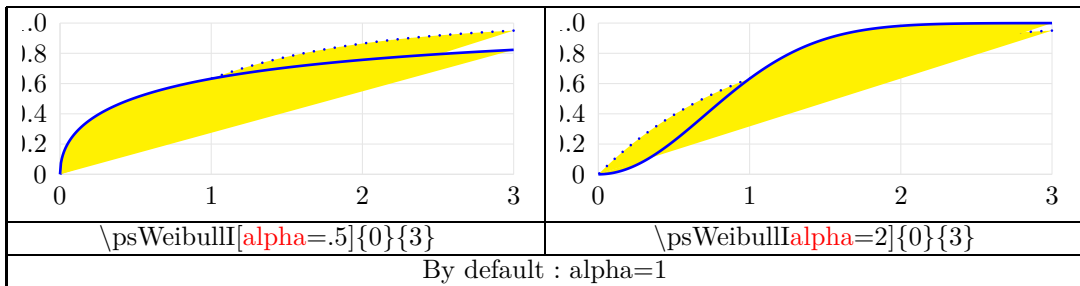
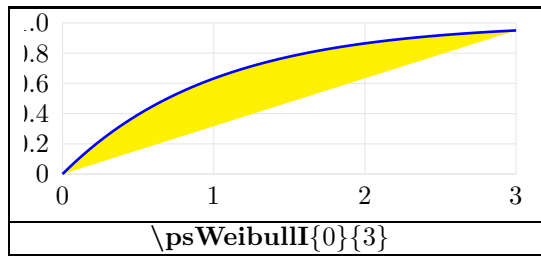
### 30.20 Cauchy Distribution



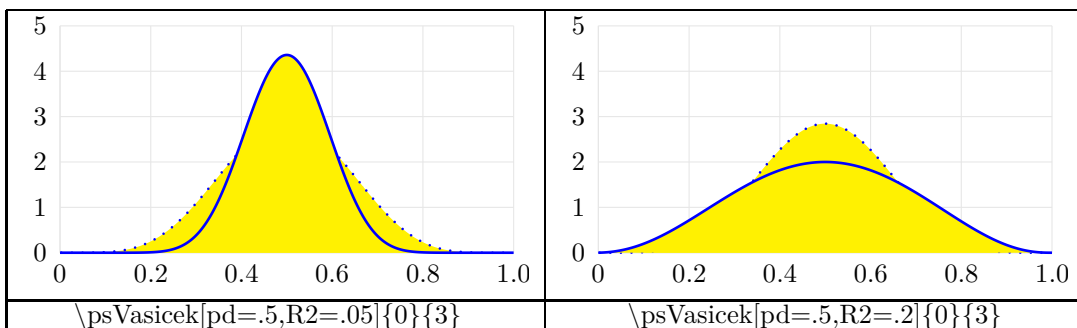
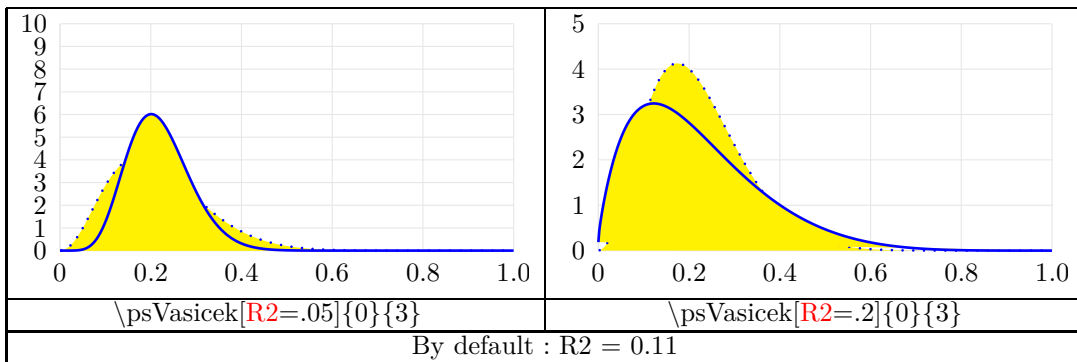
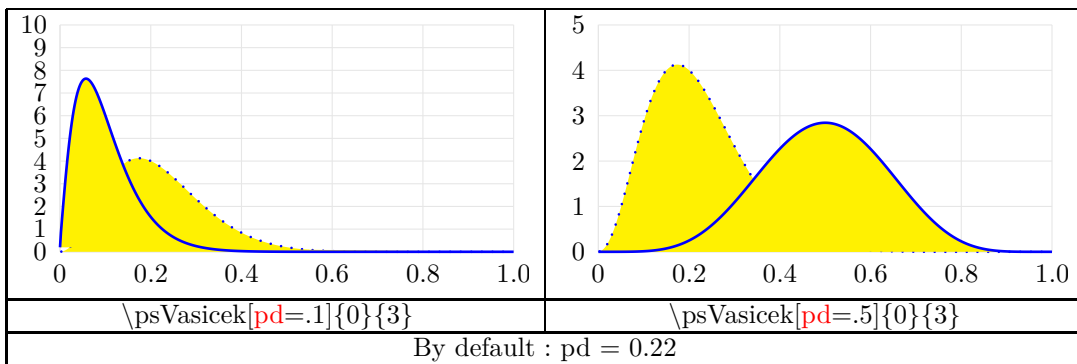
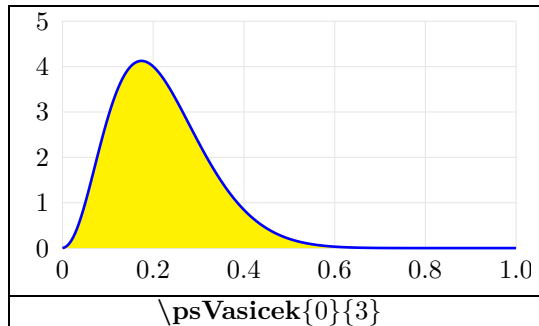


### 30.21 Weibull Distribution



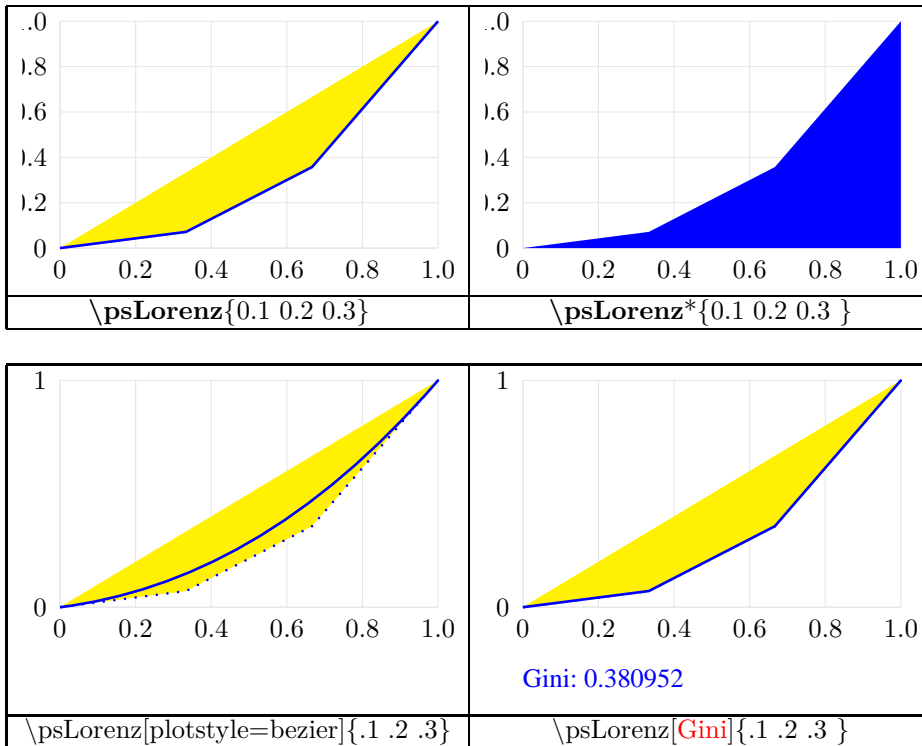


### 30.22 Vasicek Distribution

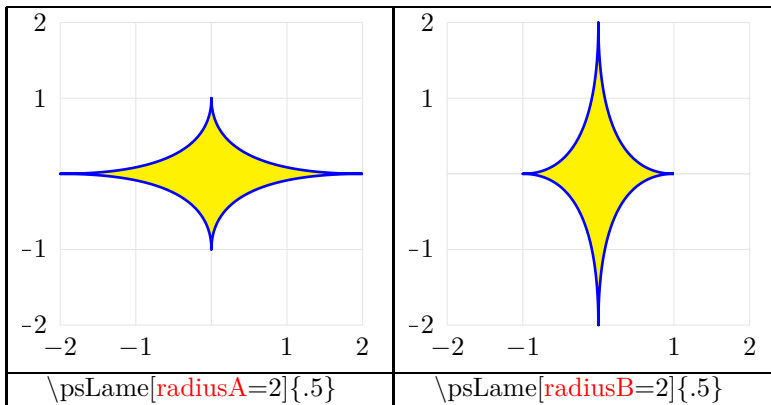
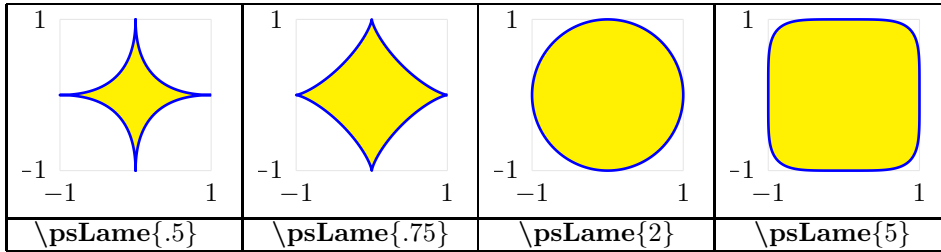




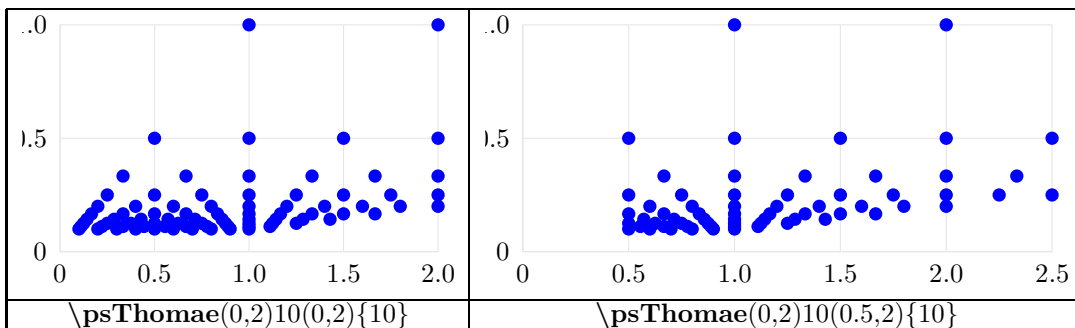
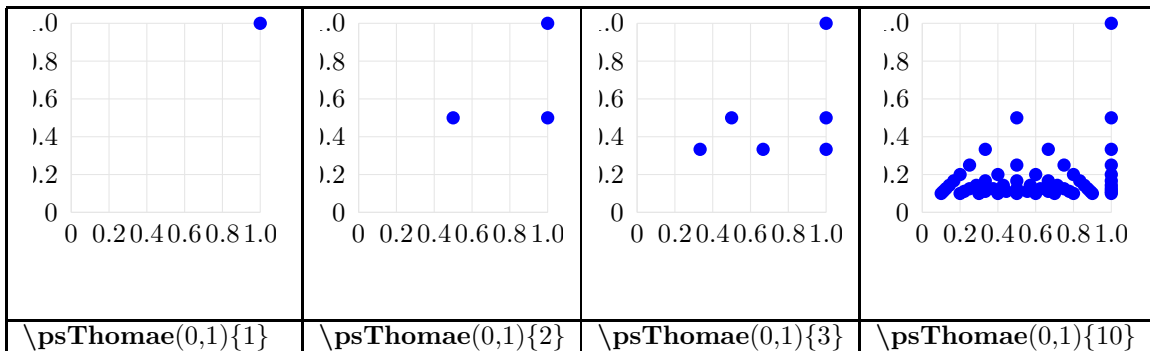
### 30.23 Lorenz curve



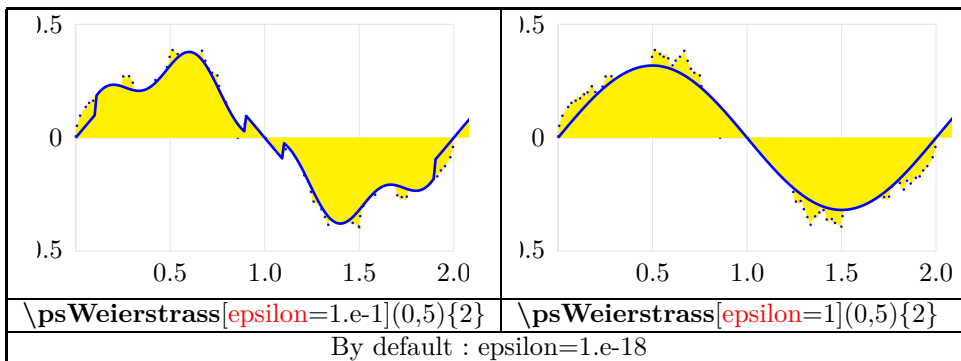
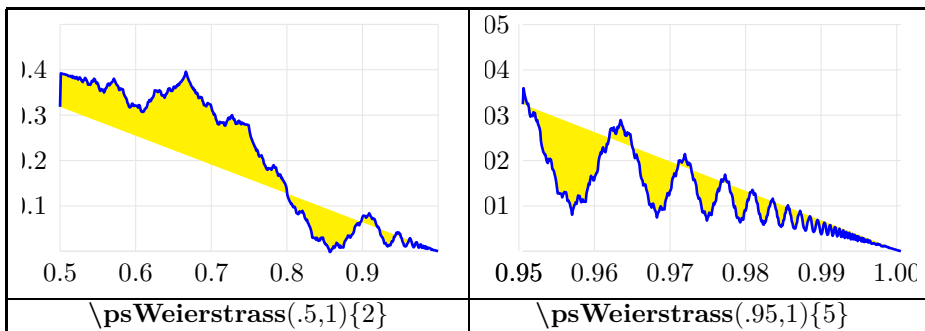
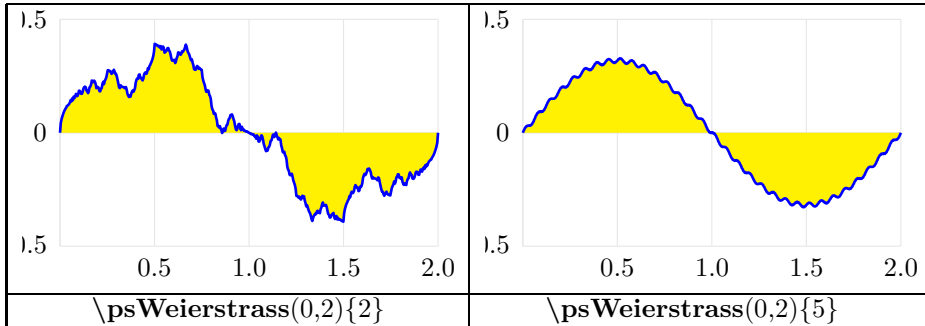
### 30.24 Lamé curve



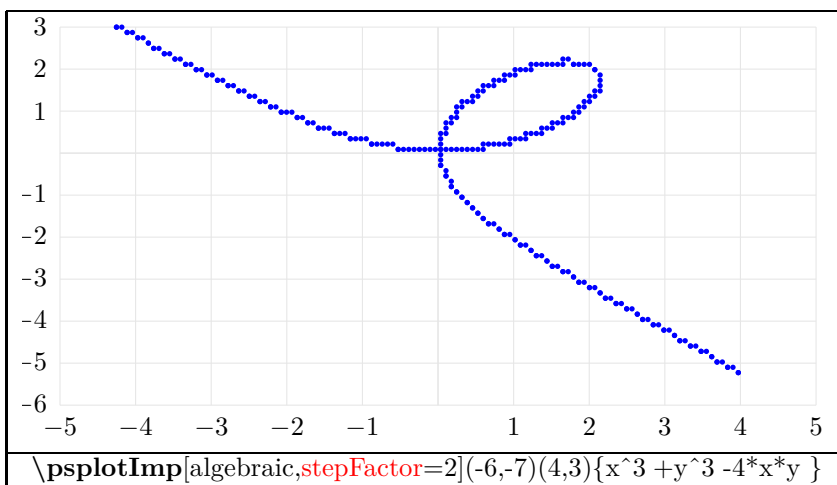
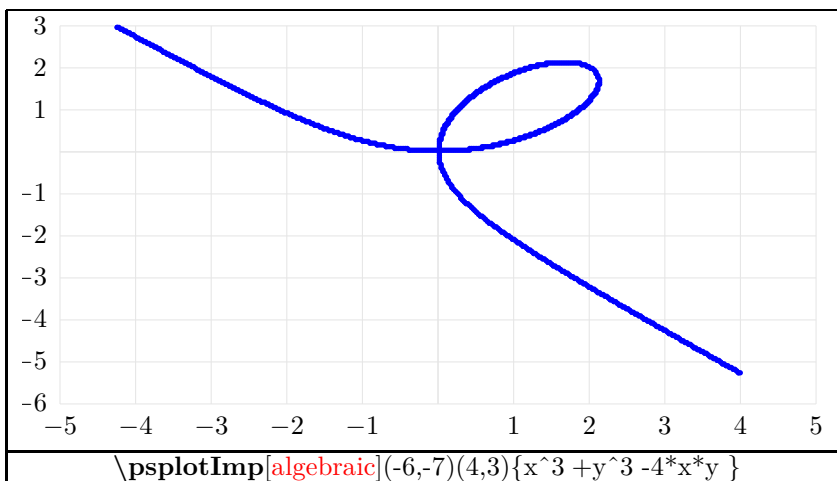
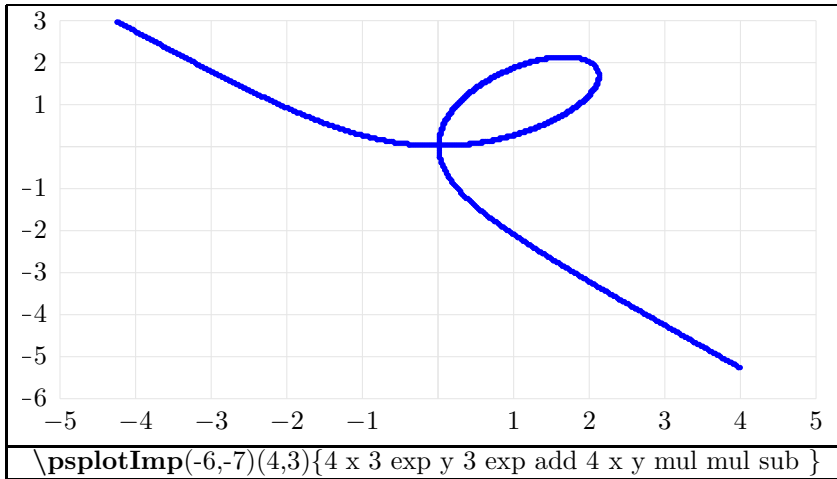
### 30.25 Thomae curve

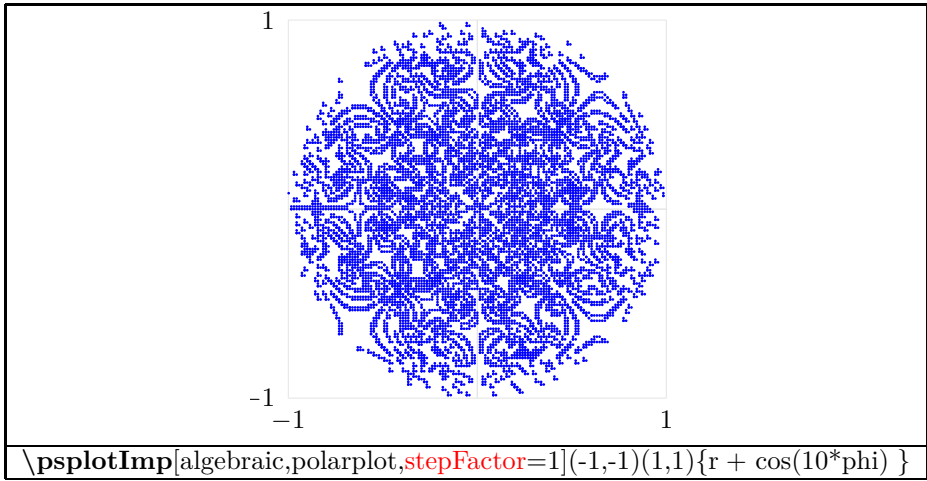
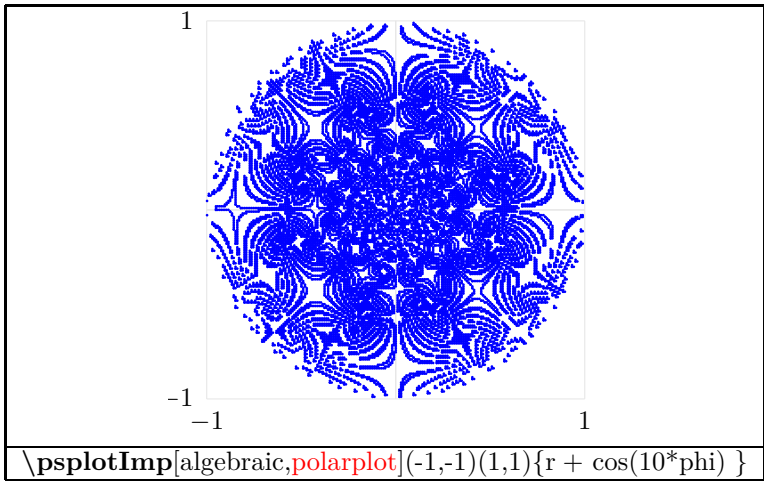


### 30.26 Weierstrass curve

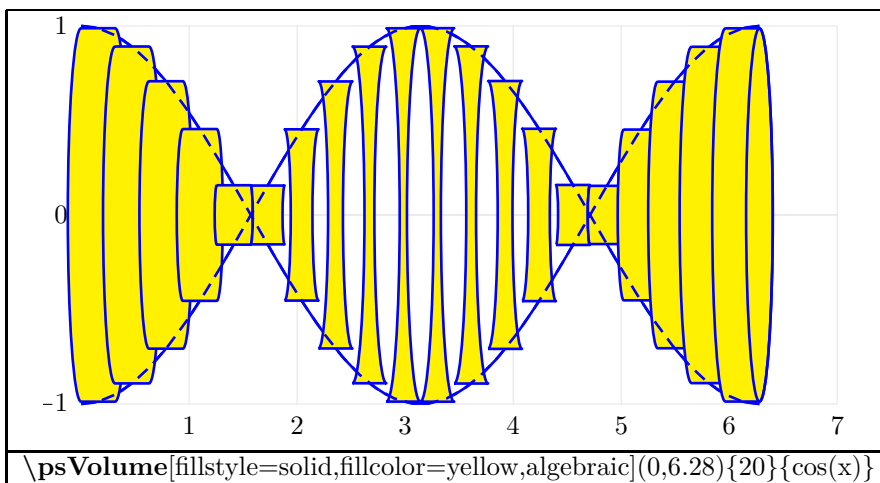
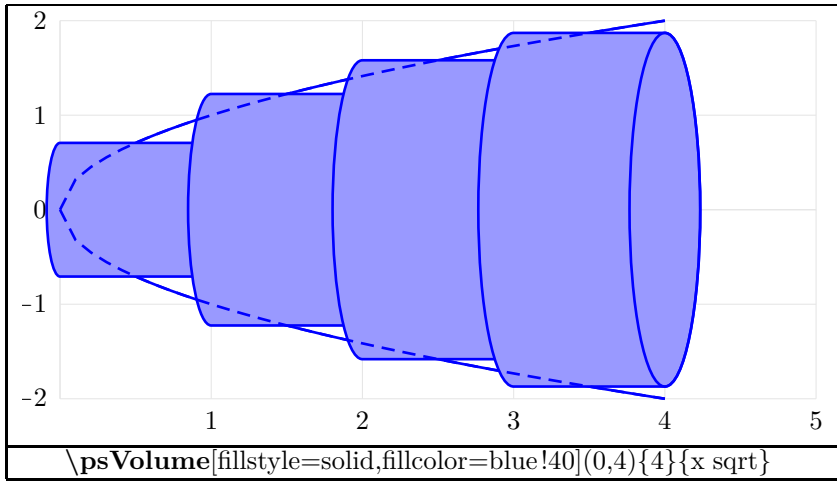


### 30.27 implicit defined functions









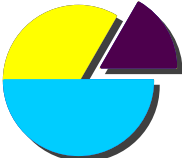
### 30.28 Rotating functions






## 31 Pie chart


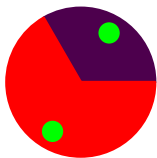
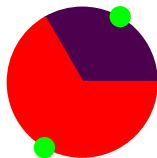
Syntax : `\psChart[options]value list list shifted values radius`

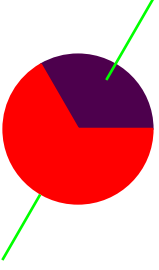
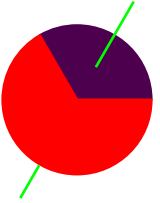
	
<code>\psChart{1,2,3,4,5}{}{1cm}</code>	<code>\psChart{1,2,3,4,5}{2,5}{1cm}</code>

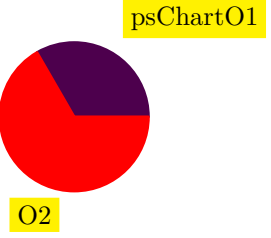
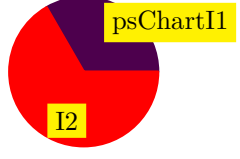
		
<code>chartColor=color</code>	<code>userColor={orange,teal,red!20}</code>	<code>shadow=true</code>

		
<code>chartSep=5pt</code> par défaut : 10pt		

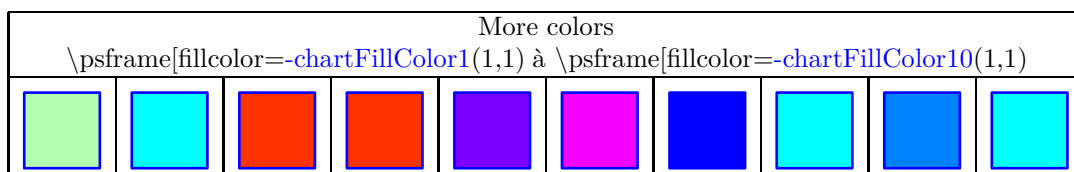
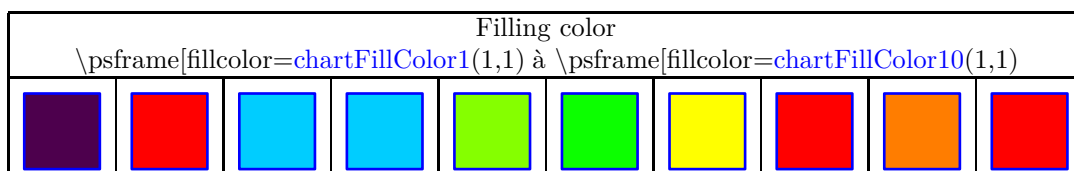
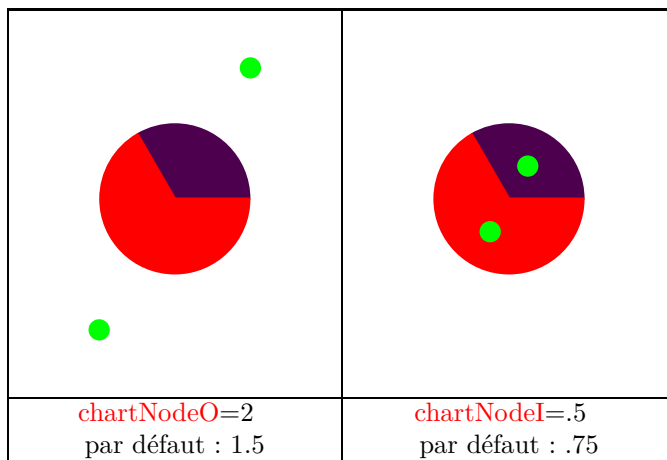
### 31.1 Labels

Three possible positions		
		
<code>\psdots(psChartO1)</code> <code>\psdots(psChartO2)</code>	<code>\psdots(psChartI1)</code> <code>\psdots(psChartI2)</code>	<code>\psdots(psChart1)</code> <code>\psdots(psChart2)</code>

Connection of the points	
	
<code>\pcline(psChartO1)(psChartI1)</code> <code>\pcline(psChartO2)(psChart2)</code>	<code>\ncline{psChartO1}{psChartI1}</code> <code>\ncline{psChartO2}{psChart2}</code>

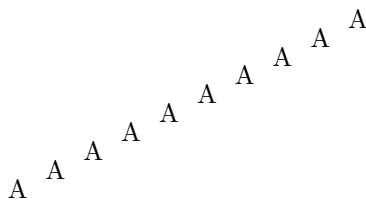
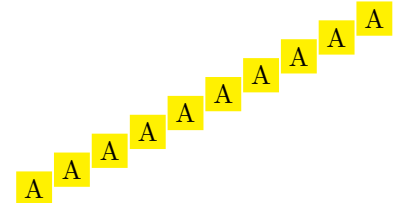
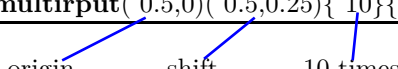
labels attachment points	
	
<code>\rput*[l](psChartO1){psChartO1}</code> <code>\rput*[l](psChartO2){O2}</code>	<code>\rput*[l](psChartI1){psChartI1}</code> <code>\rput*[l](psChartI2){I2}</code>

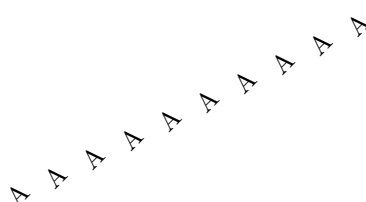





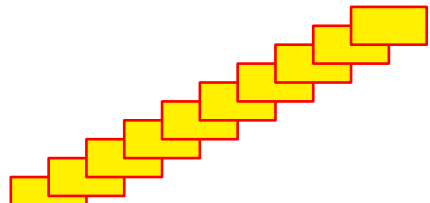
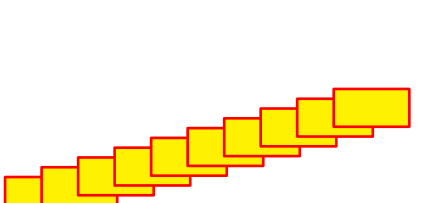
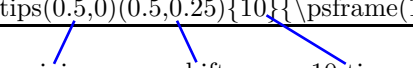
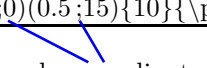
## 32 Repetitions

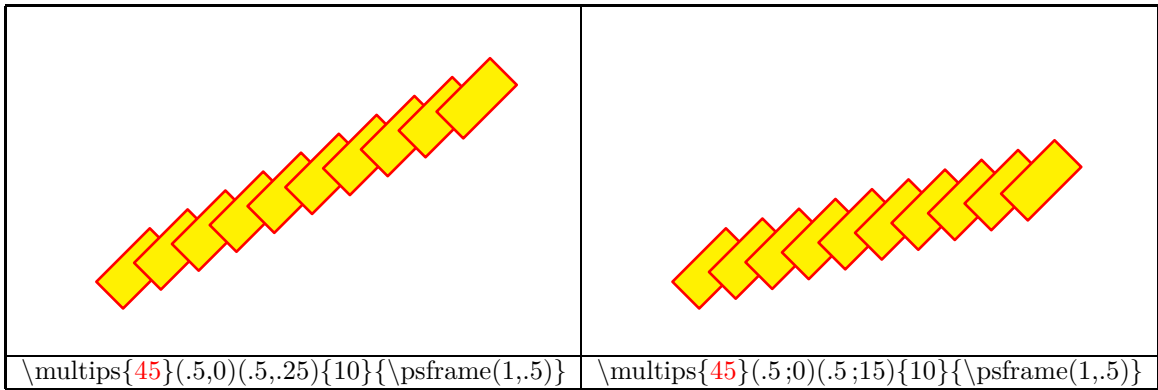
### 32.1 Multirput [1]

	
<code>\multirput(0.5,0)(0.5,0.25){10}{A}</code>	<code>\multirput*(0.5,0)(0.5,0.25){10}{A}</code>
<p>origin      shift      10 times</p> 	

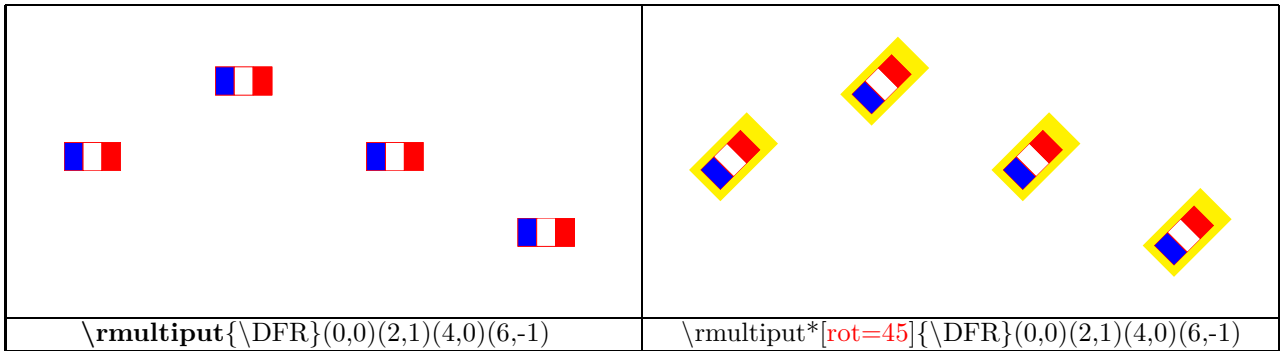
	
<code>\multirput{45}(0.5,0)(0.5,0.25){10}{A}</code>	<code>\multirput*{45}(0.5,0)(0.5,0.25){10}{A}</code>

### 32.2 multips [1]

	
<code>\multips(0.5,0)(0.5,0.25){10}{\psframe(1,.5)}</code>	<code>\multips(0.5;0)(0.5;15){10}{\psframe(1,.5)}</code>
<p>origin      shift      10 times</p> 	<p>polar coordinates</p> 

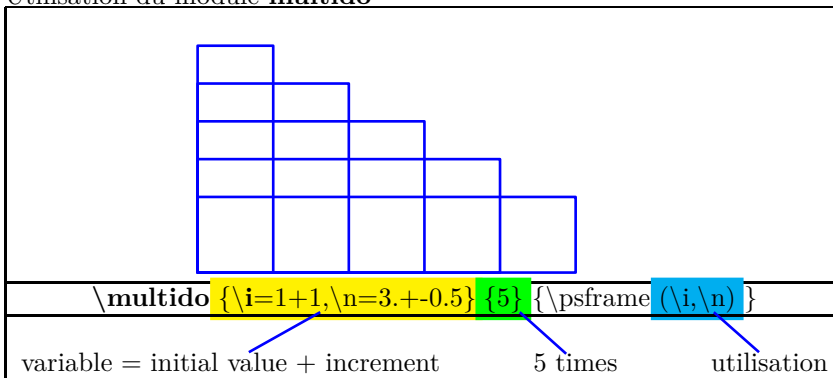


### 32.3 rmultiput [2]



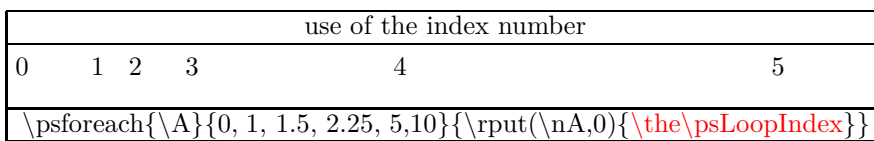
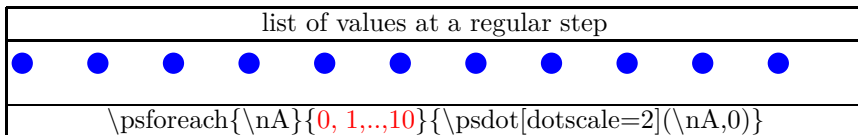
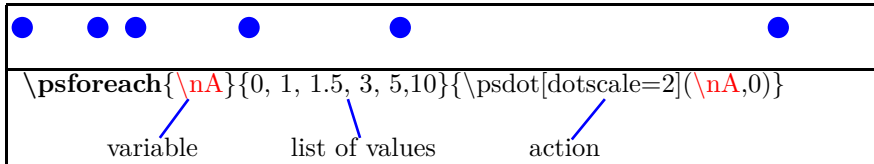
### 32.4 Multido [1] [24]

Utilisation du module **multido**



variables types	
initial	dimension
d ou D	length
i ou I	integer
n ou N	real
r ou R	real

### 32.5 Commande psforeach [15]



## 33 Geometry

Utilisation du module `pst-eucl` (consultez le fichier `pst-eucl-doc.pdf` )

### 33.1 Basic elements

#### 33.1.1 Points

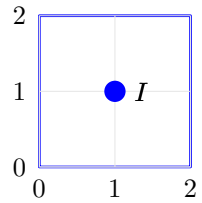
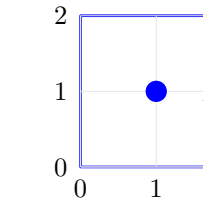
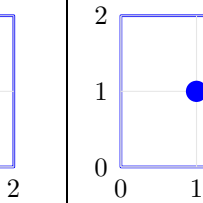
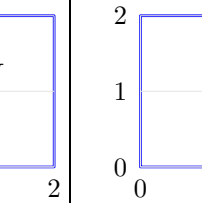
default axes	personalized axes
<pre>\pstGeonode(1,2){A}(3,1){A_1}(4,4){C} \cnodeput{0}{2,4}{D}{D} <sup>1</sup></pre>	<pre>\pstGeonode(3,1){A}(2,2){B}(4,2){C} \pstOIJGeonode(1,1){E}{A}{B}{C} (2,1){D}</pre>

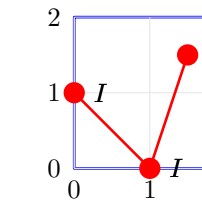
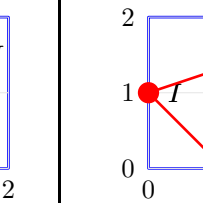
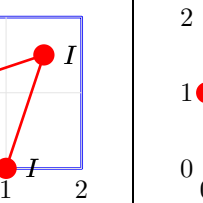
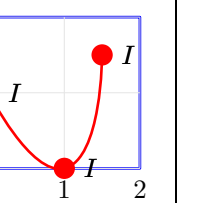
Point type			
parameter	sample <sup>2</sup>	parameter	sample
*		o	
+		x	
asterisk		oplus	
otimes			
triangle		triangle*	
square		square*	
diamond		diamond*	
pentagon		pentagon*	

<pre>\pstGeonode[PointSymbol={otimes,asterisk,diamond*}] (1,2){A}(3,1){B}(4,4){C}(3,3){D}(1,4){E}</pre>

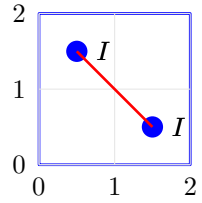
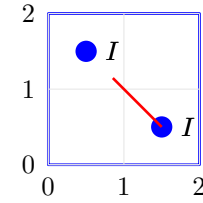
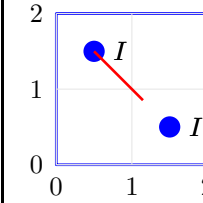
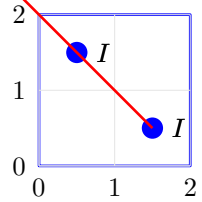
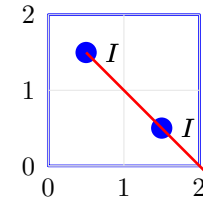
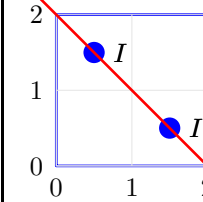
1. other possible nodes see page 37

2. `linecolor=blue,fillcolor=yellow,dotscale=2`

$\backslash\text{pstGeonode}[\text{PointNameSep}=.7\text{cm}](1,1)\{A\}$			
			
By default	$\text{PointNameSep}=.7\text{cm}$ By default= 1em	$\text{PosAngle}=45$ By default= 0	$\text{PointName}=\text{none}$

$\backslash\text{pstGeonode}[\text{CurveType}=\text{polyline}](0,1)\{A\}(1,0)\{B\}(1.5,1.5)\{C\}$			
			
$\text{CurveType}=\text{polyline}$	$\text{CurveType}=\text{polygon}$	$\text{CurveType}=\text{curve}$	$\backslash\text{ncline}\{A\}\{B\}^1$

### 33.1.2 Lines

$\backslash\text{pstLineAB}[\text{nodesepA}=.5]\{A\}\{B\}$		
		
By default	$[\text{nodesepA}=0.5]$	$[\text{nodesepB}=0.5]$
		
$[\text{nodesepA}=-1]$	$[\text{nodesepB}=-1]$	$[\text{nodesep}=-1]$

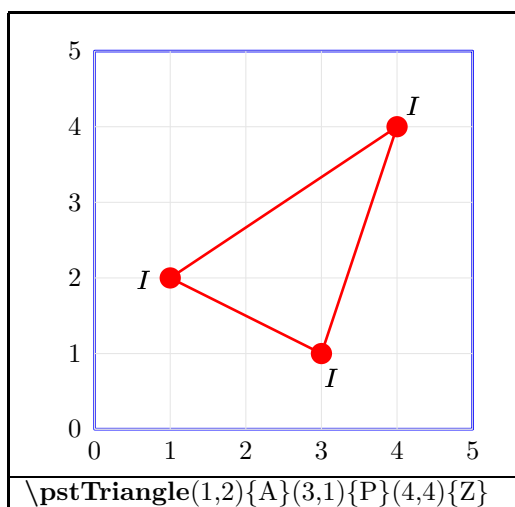
1. other possibilities see page 40

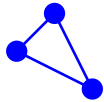
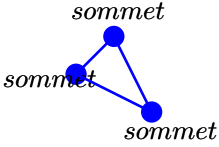
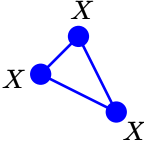
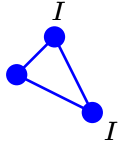
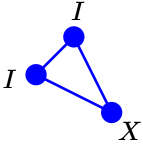
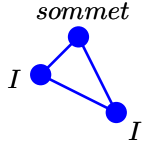
### 33.1.3 Marks

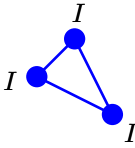
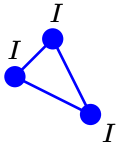
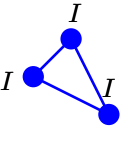
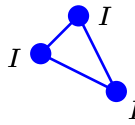
<code>\pstSegmentMark[SegmentSymbol=pstslash]{A}{B}</code>			
pstslash [6]	pstslashh [6]	pstslashhh [6]	MarkCros [6]
MarkHash [6]	MarkHashh [6]	MarkHashhh [6]	MarkCross [6]

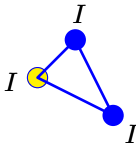
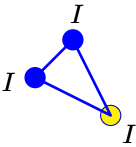
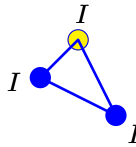
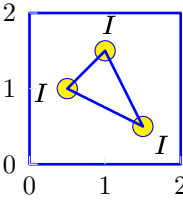
<code>\pstSegmentMark[MarkAngle=90]{A}{B}</code>		
MarkAngle=90 By default : 45	MarkHashLength=.5 By default : 1.25mm	MarkHashSep=.5 By default : .625mm

### 33.1.4 Triangles



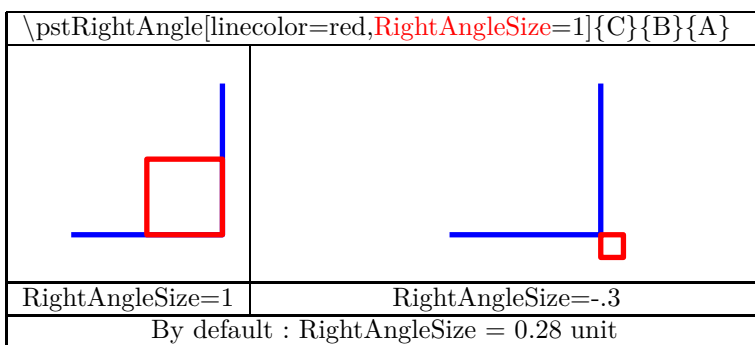
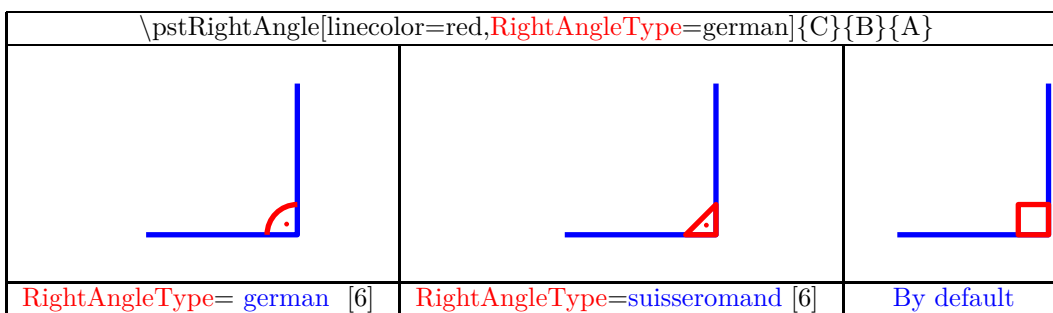
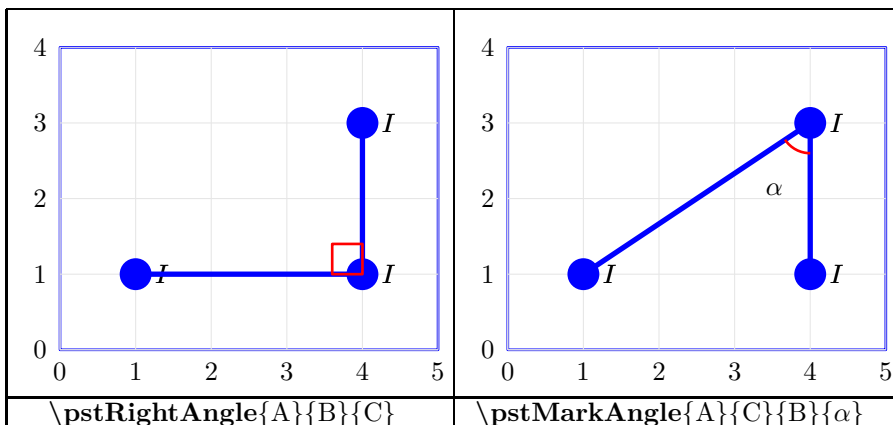
<code>\pstTriangle[PointName=none](0.5,1){A}(1.5,0.5){B}(1,1.5){C}</code>		
		
<code>PointName=none</code>	<code>PointName=sometet</code>	» A REVOIR «
		
<code>PointNameA=none</code>	<code>PointNameB=X</code>	<code>PointNameC=sometet</code>

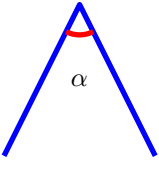
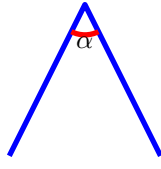
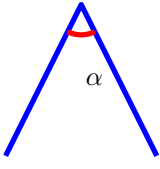
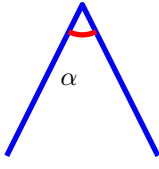
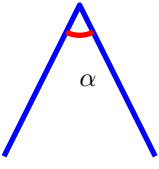
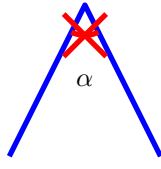
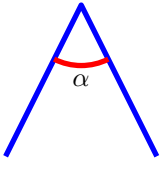
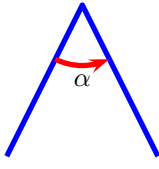
<code>\pstTriangle[PosAngle=45](0.5,1){A}(1.5,0.5){B}(1,1.5){C}</code>			
			
<code>PosAngle=180</code>	<code>PosAngleA=90</code>	<code>PosAngleB=90</code>	<code>PosAngleC=0</code>
By default : sur la bissectrice			

<code>\pstTriangle[PointSymbolA=o](0.5,1){A}(1.5,0.5){B}(1,1.5){C}</code>			
			
<code>PointSymbolA=o</code>	<code>PointSymbolB=o</code>	<code>PointSymbolC=o</code>	<code>PointSymbol=o</code>

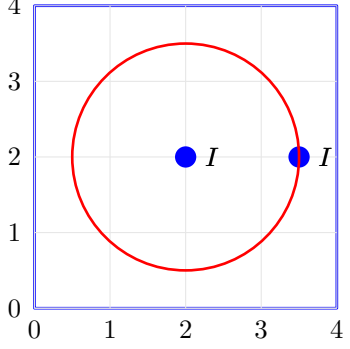
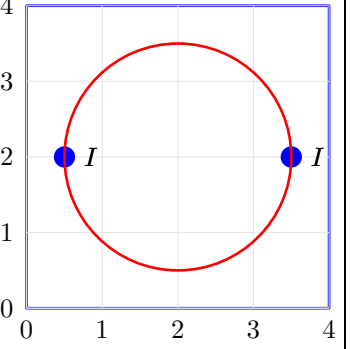


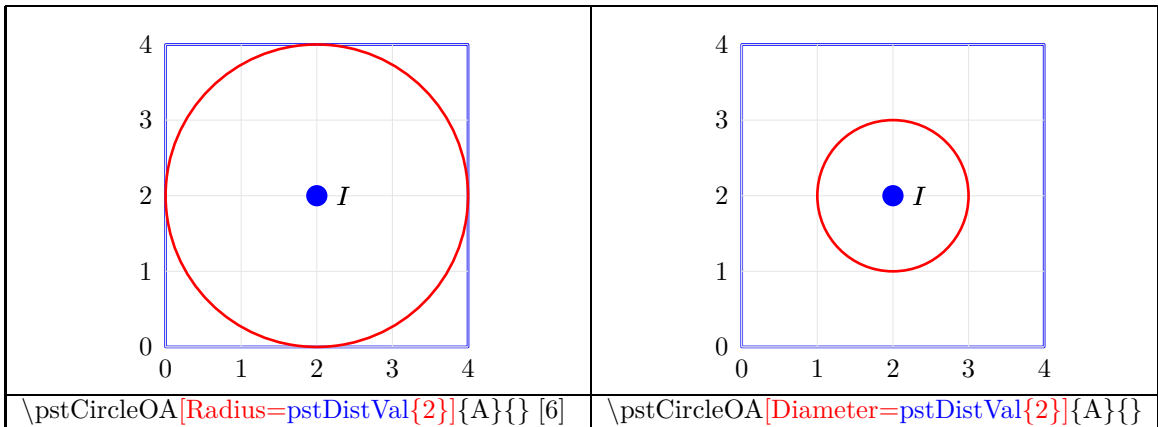
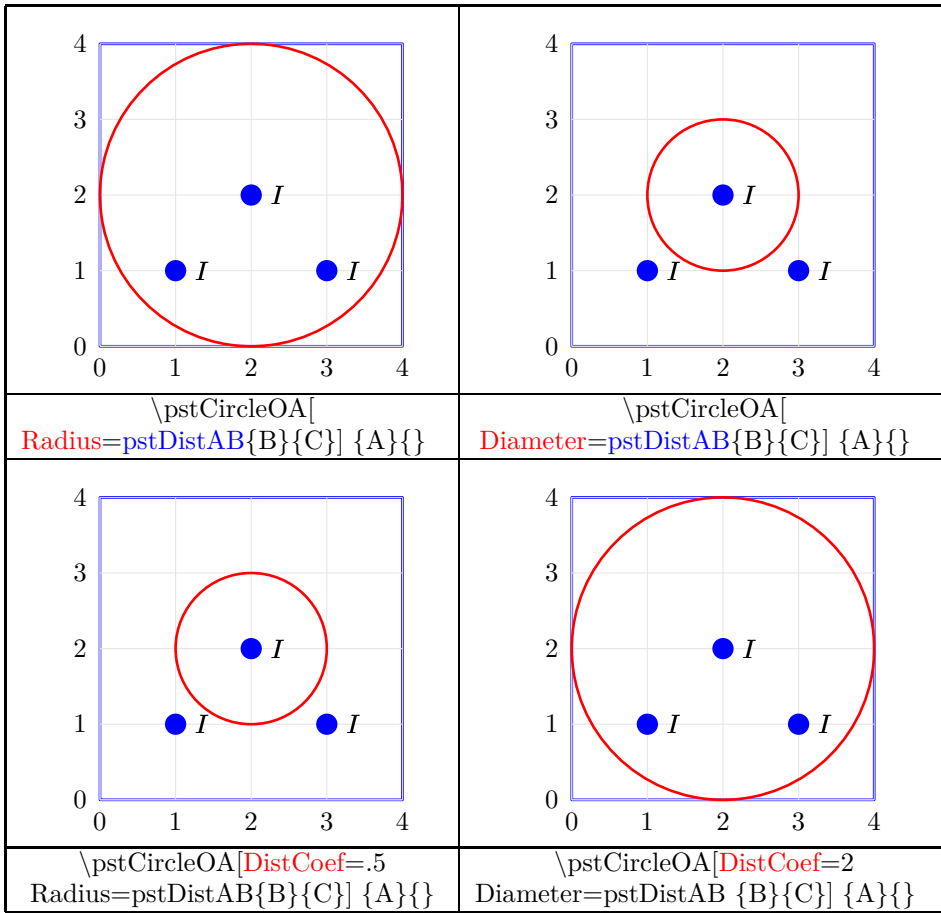
### 33.1.5 Angles



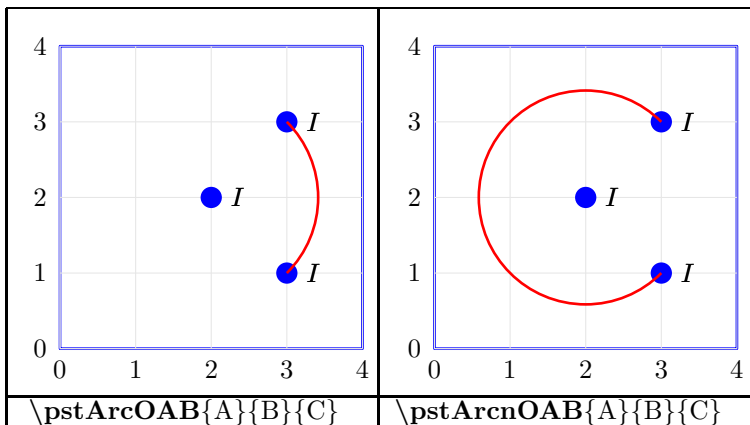
<code>\pstMarkAngle[LabelSep=.5]{A}{C}{B}{\alpha}</code>			
			
By default	<code>LabelSep=.3cm</code>	<code>LabelAngleOffset=10</code>	<code>LabelAngleOffset=-10</code>
	By default : 1	By default : 0	By default : 0
			
<code>LabelRefPt=l</code>	<code>Mark=MarkCros</code>	<code>MarkAngleRadius=.8</code>	<code>arrows=-&gt;</code>
By default : c		By default : .4	,MarkAngleRadius=.8

### 33.1.6 circles

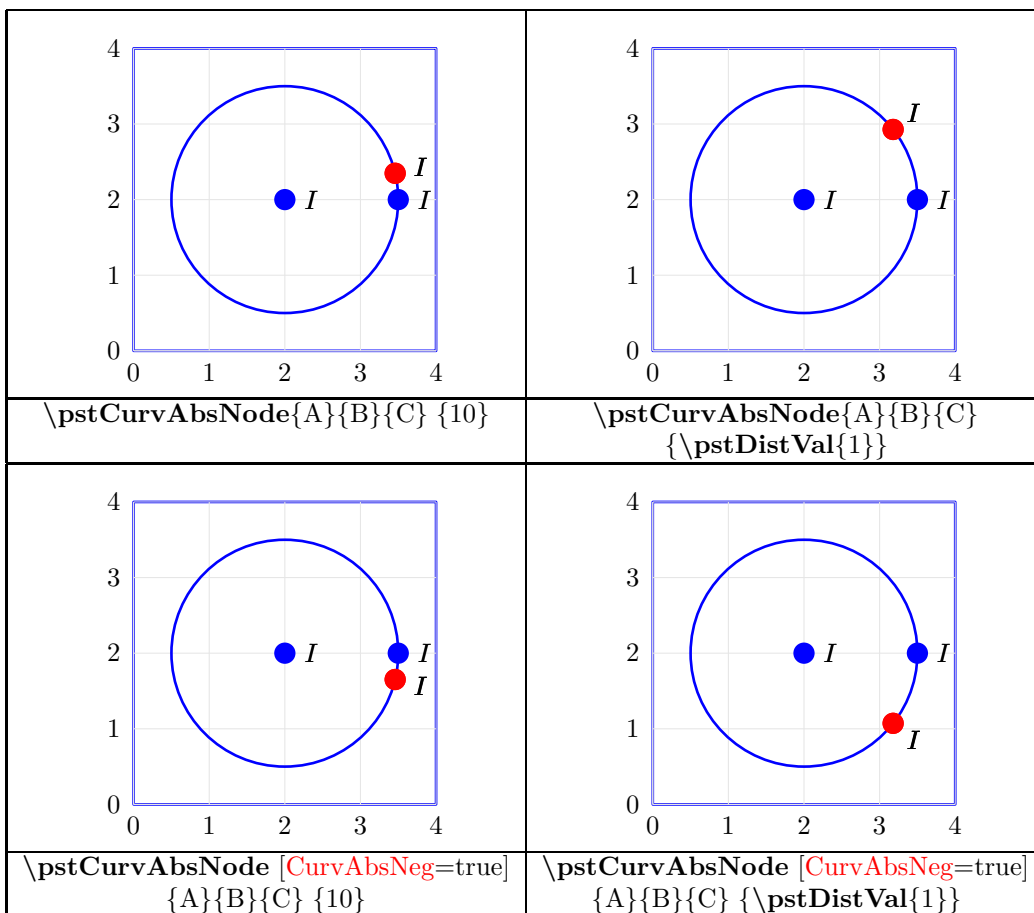
	
<code>\pstCircleOA{A}{B}</code>	<code>\pstCircleAB{A}{B}</code>



### 33.1.7 Arcs



### 33.2 Point on circle



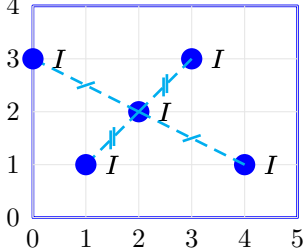
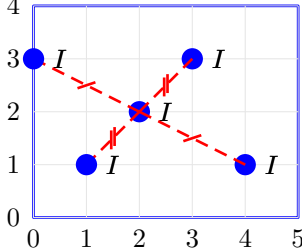
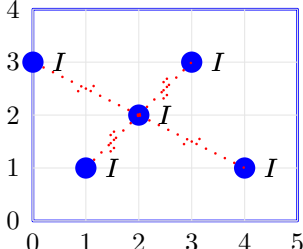
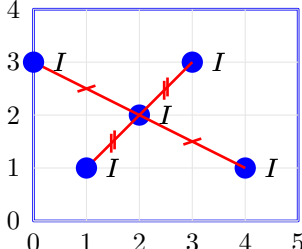
### 33.2.1 Generic curve

$\backslash\text{pstGeonode}(2,2)\{A\} (3,1)\{B\_1\} (3,3)\{B\_2\} (1,3)\{B\_3\} \{()\{1,1\}B\_4$	
$\backslash\text{pstGenericCurve}\{B\_1\}\{2\}\{4\}$	$\backslash\text{pstGenericCurve}[\text{GenCurvFirst}=A]\{B\_1\}\{1\}\{4\}$
$\backslash\text{pstGenericCurve}[\text{GenCurvLast}=A]\{B\_1\}\{1\}\{4\}$	$\backslash\text{pstGenericCurve}[\text{GenCurvInc}=2]\{B\_1\}\{1\}\{5\}$

### 33.3 Geometric transformations

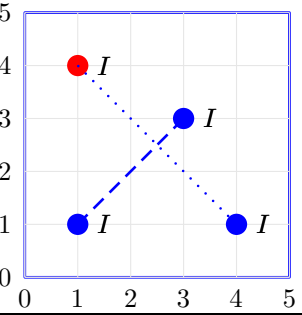
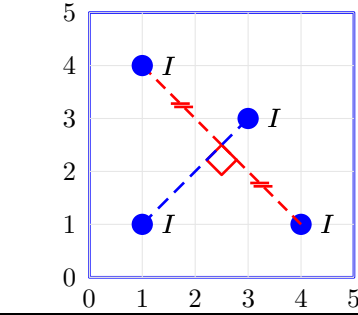
#### 33.3.1 Central symmetry

$\backslash\text{pstSymO}[\text{linecolor}=\text{red}]\{A\}\{B\}$	$\backslash\text{pstSymO}[\text{linecolor}=\text{Vert}]\{A\}\{B\}\{D\}$	$\backslash\text{pstSymO}[\text{linecolor}=\text{red}]\{A\}\{B,C\}\{D,E\}$

	
<code>\pstSymO[CodeFig=true]</code> <code>{A}{B,C}[D,E]</code>	<code>\pstSymO[CodeFig=true,CodeFigColor=red]</code> <code>{A}{B,C}[D,E]</code>
By default : CodeFig = false	By default : CodeFigColor = cyan
	
<code>\pstSymO[CodeFig=true,CodeFigStyle=dotted]</code> <code>{A}{B,C}[D,E]</code>	<code>\pstSymO[CodeFig=true,CodeFigStyle=solid]</code> <code>{A}{B,C}[D,E]</code>
By default : CodeFigStyle = dashed	

Autres options possibles : PointSymbol PosAngle PointName PointNameSep  
PtNameMath

### 33.3.2 Orthogonal symmetry

<code>\pstOrtSym[options]{A}{B}{C}</code>	
	
<code>[linecolor=red]</code>	<code>[CodeFig=true,CodeFigColor=red]</code>
	By default : CodeFigColor=cyan

### 33.3.3 Rotation

<code>\pstRotation[linecolor=red]{A}{B}</code>	<code>\pstRotation[RotAngle=45]{A}{C}[D]</code>	<code>\pstRotation[RotAngle=45]{A}{B,C}[D,E]</code>
By default : RotAngle=60		

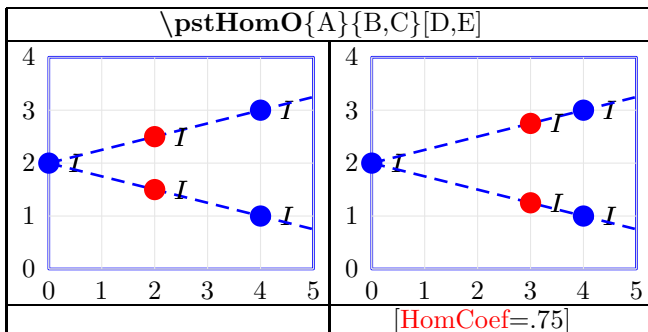
<code>\pstRotation[CodeFig=true,CodeFigColor=red,TransformLabel=\alpha]{A}{B}</code>	
<code>TransformLabel=\alpha</code>	<code>TransformLabel=\frac{\pi}{3}</code>

<code>\pstRotation[CodeFig=true,RotAngle=pstAngleAOB]{C}{A}{B} {A}{B} {D}</code>		
Rotation = 45.0	Rotation = 44.99	Rotation = 110.6

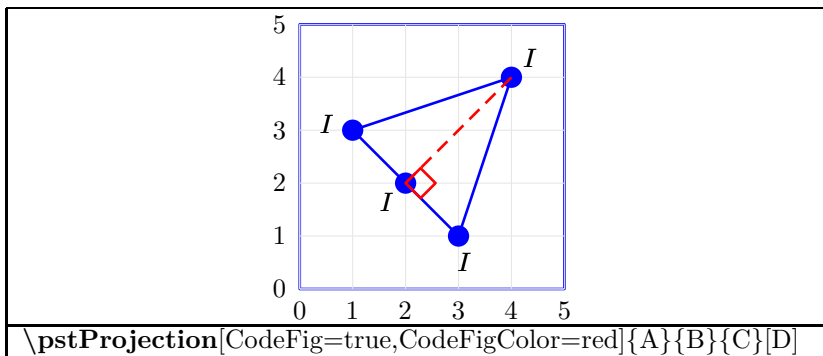
### 33.3.4 Translation

<code>\pstTranslation[options]{B}{A}{C}</code>	<code>\pstTranslation[options]{A}{B}{C}</code>	
	<code>[DistCoef=0.5]</code>	<code>[CodeFig=true]</code>

### 33.3.5 Homothetic

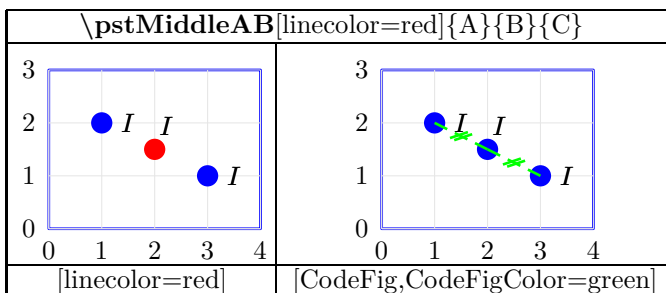


### 33.3.6 Orthogonal projection



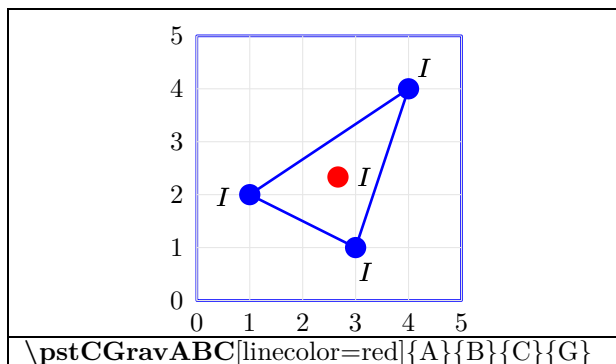
## 33.4 Particular constructions

### 33.4.1 midpoint

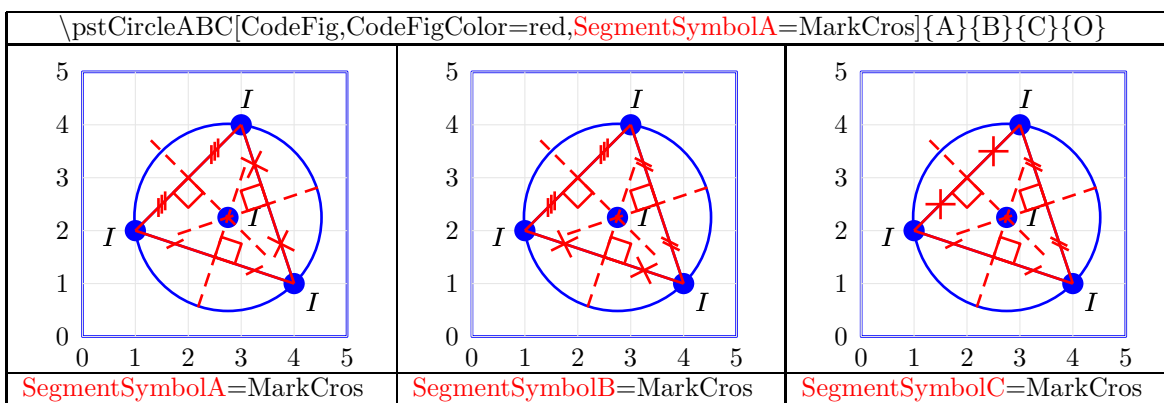
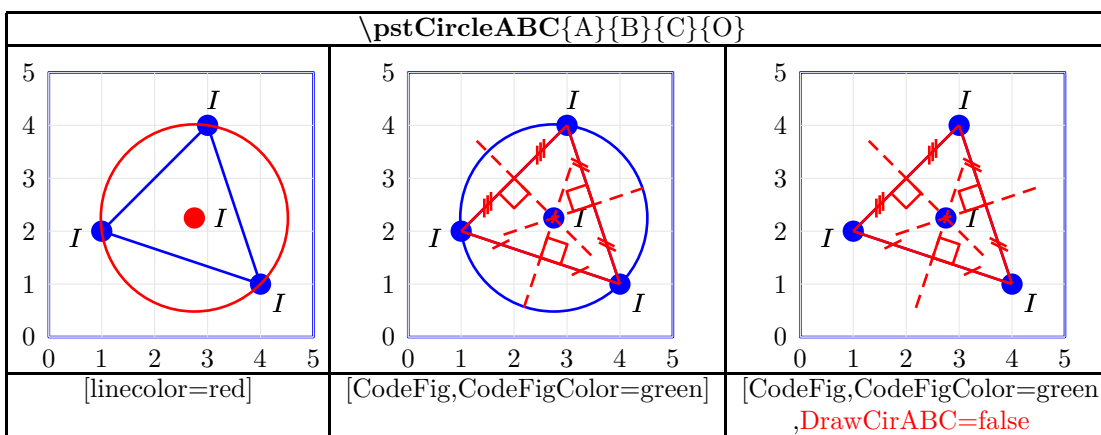




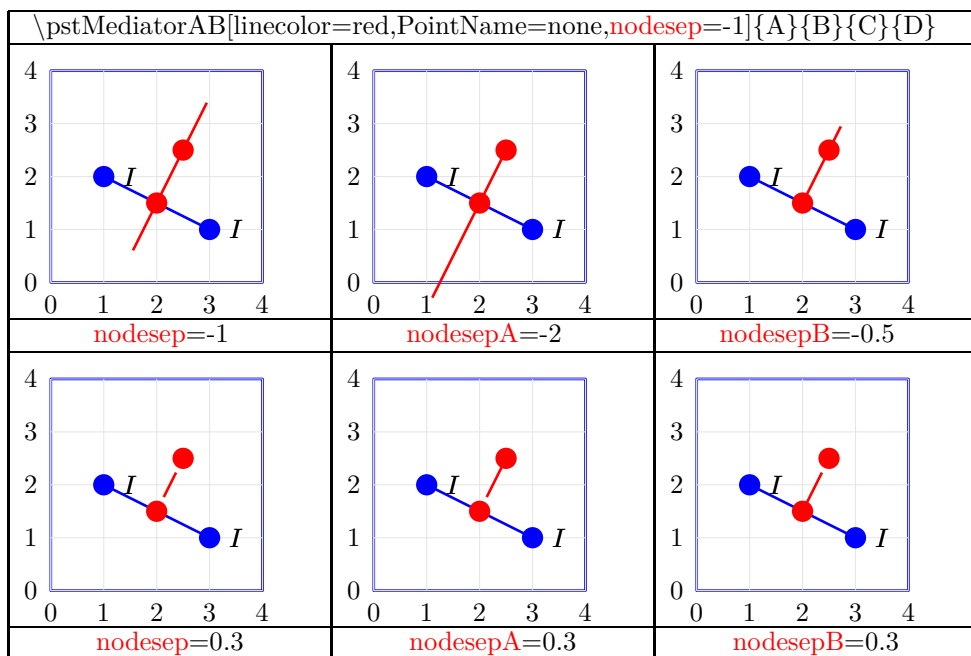
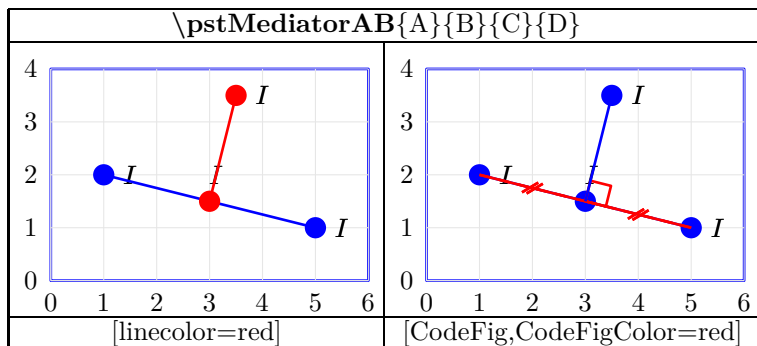
### 33.4.2 Center of gravity of a triangle



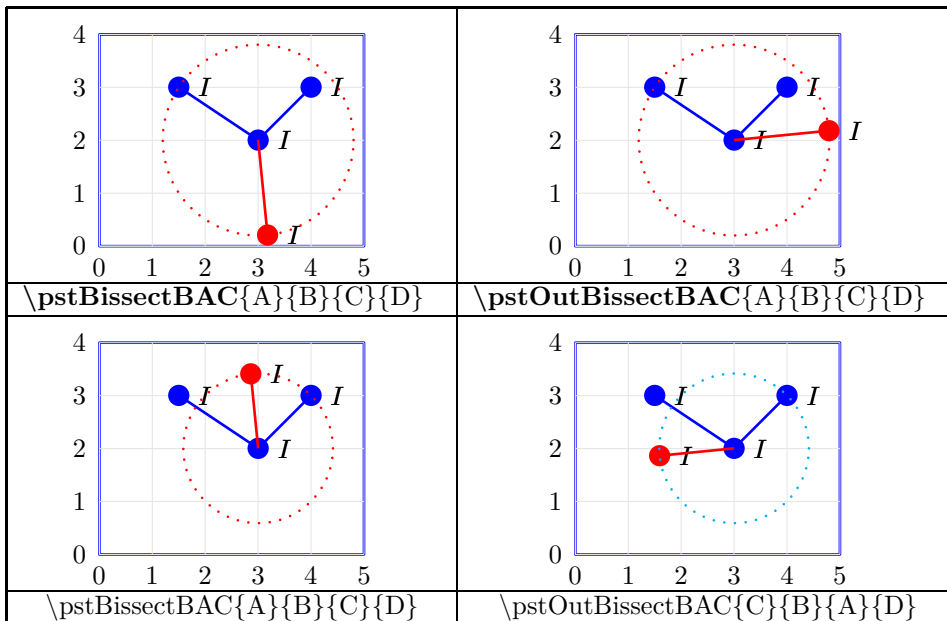
### 33.4.3 Circumcenter of a triangle



### 33.4.4 Perpendicular to a line

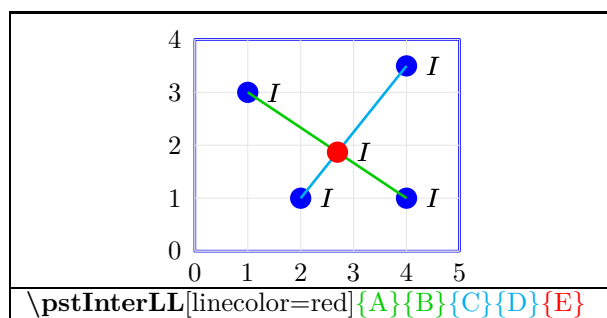


### 33.4.5 Bissector

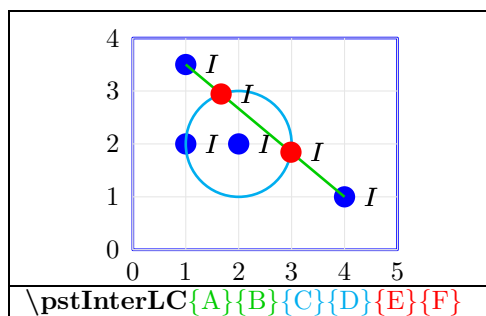


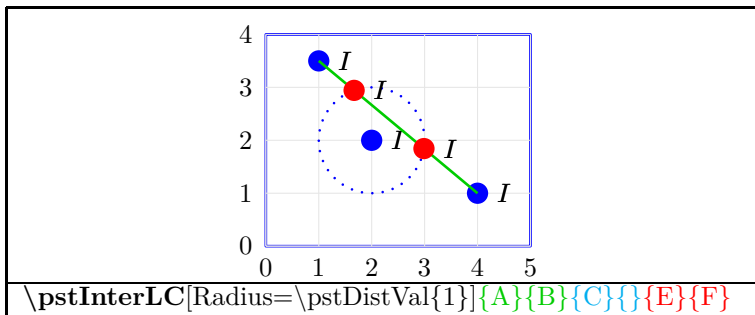
### 33.5 Intersections [6]

#### 33.5.1 Intersection of two lines

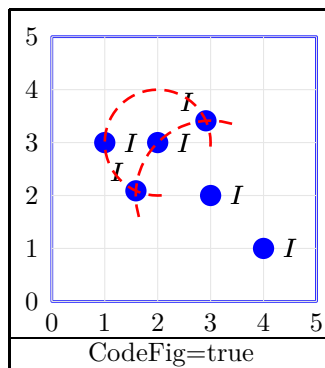
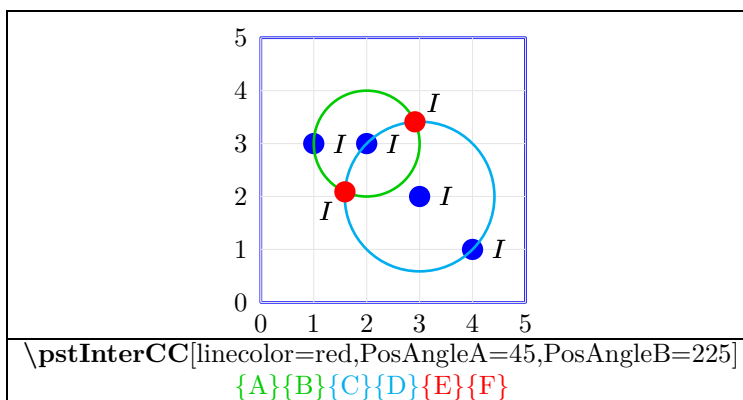


#### 33.5.2 Intersection of a line and a circle



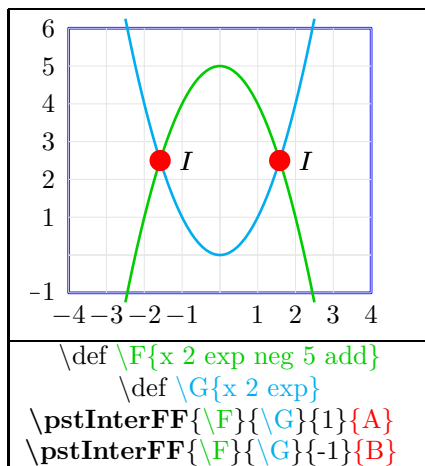


### 33.5.3 Intersection of two circles



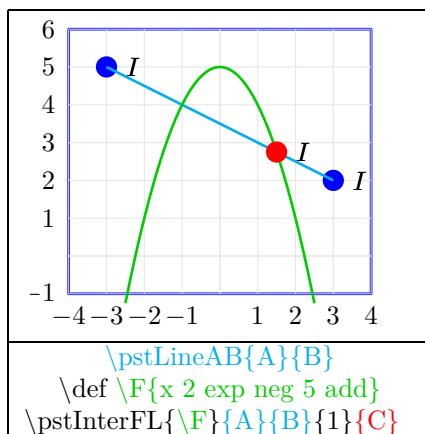
CodeFig=true CodeFigArc=false	CodeFig=true CodeFigBarc=false
By default : CodeFigArc =true	By default : CodeFigBarc =true

### 33.5.4 Intersection of two plots

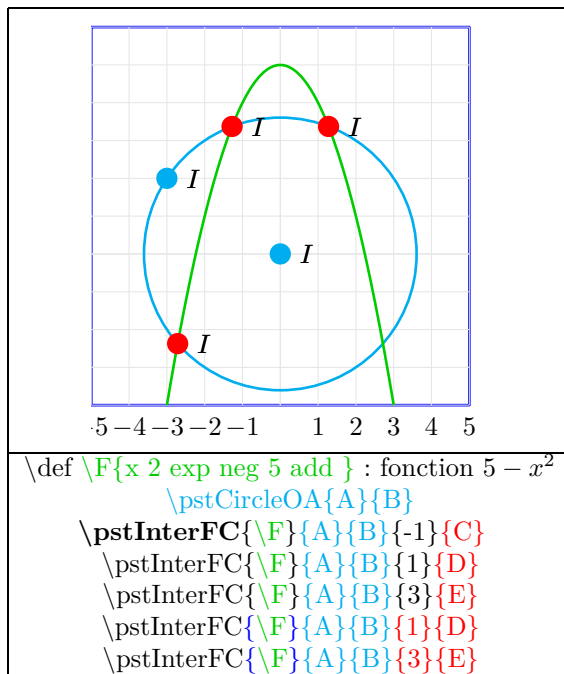


point of intersection nearest to x=-1

### 33.5.5 Intersection of a line and a curve

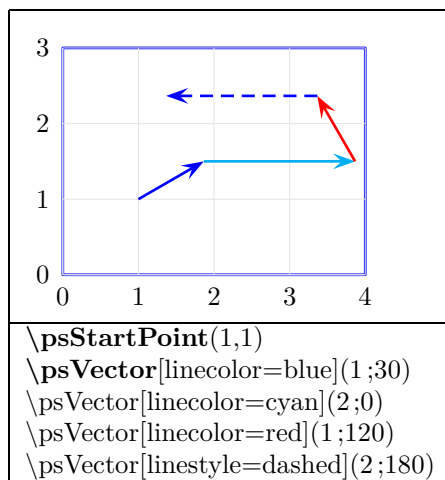


### 33.5.6 Intersection of a circle and a curve

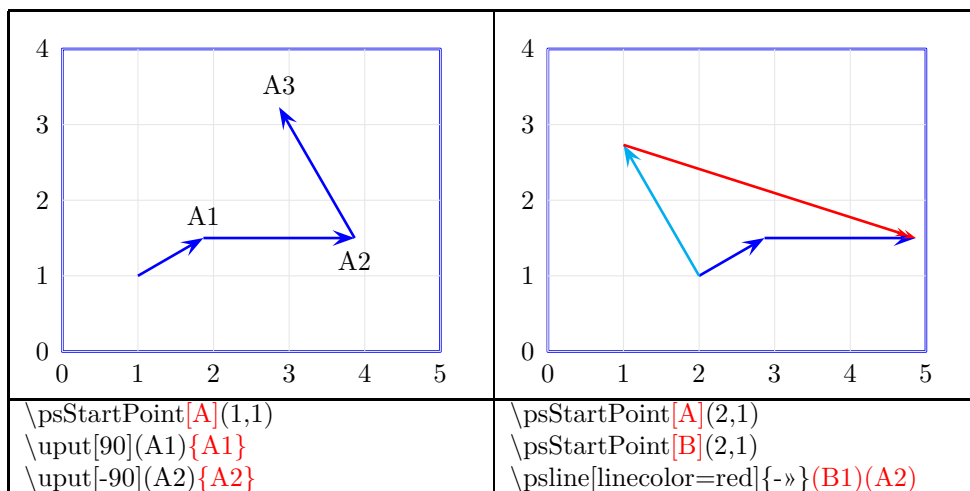
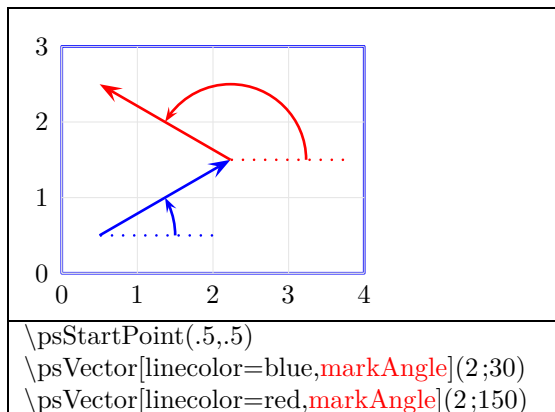


## 34 Vectors

### 34.1 Vectors chain



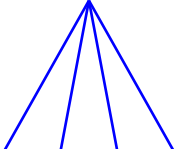
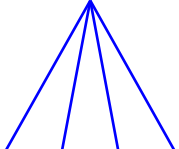
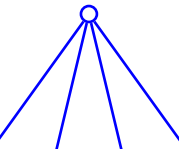
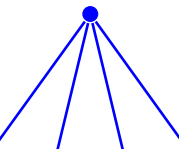
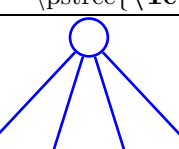
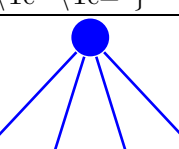
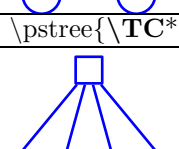
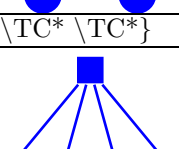
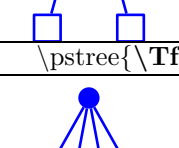
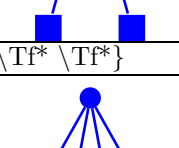
## 34.2 Options



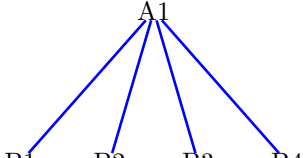
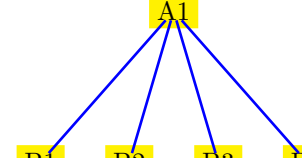
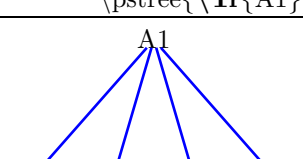
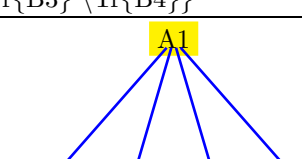
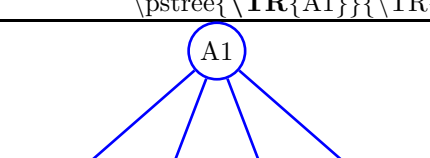
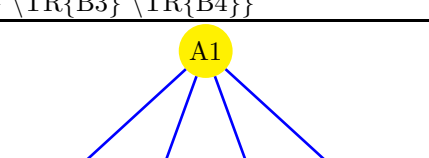
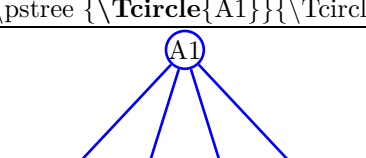
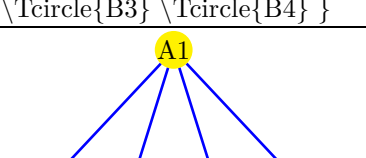
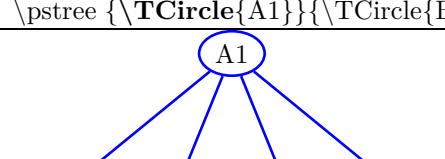
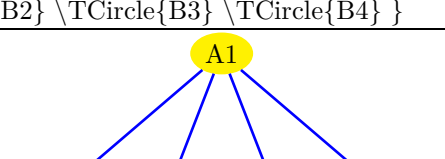
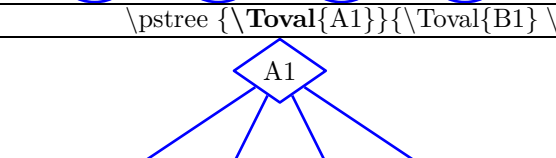
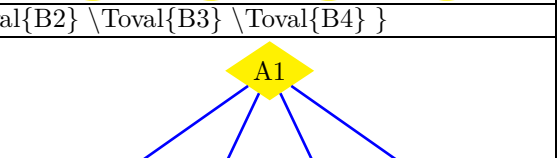
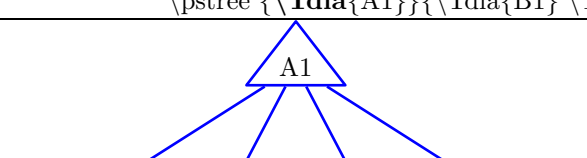
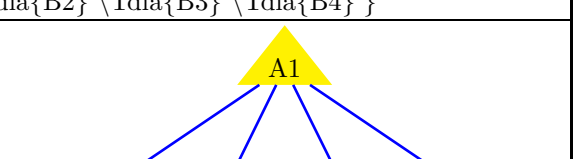
## 35 Trees

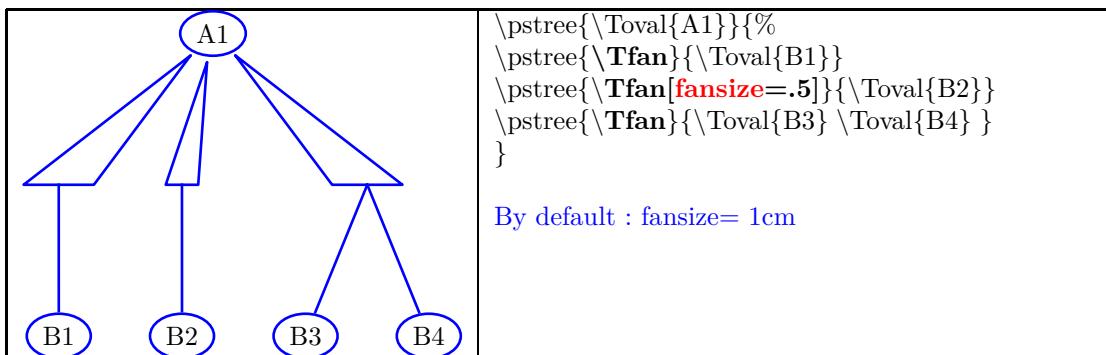
### 35.1 structure

### 35.2 The nodes

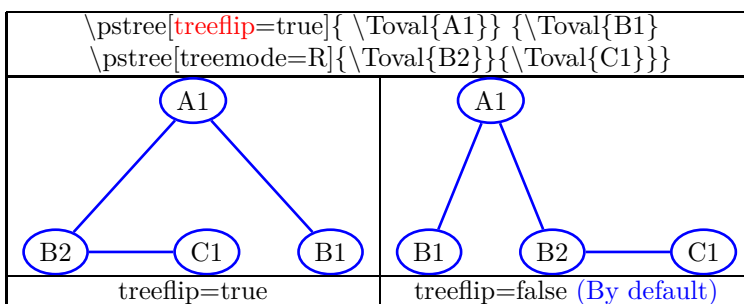
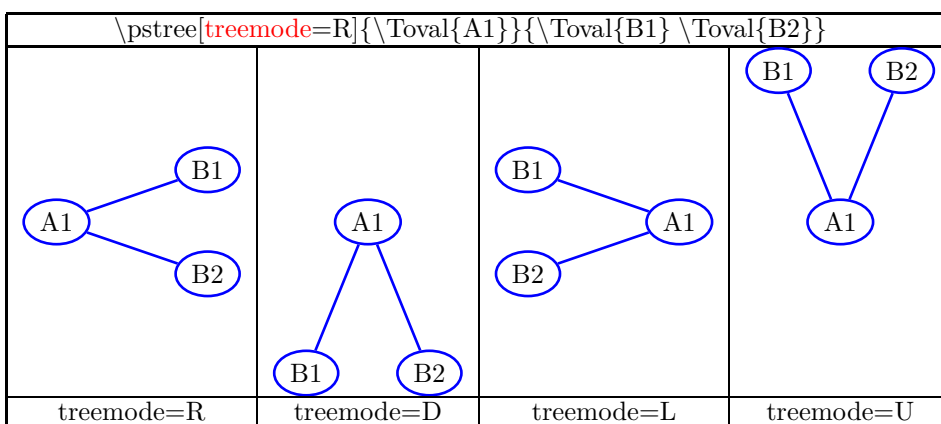
without asterisk	with asterisk
	
<code>\pstree{\mathbf{Tp}^*}{\Tp^* \Tp^* \Tp^* \Tp^*}</code>	<code>\pstree{\mathbf{Tp}^*}{\Tp^* \Tp^* \Tp^* \Tp^*}</code>
	
<code>\pstree{\mathbf{Tc}^*}{\Tc^* \Tc^* \Tc^* \Tc=*}</code>	<code>\pstree{\mathbf{Tc}^*}{\Tc^* \Tc^* \Tc^* \Tc=*}</code>
	
<code>\pstree{\mathbf{TC}^*}{\TC^* \TC^* \TC^* \TC^*}</code>	<code>\pstree{\mathbf{TC}^*}{\TC^* \TC^* \TC^* \TC^*}</code>
	
<code>\pstree{\mathbf{Tf}^*}{\Tf^* \Tf^* \Tf^* \Tf^*}</code>	<code>\pstree{\mathbf{Tf}^*}{\Tf^* \Tf^* \Tf^* \Tf^*}</code>
	
<code>\pstree{\mathbf{Tdot}^*}{\Tdot^* \Tdot^* \Tdot^* \Tdot^*}</code>	<code>\pstree{\mathbf{Tdot}^*}{\Tdot^* \Tdot^* \Tdot^* \Tdot^*}</code>



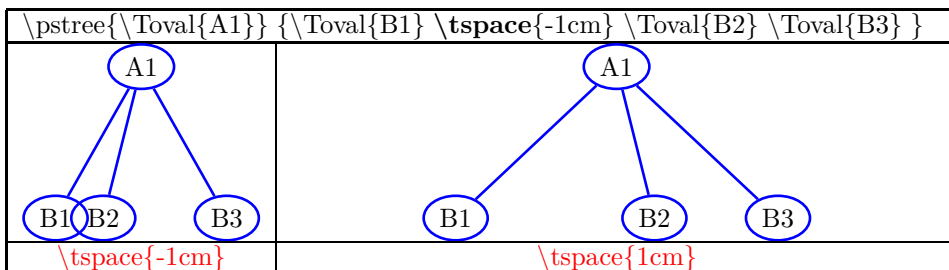
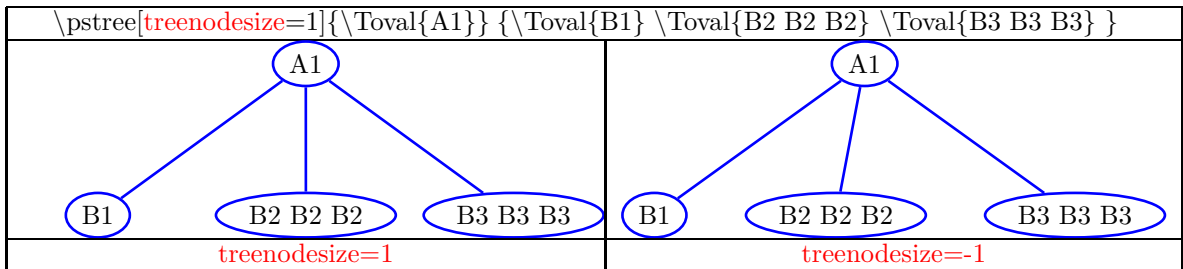
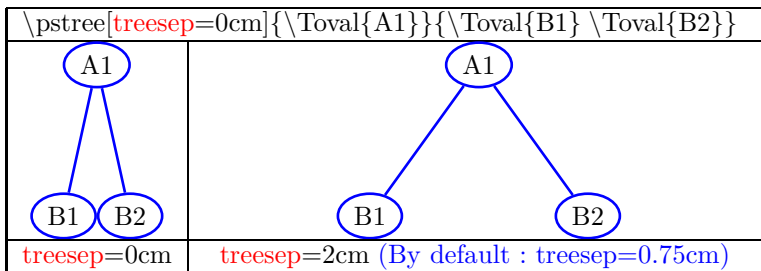
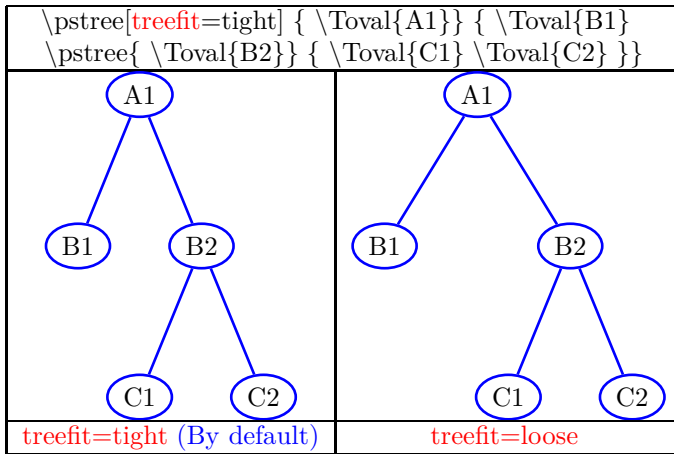
without asterisk	with asterisk
 <pre data-bbox="414 548 1181 582">\pstree{\Tr{A1}}{\Tr{B1} \Tr{B2} \Tr{B3} \Tr{B4}}</pre>	 <pre data-bbox="989 548 1436 582">\pstree{\Tr{A1}}{\Tr{B1} \Tr{B2} \Tr{B3} \Tr{B4}}</pre>
 <pre data-bbox="414 754 1181 788">\pstree{\TR{A1}}{\TR{B1} \TR{B2} \TR{B3} \TR{B4}}</pre>	 <pre data-bbox="989 754 1436 788">\pstree{\TR{A1}}{\TR{B1} \TR{B2} \TR{B3} \TR{B4}}</pre>
 <pre data-bbox="351 987 1308 1021">\pstree {\TCircle{A1}}{\TCircle{B1} \TCircle{B2} \TCircle{B3} \TCircle{B4} }</pre>	 <pre data-bbox="957 987 1436 1021">\pstree {\TCircle{A1}}{\TCircle{B1} \TCircle{B2} \TCircle{B3} \TCircle{B4} }</pre>
 <pre data-bbox="383 1211 1308 1245">\pstree {\TCircle{A1}}{\TCircle{B1} \TCircle{B2} \TCircle{B3} \TCircle{B4} }</pre>	 <pre data-bbox="989 1211 1436 1245">\pstree {\TCircle{A1}}{\TCircle{B1} \TCircle{B2} \TCircle{B3} \TCircle{B4} }</pre>
 <pre data-bbox="335 1435 1308 1469">\pstree {\Toval{A1}}{\Toval{B1} \Toval{B2} \Toval{B3} \Toval{B4} }</pre>	 <pre data-bbox="941 1435 1436 1469">\pstree {\Toval{A1}}{\Toval{B1} \Toval{B2} \Toval{B3} \Toval{B4} }</pre>
 <pre data-bbox="287 1682 1244 1715">\pstree {\Tdia{A1}}{\Tdia{B1} \Tdia{B2} \Tdia{B3} \Tdia{B4} }</pre>	 <pre data-bbox="893 1682 1436 1715">\pstree {\Tdia{A1}}{\Tdia{B1} \Tdia{B2} \Tdia{B3} \Tdia{B4} }</pre>
 <pre data-bbox="271 1928 1244 1962">\pstree {\Ttri{A1}}{\Ttri{B1} \Ttri{B2} \Ttri{B3} \Ttri{B4} }</pre>	 <pre data-bbox="877 1928 1436 1962">\pstree {\Ttri{A1}}{\Ttri{B1} \Ttri{B2} \Ttri{B3} \Ttri{B4} }</pre>

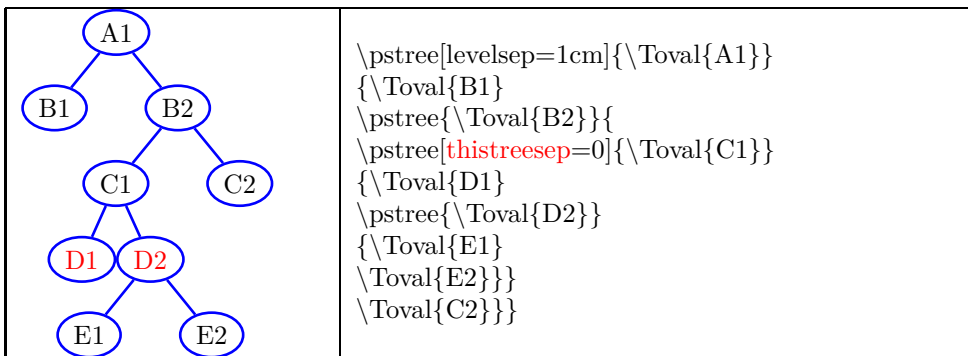
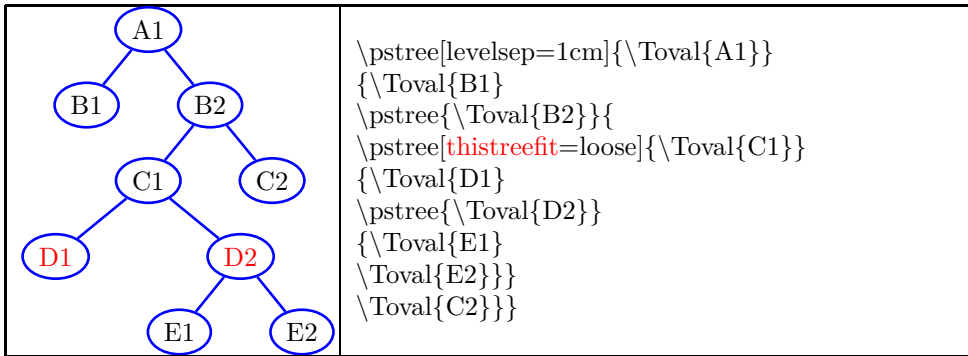


### 35.3 Orientation

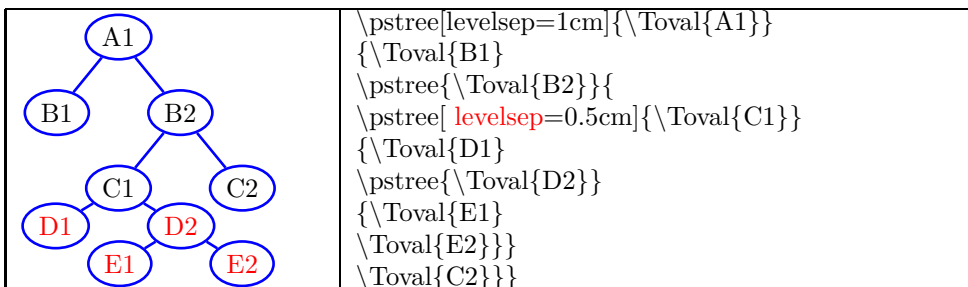
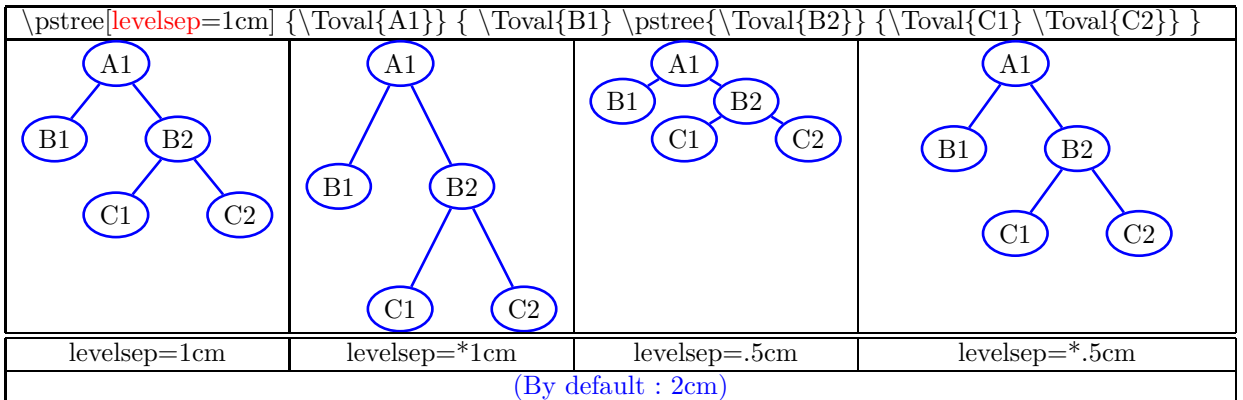


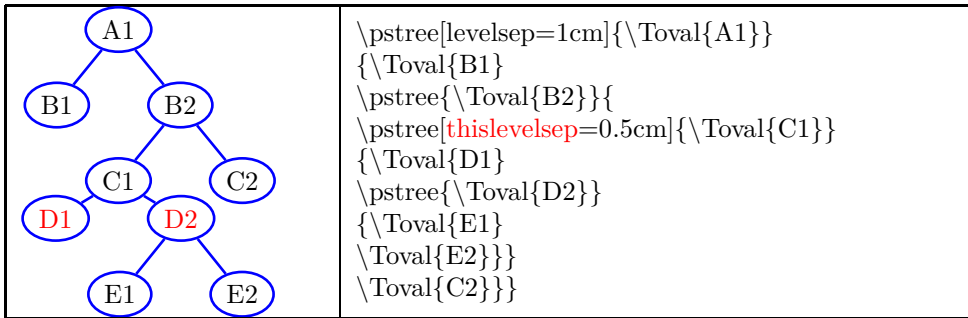
### 35.4 Distance between two nodes on the same level



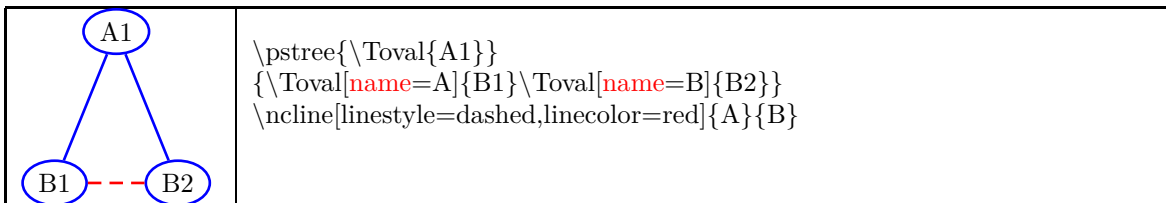
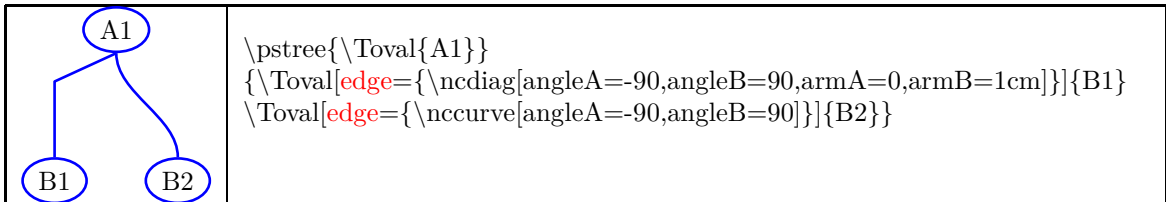
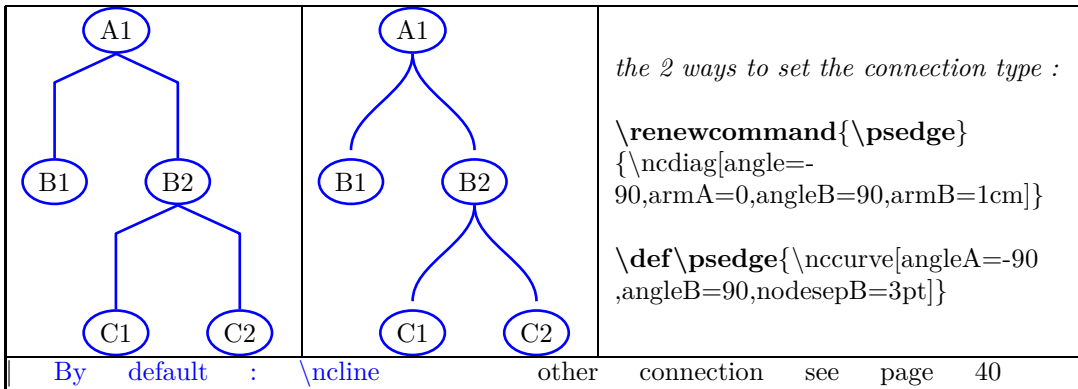


### 35.5 Distance between successive nodes



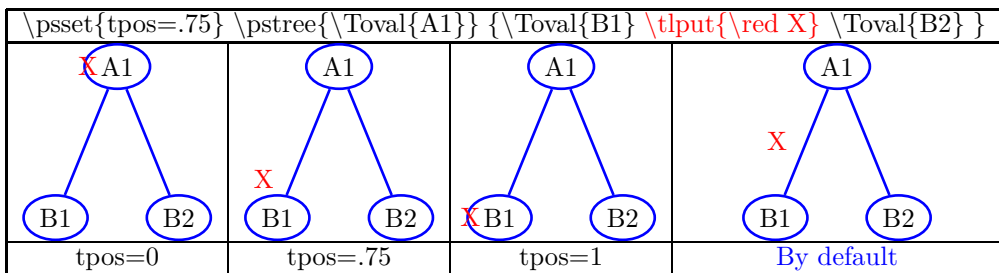
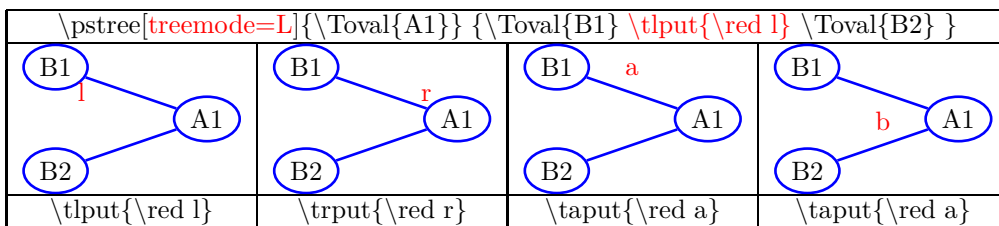
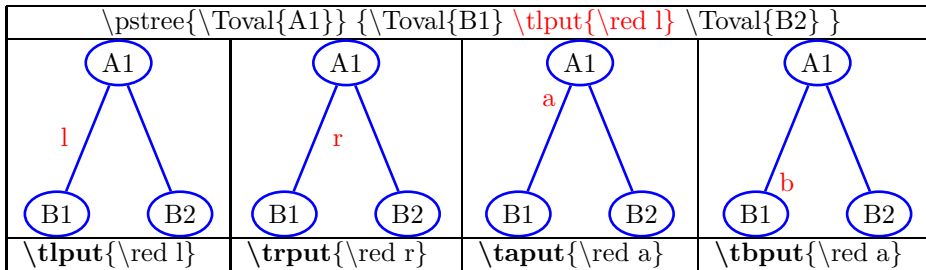


### 35.6 Connecting the nodes

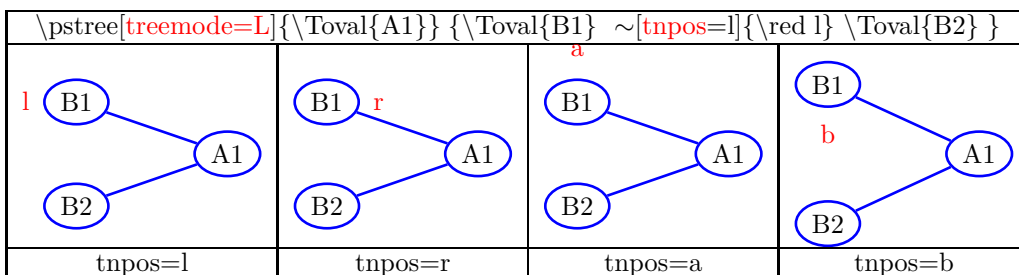
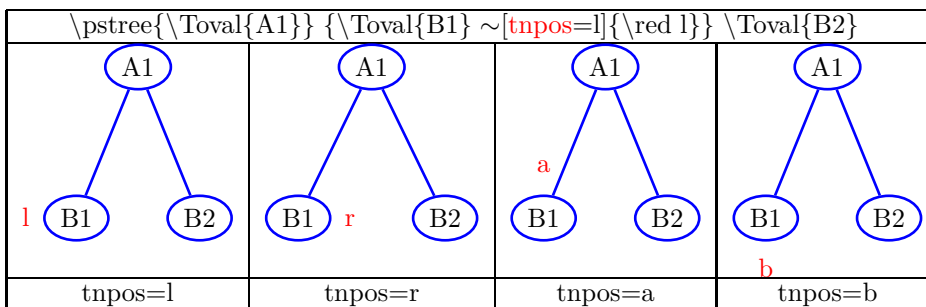


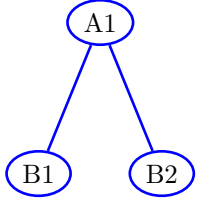
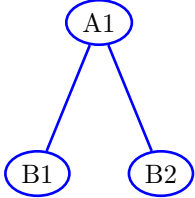
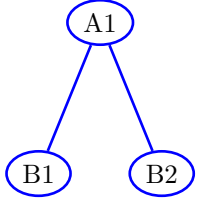
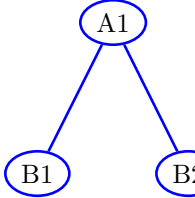
## 35.7 Labels

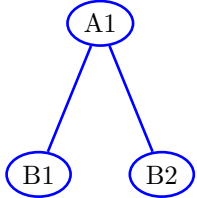
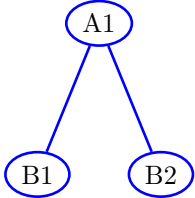
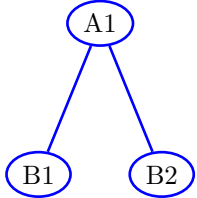
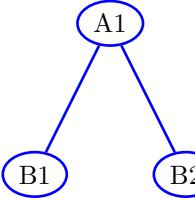
### 35.7.1 Labels on the connection

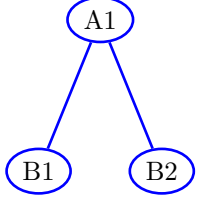
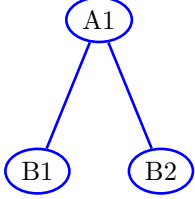
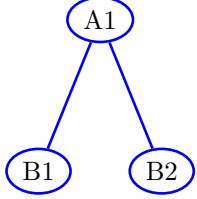
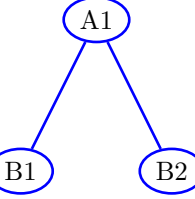


### 35.7.2 Labels on the nodes

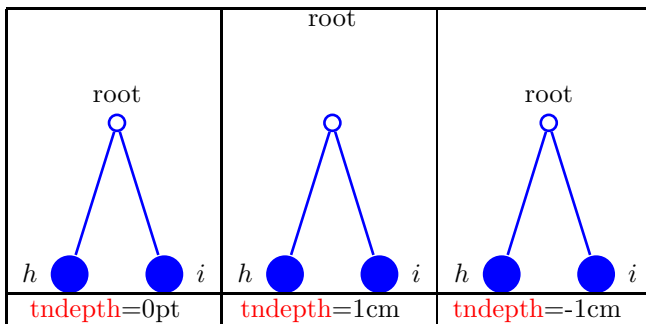
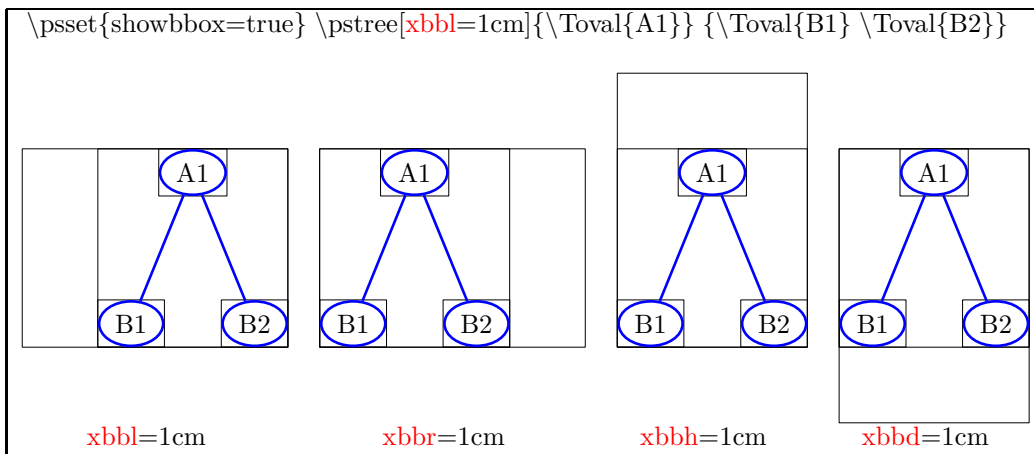
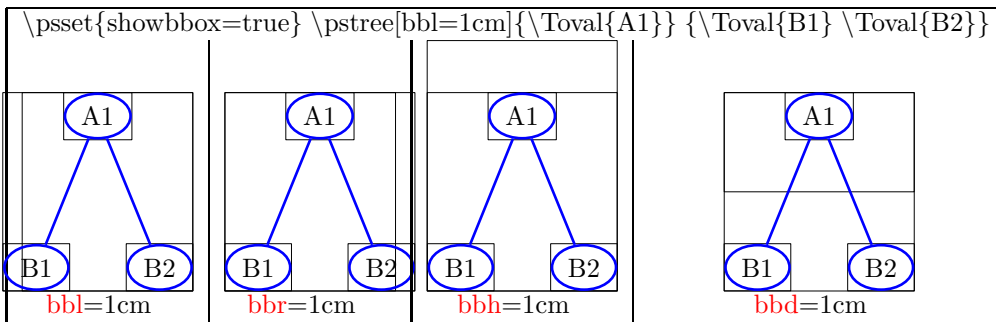
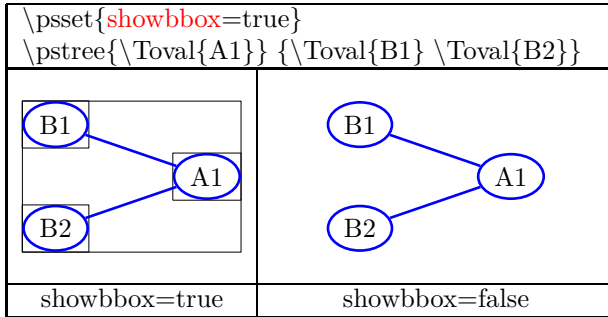


<code>\pstree{\Toval{A1}} {\Toval{B1} ~[tnpos=b,tnsep=1cm]{\red 1cm} \Toval{B2} }</code>			
			
<b>1cm</b> tnsep=1cm	<b>-1cm</b> tnsep=-1cm	<b>0cm</b> tnsep=0cm	By default

<code>\pstree{\Toval{A1}} {\Toval{B1} ~[tnpos=b,tnheight=1cm]{\red 1} \Toval{B2} }</code>			
			
<b>1cm</b> tnheight=1cm	<b>-1cm</b> tnheight=-1cm	<b>0cm</b> tnheight=0cm	By default

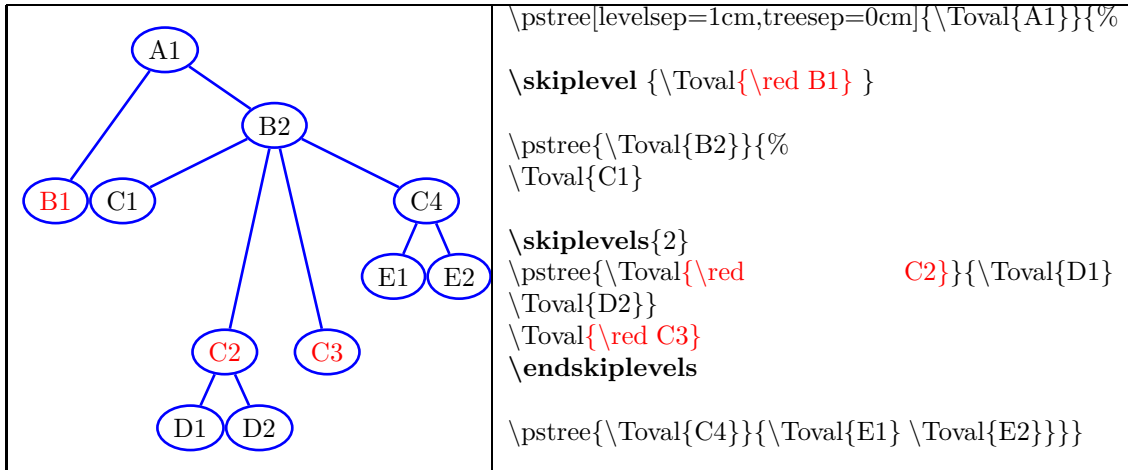
<code>\pstree{\Toval{A1}} {\Toval{B1} ~[tnpos=b,tnyref=1cm]{\red 1} \Toval{B2} }</code>			
			
<b>1cm</b> tnyref=1cm	<b>-1cm</b> tnyref=-1cm	<b>0cm</b> tnyref=0cm	By default

### 35.8 Showbbox



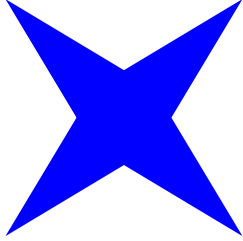
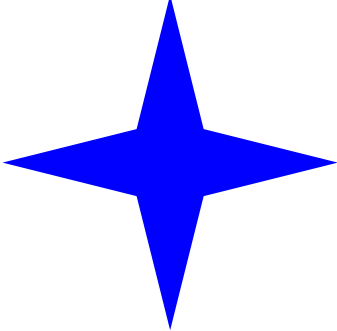


### 35.9 skiplevel



## 36 Animations

### 36.1 Animation from picture files

first frame	second and last frame
	
<code>\includegraphics{XXX1.ps}</code>	<code>\includegraphics{XXX2.ps}</code>

<code>\animategraphics</code> :	
<code>[ controls,</code>	<code>:Inserts control buttons</code>
<code>loop</code>	<code>:animation restarts automatically</code>
<code>autoplay ]</code>	<code>:Start animation automatically</code>
<code>{4}</code>	<code>:4 frame per second</code>
<code>{XXX}</code>	<code>:file base name</code>
<code>{1}</code>	<code>:number of the first frame</code>
<code>{2}</code>	<code>:number of the last frame</code>

## 36.2 Animateinline

```
\begin{animateinline}[controls,loop,autoplay]{5}

% first frame
\begin{pspicture}(6,6)
\psdiamond*[gangle=45](3,3)(2,.5)
\psdiamond*[gangle=135](3,3)(2,.5)
\end{pspicture}

% second frame
\newframe
\begin{pspicture}(6,6)
\psdiamond*[gangle=0](3,3)(2,.5)
\psdiamond*[gangle=90](3,3)(2,.5)
\end{pspicture}

\end{animateinline}
```

## 36.3 Multiframe

```
\begin{animateinline}[poster=first,controls,
palindrome]{12}
\multiframe{29}{iAngle=80+10,
Rdim=2.0+-0.2}{
\begin{pspicture}(6,6)
\psdiamond*[gangle=iAngle](3,3)(\Rdim,.5)
\rput(1,1){iAngle}
\rput(5,1){Rdim}
\end{pspicture} }
\end{animateinline}
```

The first letter of the variable name determines his type

entier	initiale : i ou I
réelles	initiale : n, N, r ou R
longueurs	initiale : d ou D

## 36.4 Timeline

```

\begin{animateinline}
[controls,autoplay,timeline=xxx.txt]{5}

% first background image (image N° 0)
\begin{pspicture}(6,6)
\pscircle[fillcolor=yellow,fillstyle=solid](3,3){2.5}
\end{pspicture}

\newframe % second background image (image
N° 1)
\begin{pspicture}(6,6)
\pscircle[linecolor=red,fillcolor=green,fillstyle=solid](3,3){2.5}
\end{pspicture}

\newframe % animation frames (images N° 2 -
11)
\multiframe{10}{iAngle=60+10}{
\begin{pspicture}(6,6)
\psdiamond*[gangle=iAngle](3,3)(2,.5)
\end{pspicture} }
\end{animateinline}

```

### 36.4.1 Creation of the file for timeline

to create the file xxx.txt, insert the following code before `\begin{document}`

```

\begin{filecontents}{xxx.txt}
: :0x0,8-----0x0 : image N° 0 = background image for all frame
: :2
: :7
: :3
: :6-----c : clear the background image
: :c,1x3,5-----1x3 : image N° 1 = background image for 3 frames
: :4
: :11
: :5
: :7
: :9-----Order of frames : 8,2,7,3,6,5,4,11,5,7,9
\end{filecontents}

```

### 36.4.2 option for the file xxx.txt

* : : 3	pause at frame N° 3
: : 10 : 3	10 frames per second at frame N° 3
: : 3 : code	java code at frame N° 3

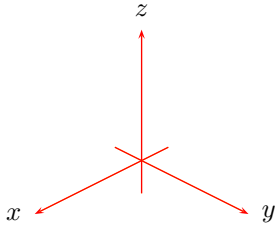
## 36.5 Graph animation

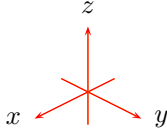
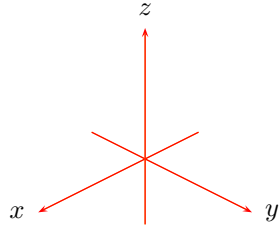
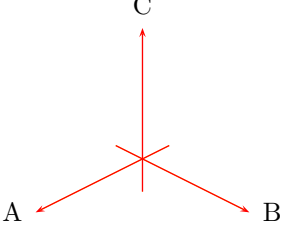
```
\readdata{\dat}{mesdata.dat}
\begin{animateinline}[poster=last,controls]{5}
\multiframe{70}{ifin=10+10}{
\begin{psgraph}[axesstyle=frame,xticks=0.4cm,yticks=0.9cm,subticks=0,Dx=100,Dy=.02](0,0)(750,.12){9cm}{4}
\listplot[xEnd=\ifin,linewidth=5pt]{\dat}
\end{psgraph} }
\end{animateinline}
```

## 37 3D drawing

Utilisation du module `pst-3dplot`

### 37.1 3 D axis

<code>\pstThreeDCoor</code>	
	
<code>drawing=true</code> (By default)	<code>drawing=false</code>

<code>\pstThreeDCoor[xMax=2,yMax=2,zMax=2]</code>		
		
<code>xMax=2,yMax=2,zMax=2</code>	<code>xMin=-2,yMin=-2,zMin=-2</code>	<code>nameX=A,nameY=B,nameZ=C</code>
By default : <code>xMax=yMax=zMax=4</code>	By default : <code>xMin=yMin=zMin=-1</code>	

#### 37.1.1 Option `spotX`

`\pstThreeDCoor[spotX=60,spotY=60,spotZ=60]`

### 37.1.2 Axis orientation

```
\pstThreeDCoor[linecolor=blue,linestyle=dotted]
```

```
\pstThreeDCoor[Alpha=30]
```

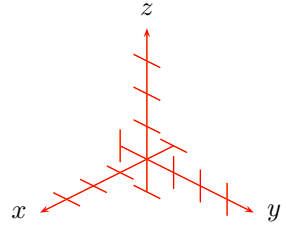
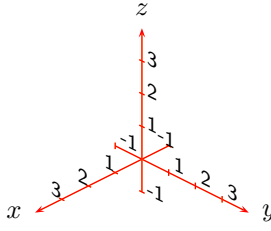
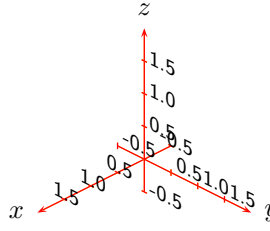
```
\pstThreeDCoor[Beta=30]
```

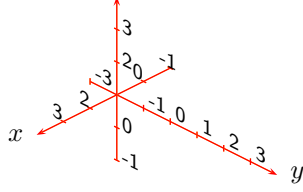
\pstThreeDCoor[linestyle=dotted,linecolor=blue] \pstThreeDCoor[RotX=30]		
RotX=30	RotY=-30	RotZ=30
By default : RotX=0	By default : RotY=0	By default : RotZ=0

```
\pstThreeDCoor[RotSequence=quaternion,RotAngle=10,
xRotVec=3,yRotVec=0,zRotVec=3,
xMin=0,xMax=3, yMin=0,yMax=3, zMin=0,zMax=3]
```

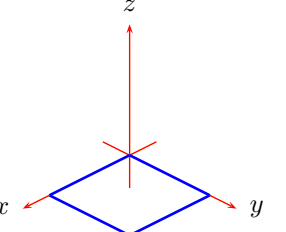
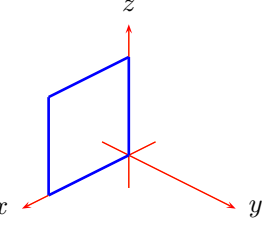
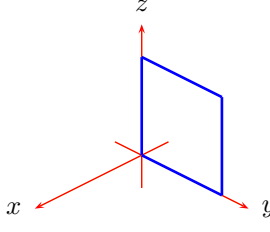
```
\pstThreeDLine[linecolor=blue, linewidth=2pt, arrows=->](0,0,0)(3,0,3)
```

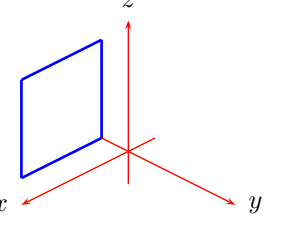
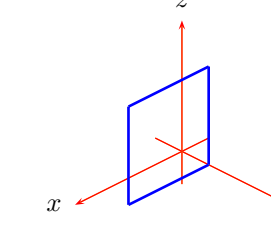
### 37.1.3 Option Ticks

<code>\pstThreeDCoor[IIIDticks,IIIDticksize=.5pt]</code>		
		
<code>IIIDticks,IIIDticksize=.5pt</code>	<code>IIIDticks,IIIDlabels</code>	<code>Dx=.5,Dy=.5,Dz=.5</code>
By default : <code>IIIDticksize=0.1</code>	By default : <code>IIIDlabels=false</code>	By default : <code>Dx=Dy=Dz=1</code>

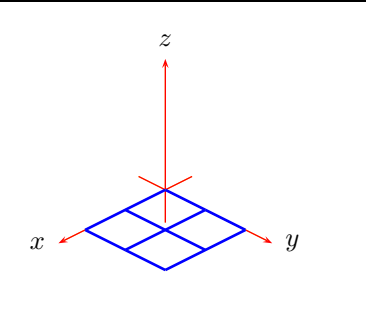
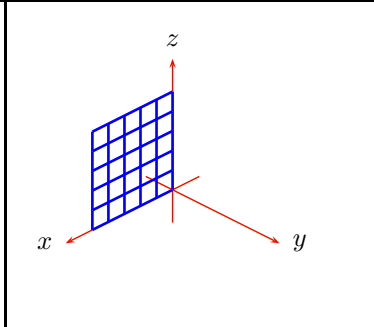
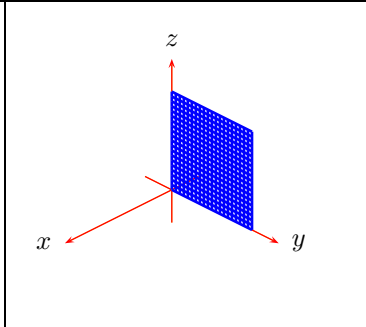
<code>\pstThreeDCoor[IIIDticks,IIIDlabels, yMin=-3,IIIDOffset={{(1,-2,1)}}]</code>


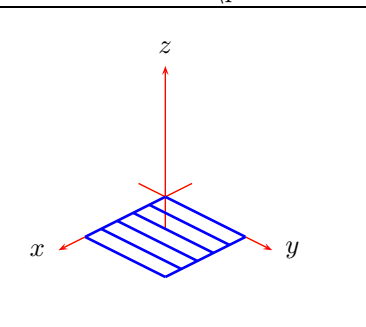
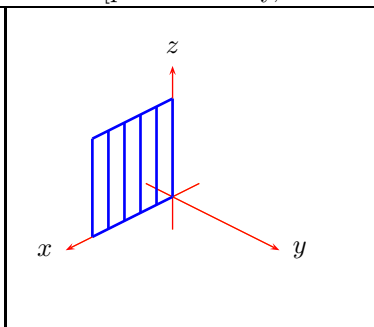
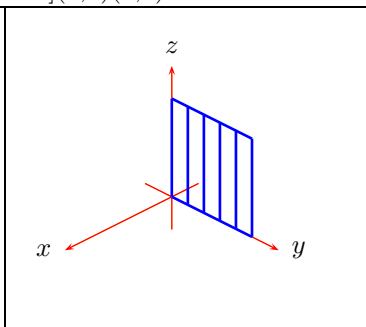
### 37.1.4 Option pstThreeDPlaneGrid

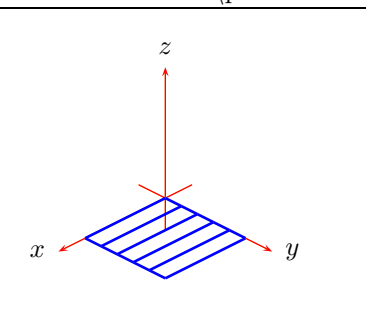
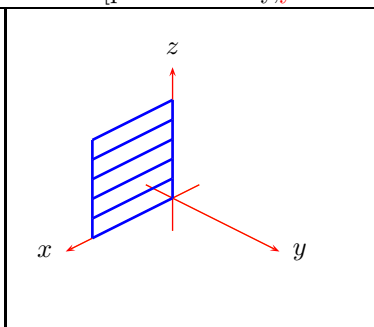
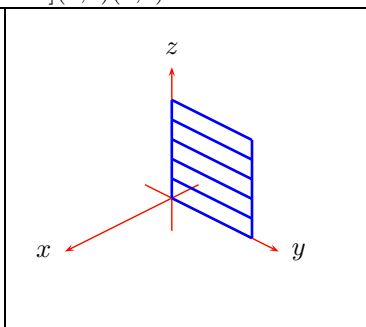
<code>\pstThreeDPlaneGrid[planeGrid=xz](0,0)(3,3)</code>		
		
By default( <code>planeGrid=xy</code> )	<code>planeGrid=xz</code>	<code>planeGrid=yz</code>

<code>BSpstThreeDPlaneGrid[planeGrid=xz, planeGridOffset=-1](0,0)(3,3)</code>	
	
<code>planeGridOffset=-1</code>	<code>planeGridOffset=1</code>

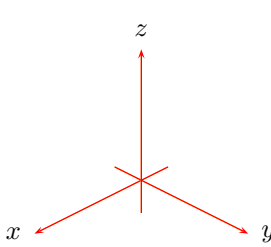
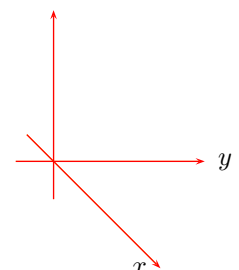
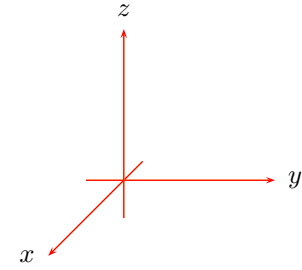
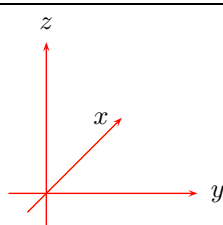
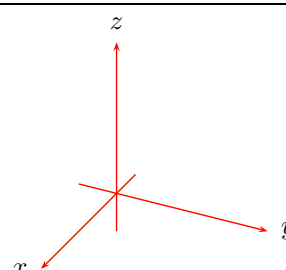


\pstThreeDPlaneGrid[planeGrid=xy,subticks=2](0,0)(3,3)		
		
planeGrid=xy subticks=2	planeGrid=xz subticks=5	planeGrid=yz subticks=20

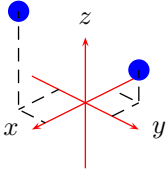
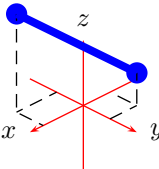
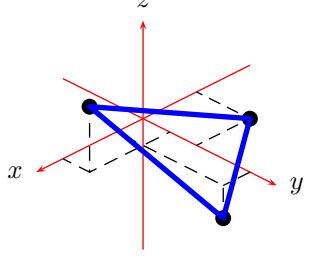
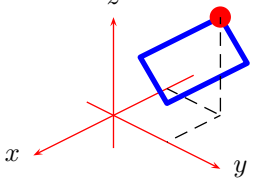
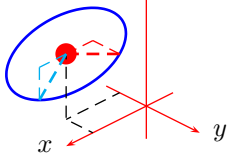
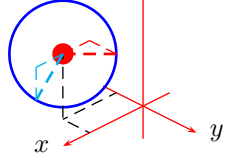
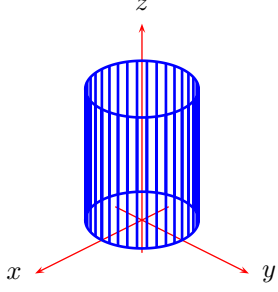
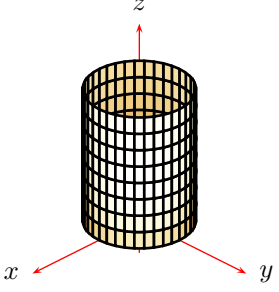
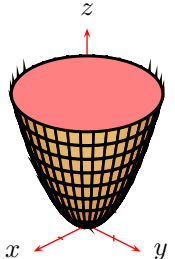
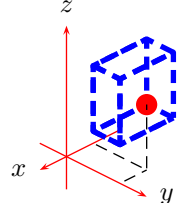
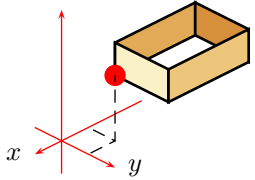
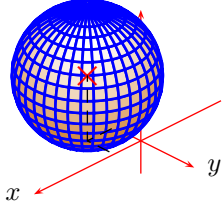
\pstThreeDPlaneGrid[planeGrid=xy,xsubticks=5](0,0)(3,3)		
		
planeGrid=xy xsubticks=5	planeGrid=xz xsubticks=5	planeGrid=yz xsubticks=5

\pstThreeDPlaneGrid[planeGrid=xy,ysubticks=2](0,0)(3,3)		
		
planeGrid=xy ysubticks=2	planeGrid=xz ysubticks=2	planeGrid=yz ysubticks=2

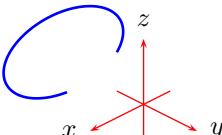
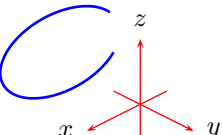
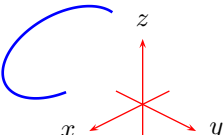
### 37.1.5 Option `coorType`

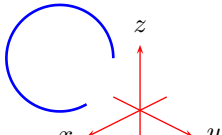
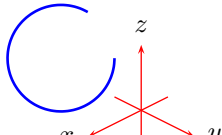
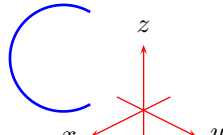
<code>\pstThreeDCoor[coorType=0]</code>		
		
<code>coorType=0</code>	<code>coorType=1</code>	<code>coorType=2</code>
		
<code>coorType=3</code>	<code>coorType=4</code>	

### 38 3D Objects

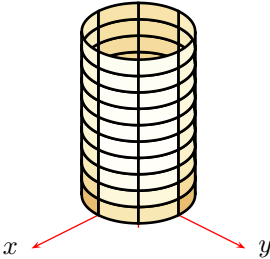
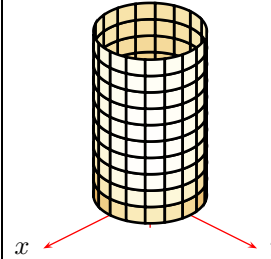
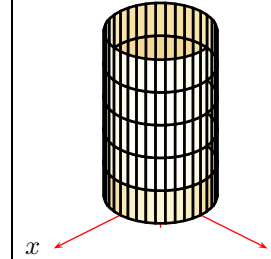
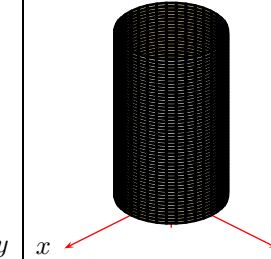
		
<code>\pstThreeDDot(-1,1,1)</code> <code>\pstThreeDDot(1.5,-1,3)</code>	<code>\pstThreeDLine</code> <code>(-1,1,1)(1.5,-1,-1)</code>	<code>\pstThreeDTriangle</code> <code>(3,1,2)(1,4,-1)(-2,2,0)</code>
		
<code>\pstThreeDSquare</code> <code>(-2,2,3) (3,0,0)(0,1,-1)</code> position      2 vectors	<code>\pstThreeDEllipse</code> <code>(2,-1,2) (-1,1,0)(1,0,-1)</code> center      2 vectors	<code>\pstThreeDCircle</code> <code>(1,-1,2) {2}</code> center      2 vectors
		
<code>\pstIIIDCylinder{1.5}{4}</code>	<code>\psCylinder{1.5}{4}</code>	<code>\pstParaboloid{4}{2}</code>
		
<code>\pstThreeDBox</code> <code>(-1,1,2) (0,0,2)(2,0,0)(0,1,0)</code> position      vectors X Y Z	<code>\psBox</code> <code>(-1,1,2) {-3}{1}{2}</code> position      vectors X Y Z	<code>\pstThreeDSphere</code> <code>(1,-1,2) {2}</code> center      radius

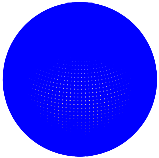

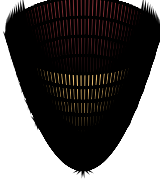
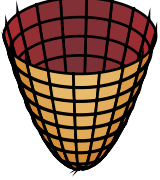
### 38.0.1 Portion of ellipse or circle

<code>\pstThreeDEllipse[beginAngle=60](2,-1,2)(-1,1,0)(1,0,-1)</code>		
		
<code>beginAngle=60</code> By default : <code>beginAngle=0</code>	<code>endAngle=300</code> By default : <code>endAngle=360</code>	<code>beginAngle=60</code> <code>endAngle=300</code>

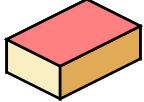
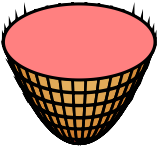
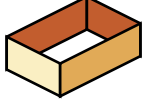

<code>\pstThreeDCircle[endAngle=300](2,-1,2)(-1,1,0)(1,0,-1)</code>		
		
<code>beginAngle=60</code> By default : <code>beginAngle=0</code>	<code>endAngle=300</code> By default : <code>endAngle=360</code>	<code>beginAngle=60</code> <code>endAngle=300</code>

### 38.0.2 *increment*

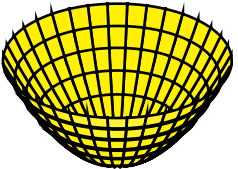
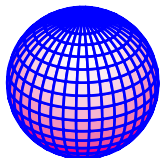
angle step		height step	
			
<code>increment=45</code>	<code>increment=20</code>	<code>Hincrement=1</code>	<code>Hincrement=.1</code>
By default : <code>increment=.1</code>		By default : <code>Hincrement=0.5</code>	

<code>\pstThreeDSphere[increment=3](1,-1,2){2}</code>		<code>\pstParaboloid[increment=3](4){2}</code>	
			
increment=3	increment=20	increment=3	increment=20
By default : increment = 10			

### 38.0.3 showInside

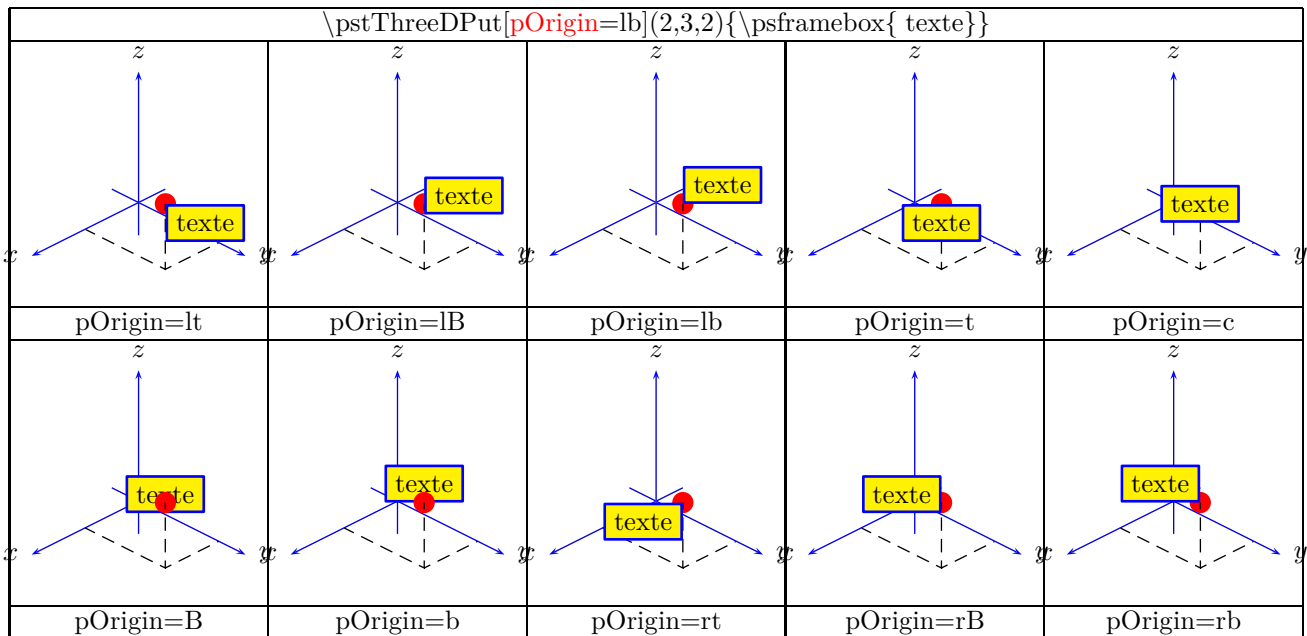
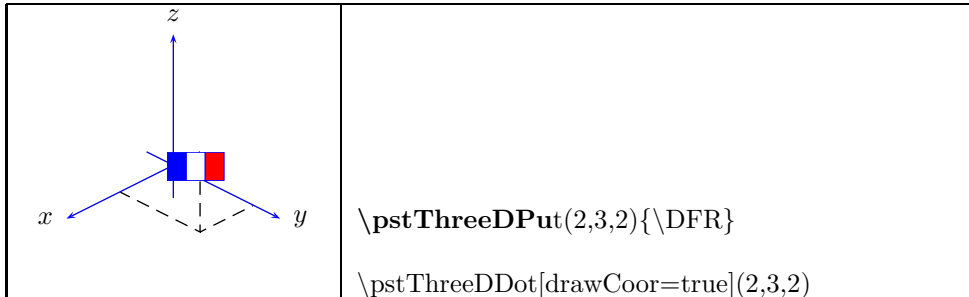
	
<code>\psBox[showInside=false]{-3}{1}{2}</code>	<code>\pstParaboloid[showInside=true]{3}{2}</code>
	
<code>\psBox[showInside=true]{-3}{1}{2}</code>	<code>\pstParaboloid[showInside=false]{3}{2}</code>

### 38.0.4 SegmentColor

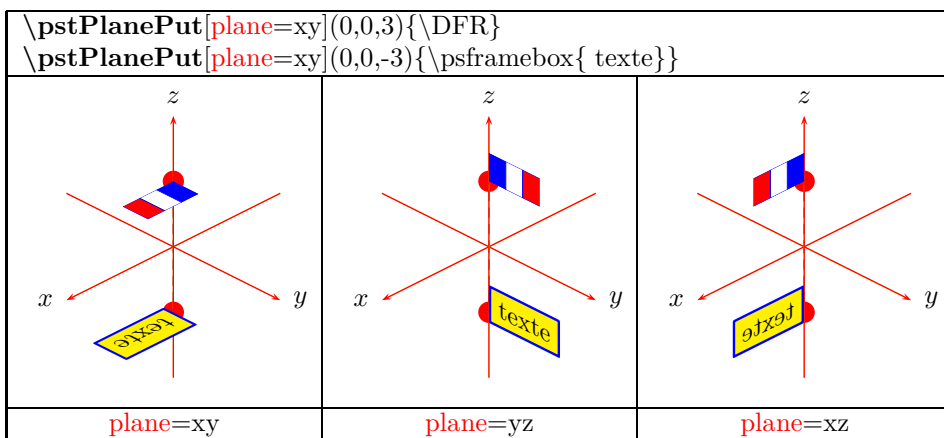
<code>\pstParaboloid[showInside=false, SegmentColor={cmyk}{0 0 1 0}]{4}{5}</code>		<code>\pstThreeDSphere[SegmentColor={cmyk}{0,1,0,0}](1,-1,2){2}</code>	
			

## 38.1 How to place objects in 3D picture

### 38.1.1 `\pstThreeDPut`



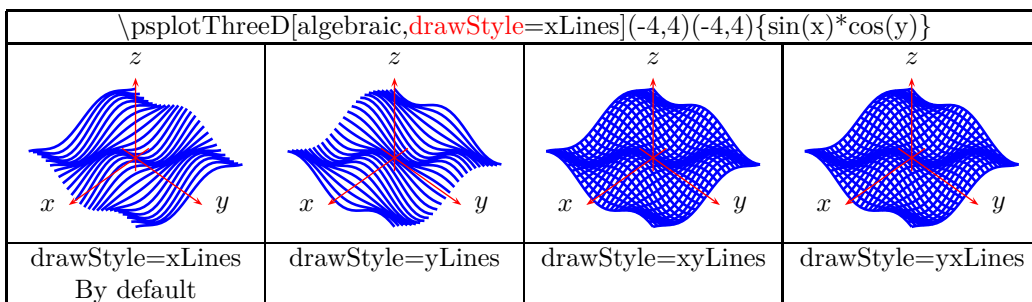
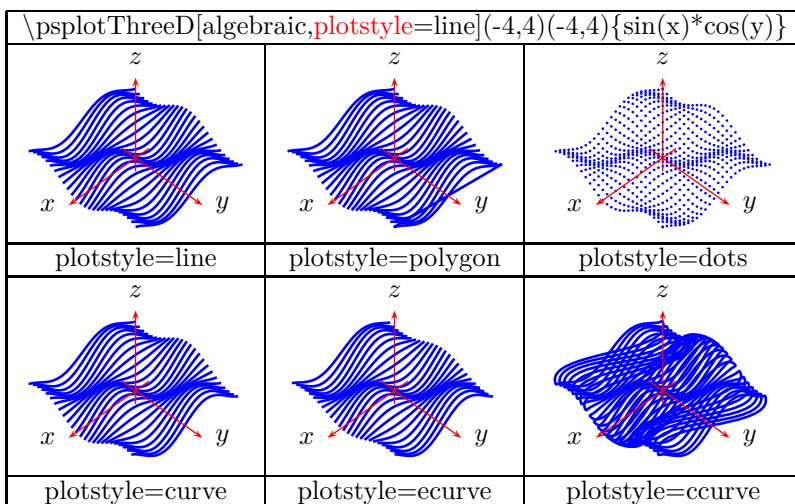
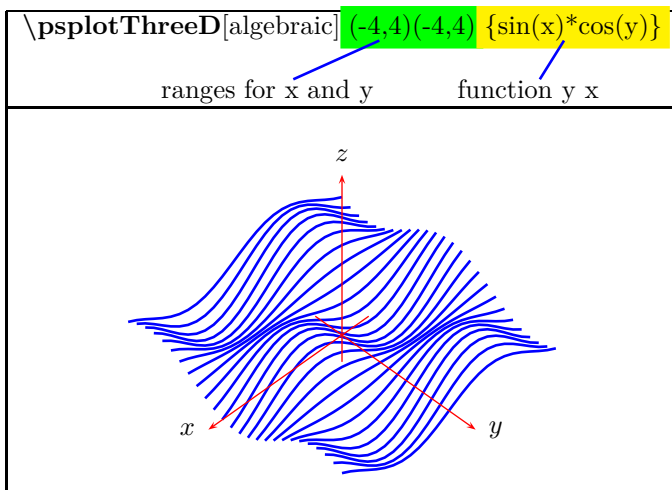
### 38.1.2 `\pstPlanePut`



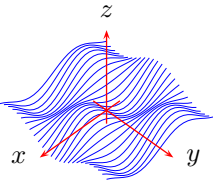
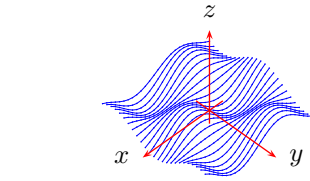
$\backslash\text{pstPlanePut}[\text{plane}=\text{xy},\text{planecorr}=\text{normal}](0,0,2)\{\backslash\text{DFR}\}$ $\backslash\text{pstPlanePut}[\text{plane}=\text{xy},\text{planecorr}=\text{normal}](0,0,-2)\{\backslash\text{psframebox}\{\text{texte}\}\}$		
planecorr=normal	planecorr=xyrot	planecorr=off

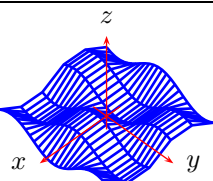
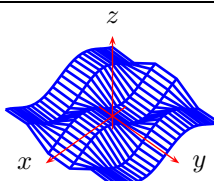
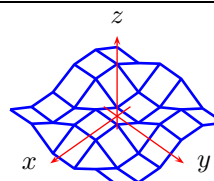
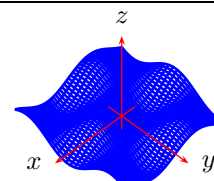
## 38.2 3D graph

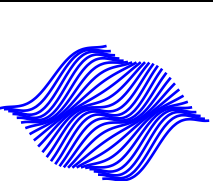
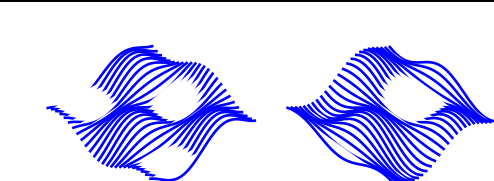
### 38.2.1 psplotThreeD



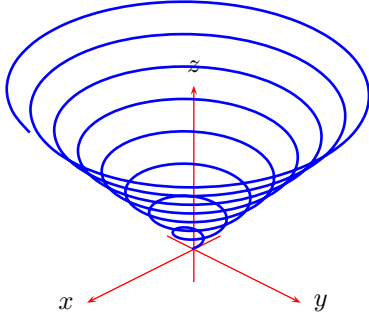


$\backslash\text{psplotThreeD}[\text{algebraic},\text{showpoints}=\text{false},\text{linewidth}=.1\text{pt}]$ $(-4,4)(-4,4)\{\sin(x)*\cos(y)\}$	
	
showpoints=false	showpoints=true
By default	

$\backslash\text{psplotThreeD}[\text{algebraic},\text{xPlotpoints}=5,\text{drawStyle}=\text{xyLines}](-4,4)(-4,4)\{\sin(x)*\cos(y)\}$			
			
xPlotpoints=5	yPlotpoints=5	yPlotpoints=5 yPlotpoints=5	xPlotpoints=50
By default : xPlotpoints=25		yPlotpoints=25	

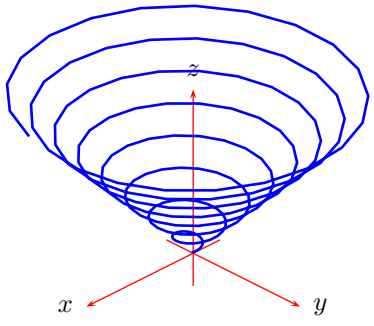
$\backslash\text{psplotThreeD}[\text{algebraic},\text{hiddenLine}=\text{false}](-4,4)(-4,4)\{\sin(x)*\cos(y)\}$	
	
hiddenLine=false	hiddenLines=true
By default	

### 38.2.2 parametricplotThreeD

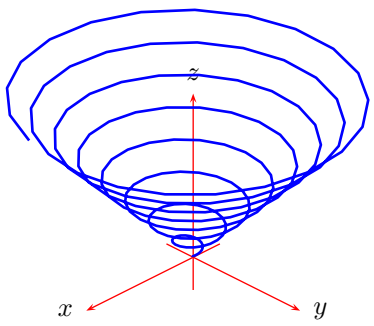
$\backslash\text{parametricplotThreeD}[\text{xPlotpoints}=200,\text{plotstyle}=\text{curve},\text{algebraic}]$ $(0,50)\{t/10*\cos(t) \mid t/10*\sin(t) \mid t/10\}$	
range for t	3 parametric functions
	

### 38.3 3D graph from a data file

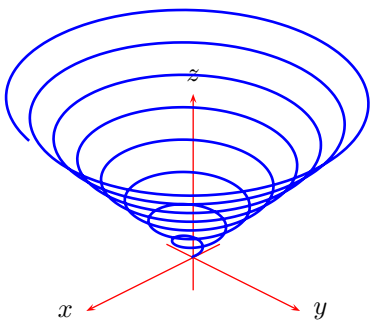
#### 38.3.1 fileplotThreeD

	<pre>\fileplotThreeD{data3d.txt} % data3d.txt : data file created with Excel</pre>
---	--

#### 38.3.2 dataplotThreeD

	<pre>\readdata{\data}{data3d.txt} % data3d.txt : data file created with Excel \dataplotThreeD[plotstyle=line]{\data}</pre>
--	--

#### 38.3.3 listplotThreeD

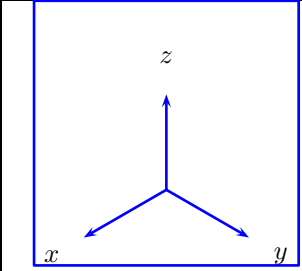
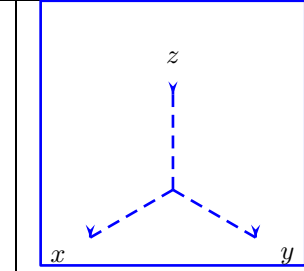
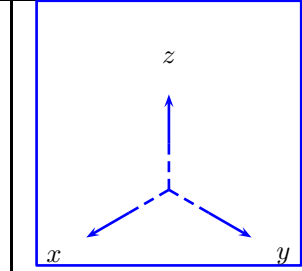
	<pre>\readdata{\data}{data3d.txt} % data3d.txt : data file created with Excel \listplotThreeD[plotstyle=curve]{\data}</pre>
---	---

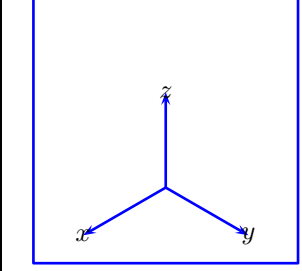
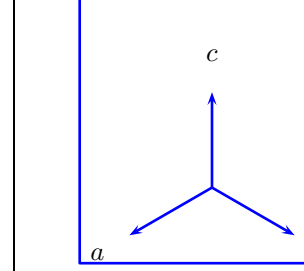
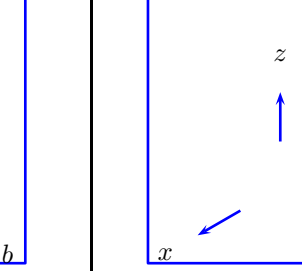
## 39 3D solid

Utilisation du module **pst-solides3d**

*Cette partie sera complétée dans une version ultérieure*

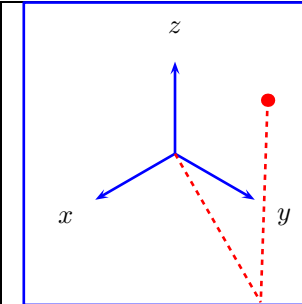
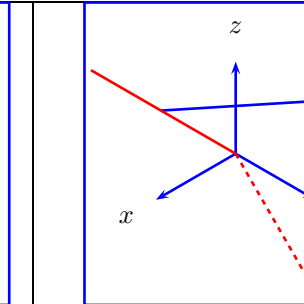
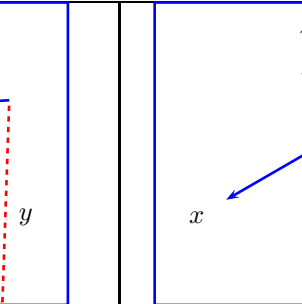
### 39.1 Axes

		
<code>\axesIIIID(0,0,0)(2,2,2)</code>	<code>\axesIIIID(2,2,2)(2,2,2)</code>	<code>\axesIIIID(1,1,1)(2,2,2)</code>

		
<code>labelsep=0cm</code>	<code>axisnames={a,b,c}</code>	<code>showOrigin=false</code>
By default : <code>labelsep=5pt</code>	By default : <code>axisnames={x,y,z}</code>	By default : <code>showOrigin=true</code>

### 39.2 3D elements

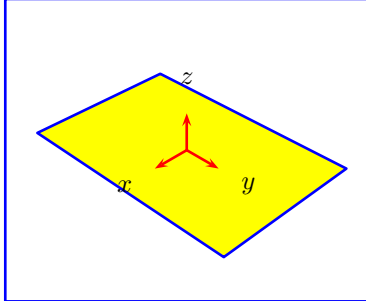
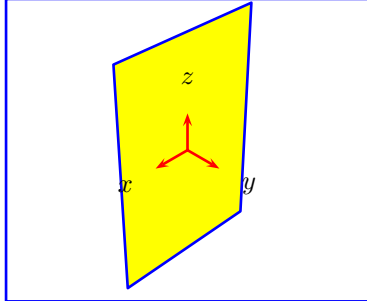
#### 39.2.1 point, line, vector

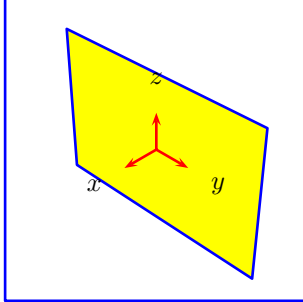
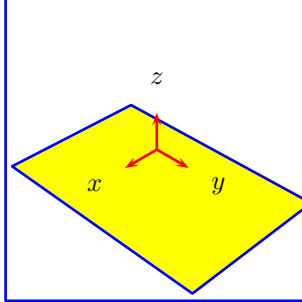
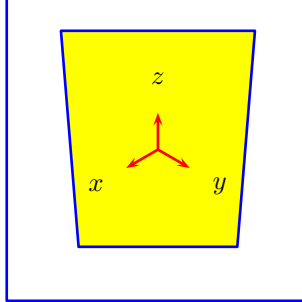
		
<code>[object=point,args=1 2 2]</code>	<code>[object=line,args=0 -1 0 1 2 2]</code>	<code>[object=vecteur,args=1 2 2]</code>

### 39.2.2 Plane

`\psSolid[object=plan,definition=equation,args={[0 0 1 0]},base=-2 2 -3 3]`

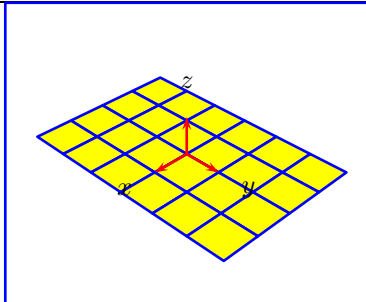
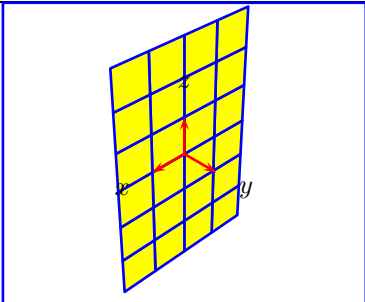
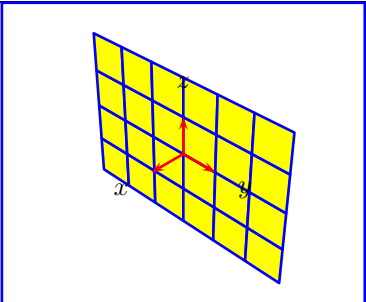
coeff de l'équation  $ax+by+cz+d = 0$

	
args={0 0 1 0}	args={0 1 0 0}

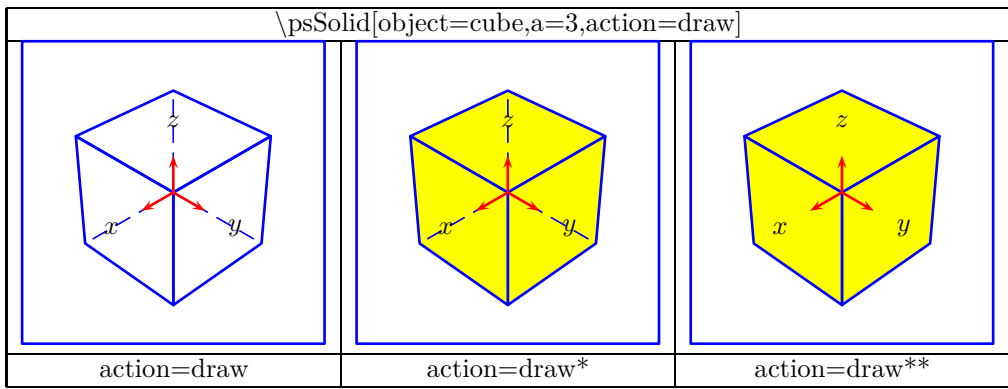
		
args=[1 0 0 0]	args=[0 0 1 1]	args=[1 1 0 0]

### 39.2.3 Grid

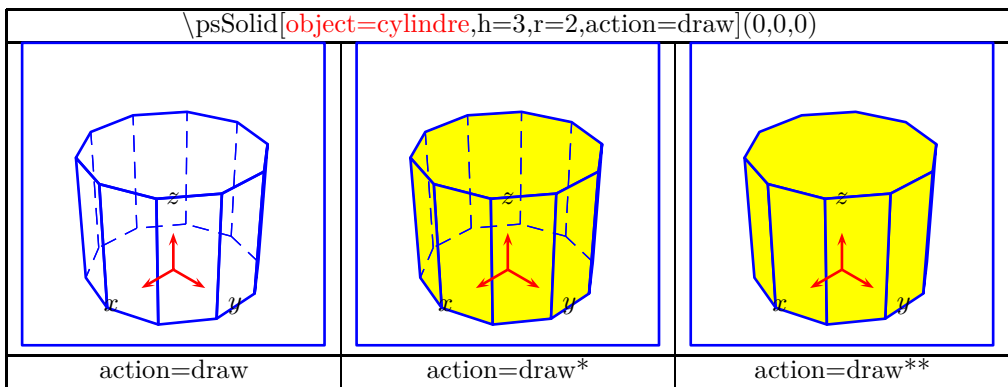
`\psSolid[object=grille,base=-2 2 -3 3]`

		
By default	RotX=90	RotY=90

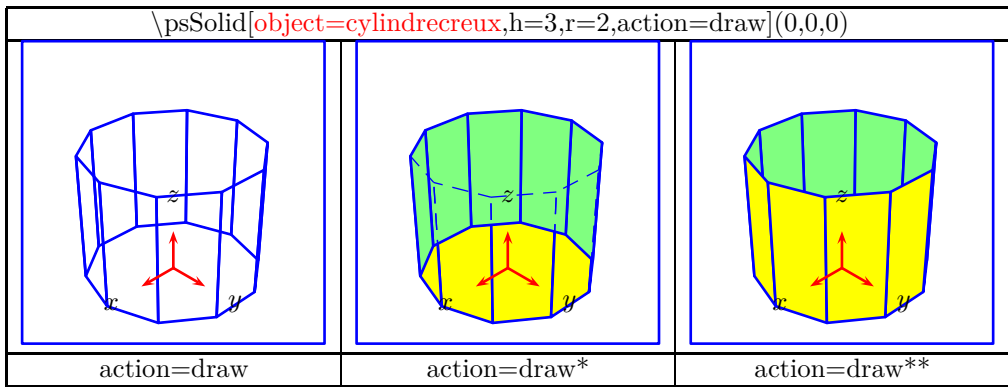
### 39.2.4 cube



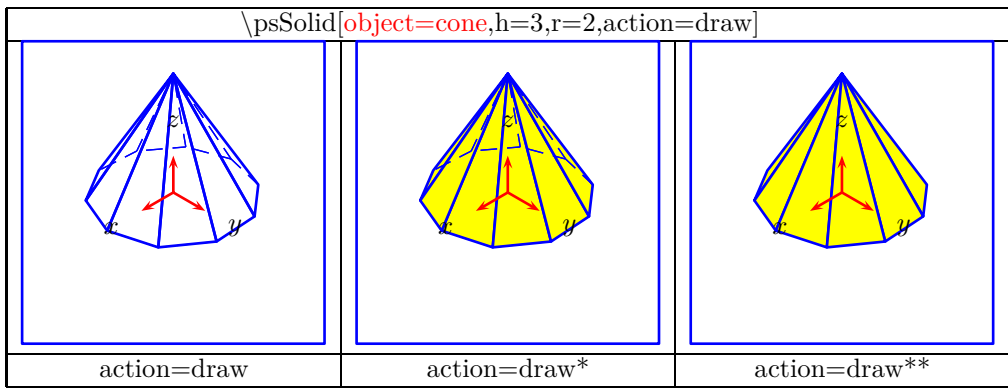
### 39.2.5 Cylinder



### 39.2.6 Tube

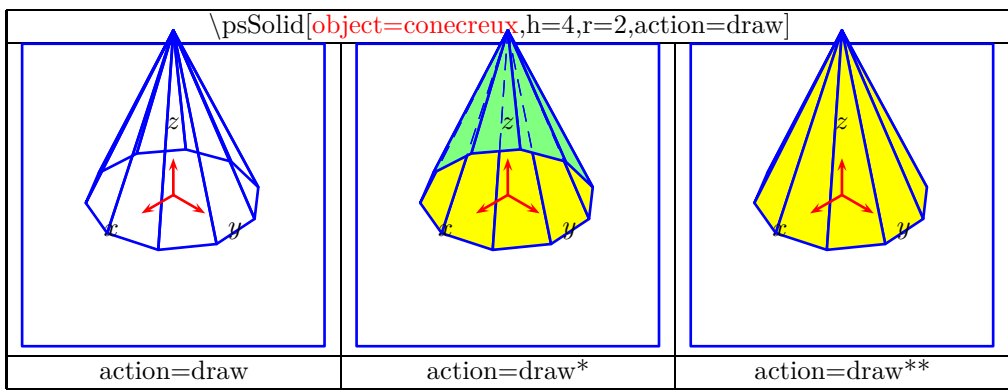


### 39.2.7 Cone

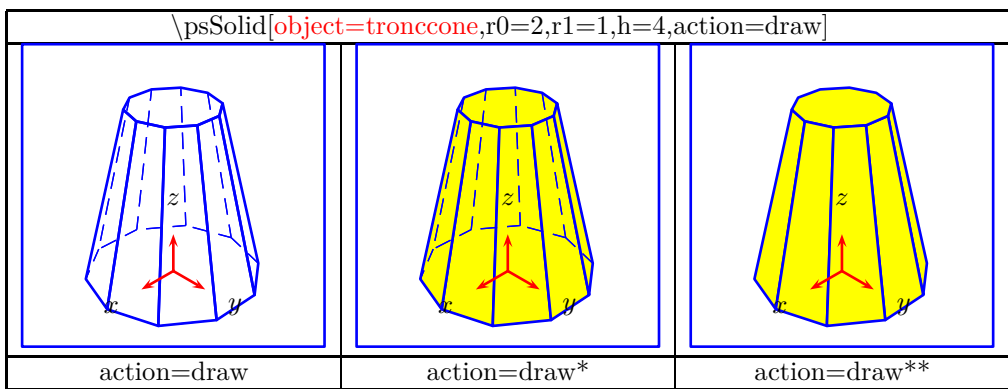


### 39.2.8 conecreux

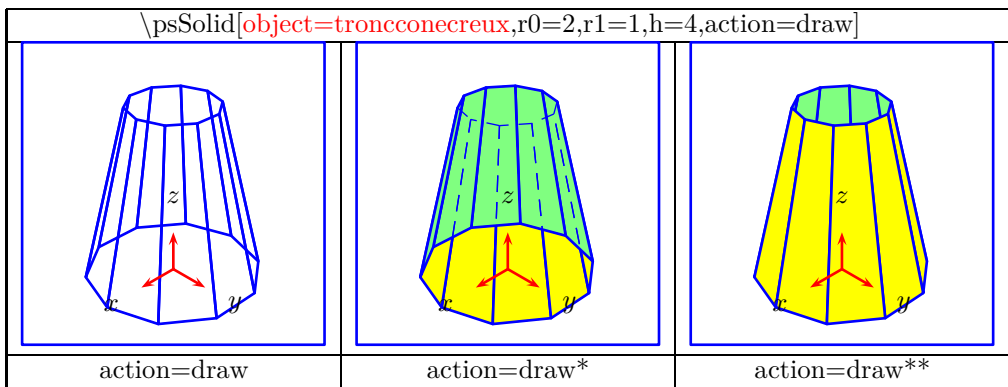
### 39.2.9 Empty cone



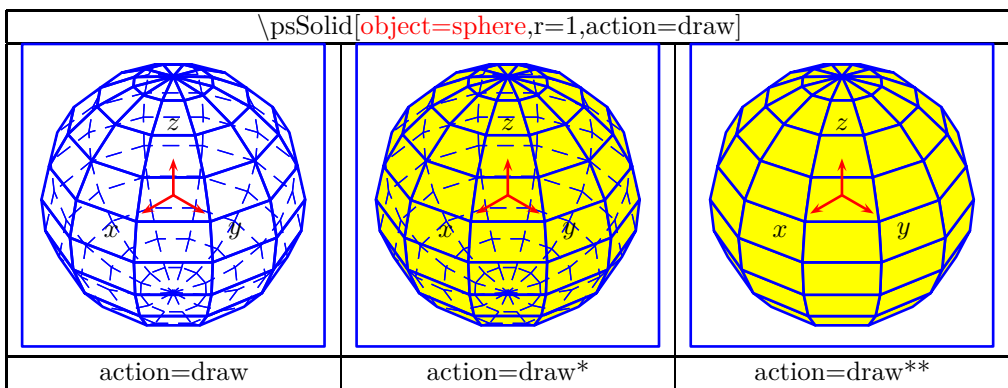
### 39.2.10 Truncated cone



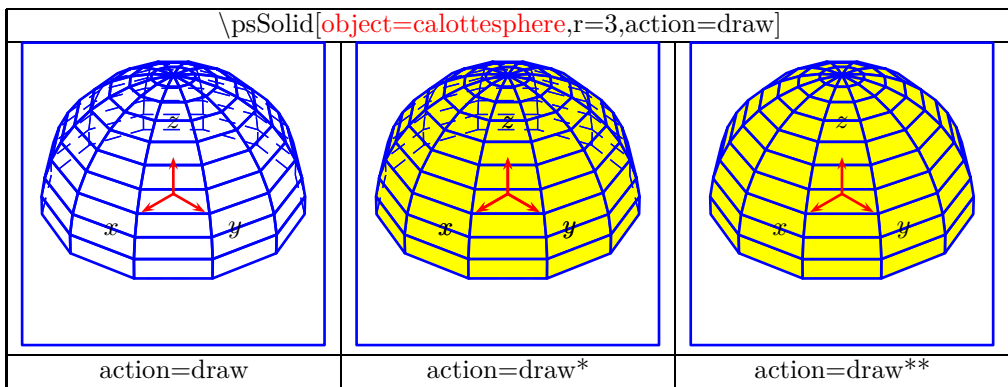
### 39.2.11 Empty truncated cone



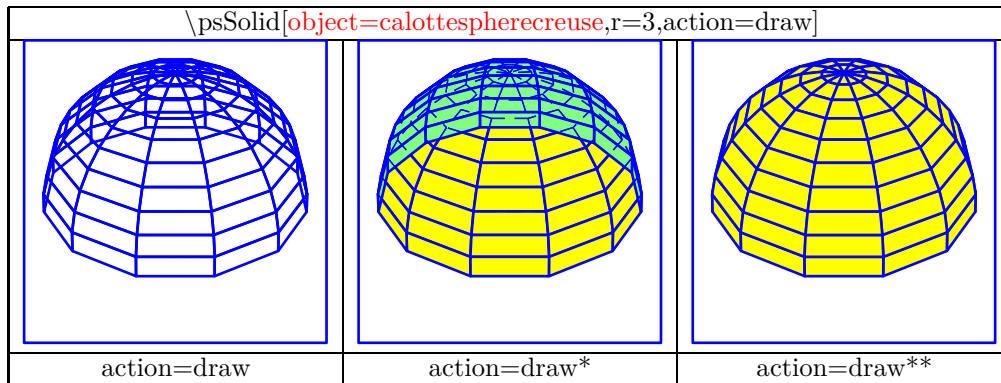
### 39.2.12 sphere



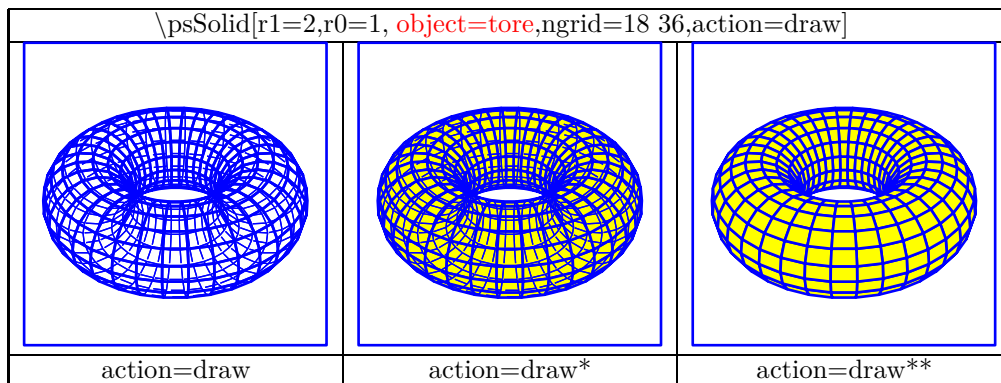
### 39.2.13 Spherical cup



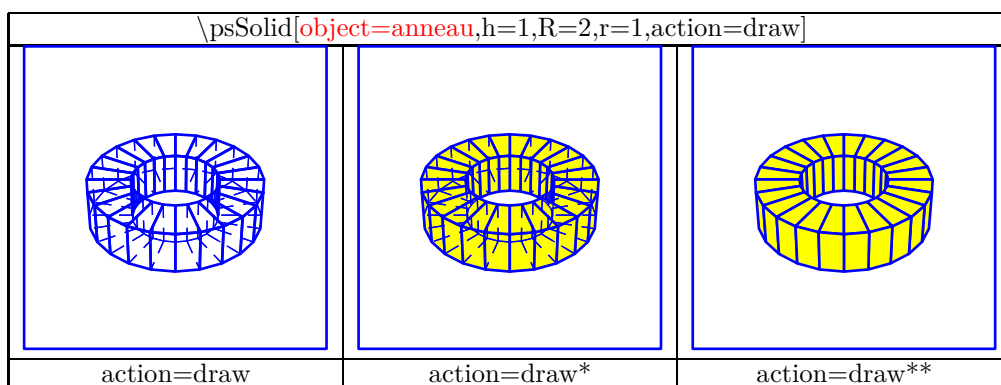
### 39.2.14 empty spherical cup



### 39.2.15 Torus

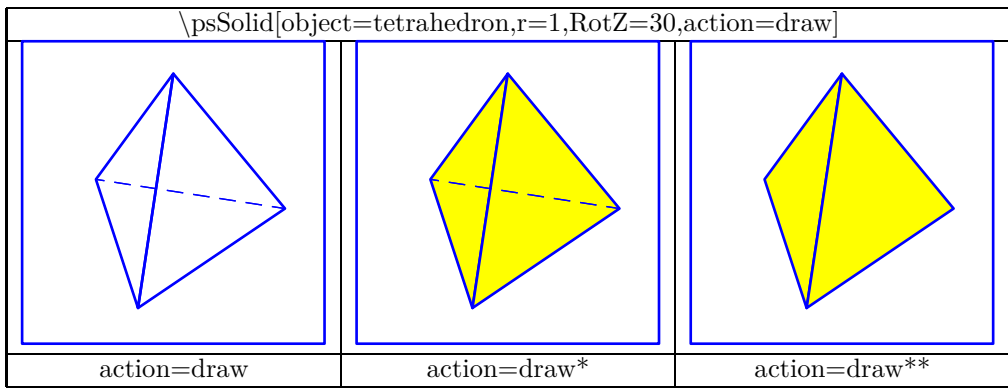


### 39.2.16 Ring

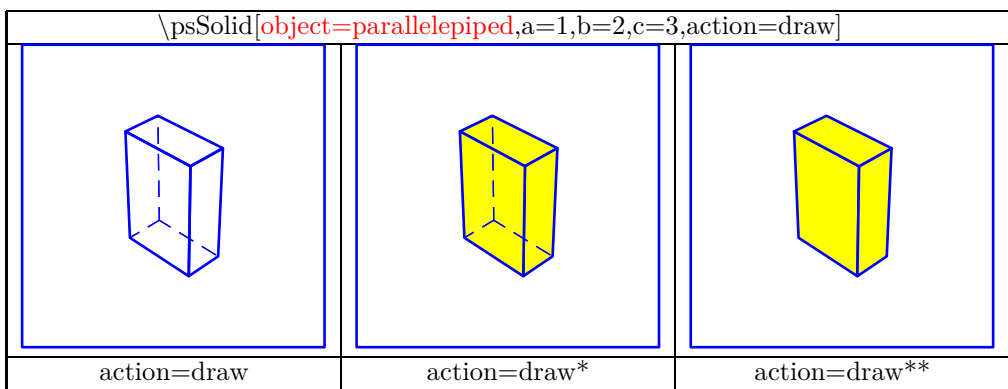




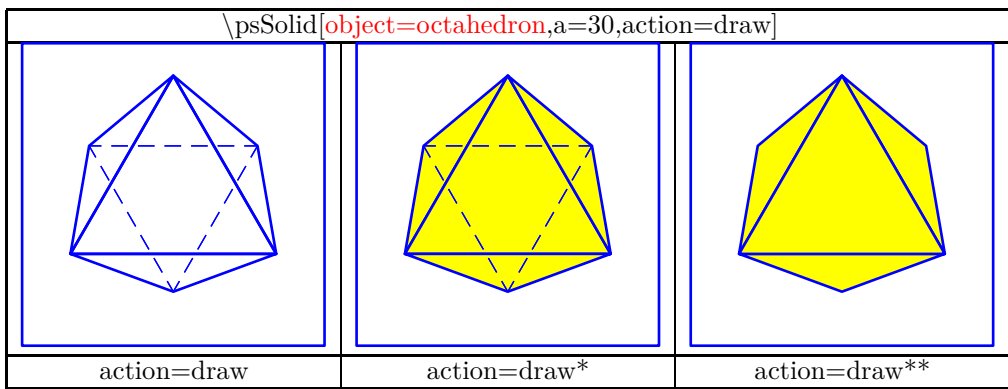
39.2.17 tetrahedron



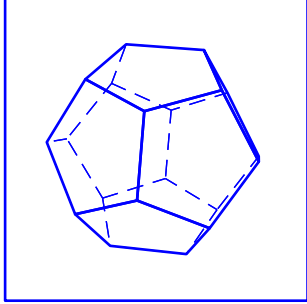
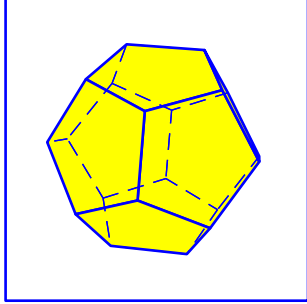
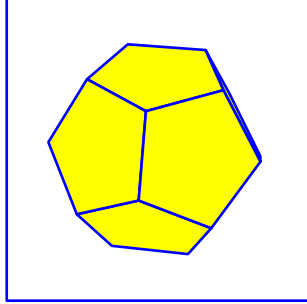
39.2.18 parallelepiped



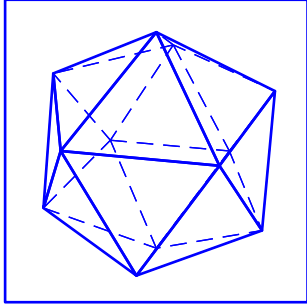
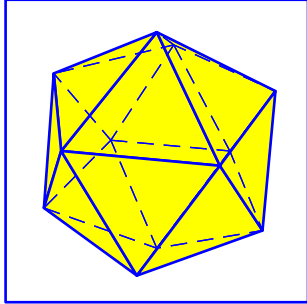
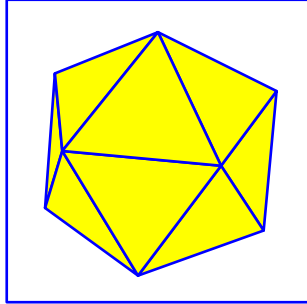
39.2.19 octahedron



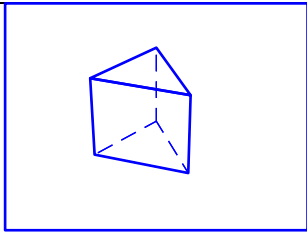
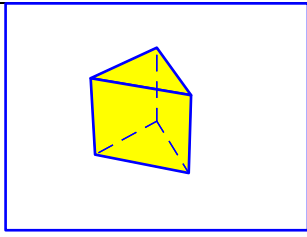
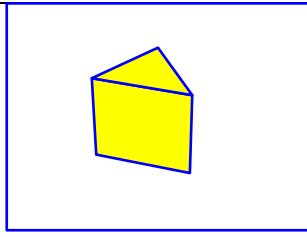
### 39.2.20 dodecahedron

<code>\psSolid[object=dodecahedron,a=2.5,RotZ=90,action=draw]</code>		
		
action=draw	action=draw*	action=draw**

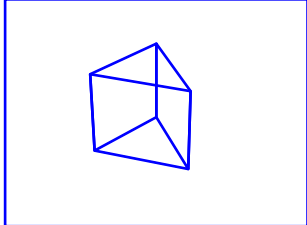
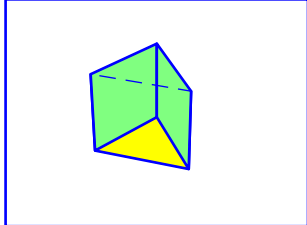
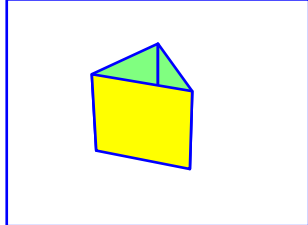
### 39.2.21 icosahedron

<code>\psSolid[object=icosahedron,a=3,action=draw]</code>		
		
action=draw	action=draw*	action=draw**

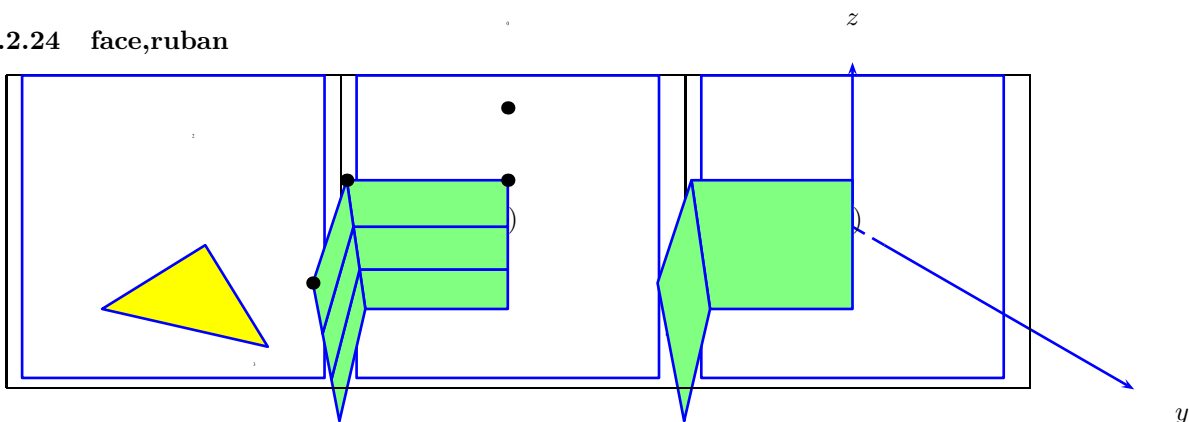
### 39.2.22 prism

<code>\psSolid[object=prisme,action=draw,h=4]</code>		
		
action=draw	action=draw*	action=draw**

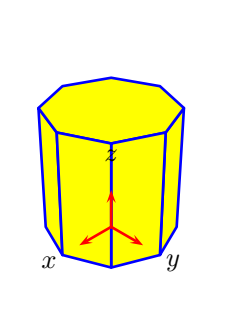
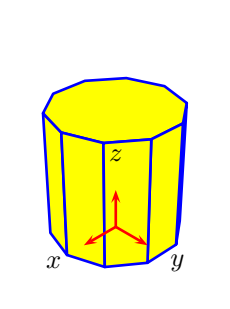
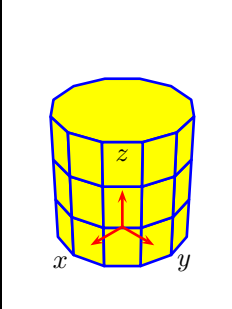
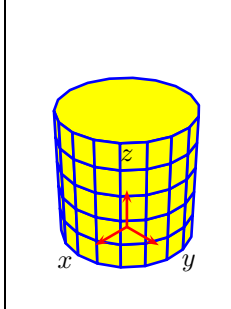
### 39.2.23 Empty prism

<code>\psSolid[object=prismecreux,action=draw,h=4]</code>		
		
action=draw	action=draw*	action=draw**

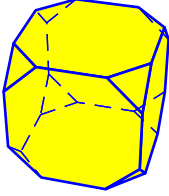
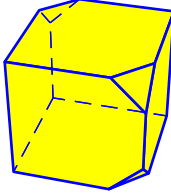
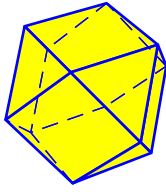
### 39.2.24 face,ruban

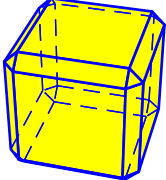
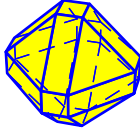
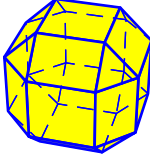


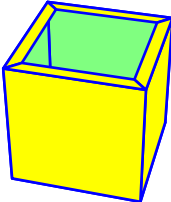
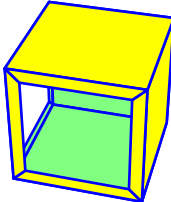
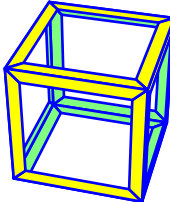
### 39.3 Mode

<code>\psSolid[object=cylindre,h=3,r=1.5,mode=1](0,0,0)</code>			
			
mode=1	mode=2	mode=3	mode=4

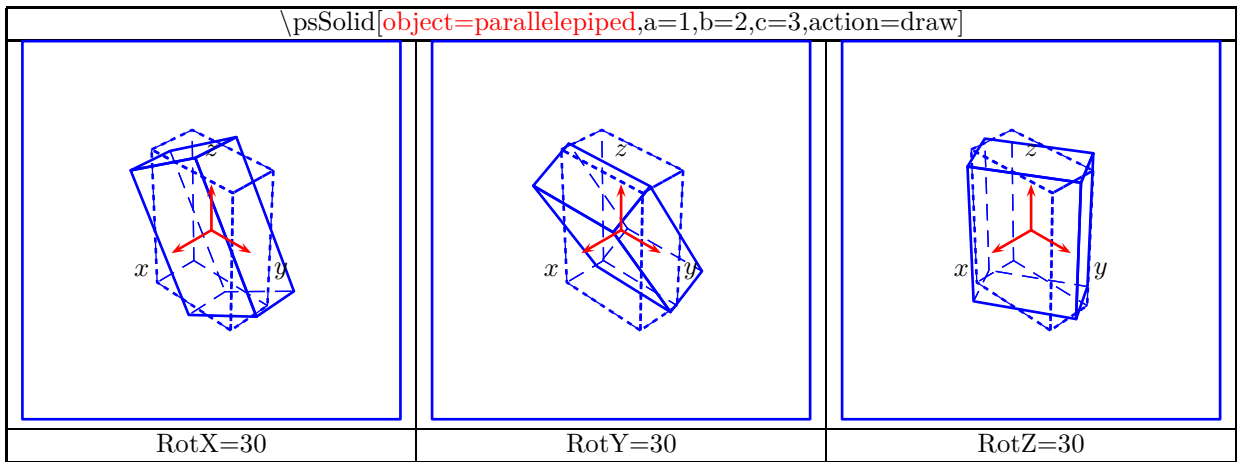
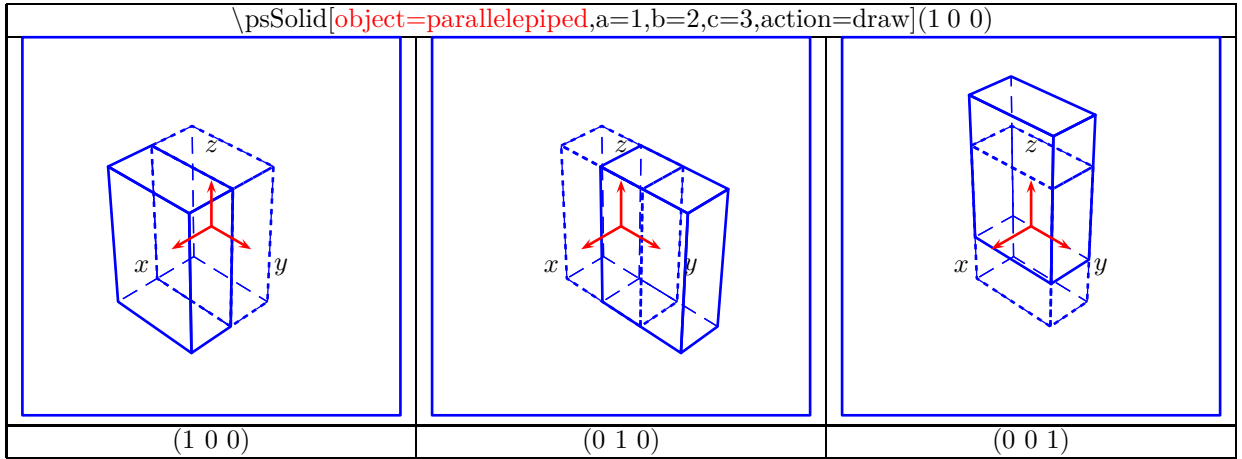
### 39.3.1 Options

\psSolid[object=cube,a=3,action=draw*,trunc=all,RotZ=30]		
		
trunc=all	trunc=0 2 4	trunccoeff=.5

\psSolid[object=cube,a=3,action=draw,chanfrein,RotZ=30]		
		
chanfrein	chanfrein,chanfreincoeff=.2	chanfrein,chanfreincoeff=.5

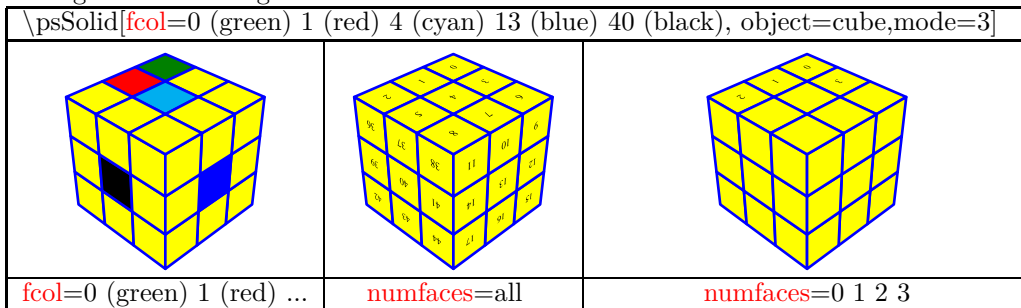
\psSolid[object=cube,a=3,action=draw**,hollow,affinage=0,RotZ=30]		
		
hollow ,affinage=3	hollow,,affinage=3 4	hollow,affinage=all

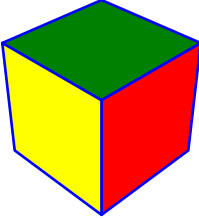
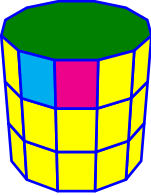
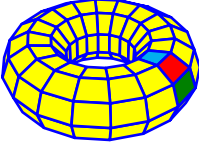
### 39.4 Positionnement



### 39.5 c

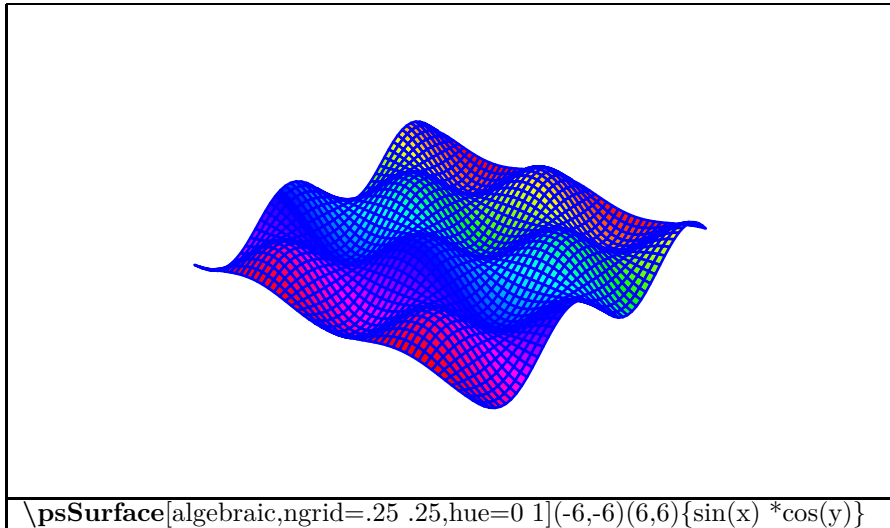
oloring and numbering



\psSolid[fcol=0 (green) 1 (red) 2 (cyan) 3 (magenta), object=parallelepiped,mode=3]		
		
fcol= 0 (green) 1 (red) ...	numfaces=all	numfaces=0 1

## 39.6 In a future version

### 39.6.1 Equation define surface



### 39.6.2 F

usion of two solids

```
\psset{solidmemory}  
  
\psSolid[object=cylindrecreux,h=10,r=2,fillcolor=white,mode=4,name=A1,incolor=green!50](0,0,-3)  
\psSolid[object=conecreux,h=15,r=2,RotY=-60,fillcolor=white,incolor=red!50,mode=5,name=B1](4,0,0)  
\psSolid[object=fusion,action=draw**,base=A1 B1,](0,0,0)  
\composeSolid
```





## A Formula in postscript

formule	en PostScript	valeur
$2 + 3$	2 3 add	5
$2 + 2$	2 dup add	4
$2 - 3$	2 -3 add	-1
$2 * 3$	2 3 mul	6
$10/2$	10 2 div	5.0
$3^2$	3 2 exp	9.0
$\sqrt{3}$	3 sqrt	1.73
$\sin(30)$	30 sin	0.5
$\cos(30)$	30 cos	0.86
$\sin^2(30)$	30 sin 2 exp	0.25
$\sin(5^2)$	5 2 exp sin	0.42

## B Packages studied in this document

### Modules chargés automatiquement avec le module pst-all

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pst-eps		

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### Additifs annuels



























année	documentation <sup>1</sup>
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2010	[15]
2013	[16]

---

1. Vous pouvez les trouver pour la distribution Texlive dans le répertoire :  
`\texlive\2011\tesmf-dist\doc\generic`

## C Sources

### Références

- [1] pst-user.pdf          version 1.51          131 pages          
- [2] pstricks-add-doc.pdf          version 3.61          134 pages          
- [3] pst-3dplot-doc.pdf          version 1.94          69 pages          
- [4] pst-bezier-doc.pdf          version 0.01          10 pages          
- [5] pst-coil-doc.pdf          version 1.06          14 pages          
- [6] pst-eucl-doc.pdf          version 1.51          52 pages          
- [7] pst-fill.pdf          version 1.00          37 pages          
- [8] pst-fr3d.pdf          version 1.00          10 pages          
- [9] pst-fun-doc.pdf          version 0.04          11 pages          
- [10] pst-func-doc.pdf          version 0.81          73 pages          
- [11] pst-grad-doc.pdf          version 1.06          11 pages          
- [12] pst-infixplot.pdf          version 0.11          2 pages          
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- [17] pst-node-doc.pdf          version 1.30 : 53 pages          
- [18] pst-plot-doc.pdf          version 1.40 : 92 pages          
- [19] pst-poly-doc.pdf          version 1.61 : 22 pages          
- [20] pst-slpe.pdf          version 1.31          16 pages          
- [21] pst-solides3d-doc.pdf          version v. 4.24          197 pages          
- [22] pst-text-doc.pdf          version 1.06          11 pages          
- [23] pst-tree-doc.pdf          version 1.12          24 pages          
- [24] multido-doc.pdf          version 1.42          4 pages          
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