

Professional Graphics Language

## User Manual (v. 4.0.12)

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<http://www.gle-graphics.org/>

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# Chapter 1

## Preface

### Abstract

GLE (Graphics Layout Engine) is a graphics package for scientists, combining a user-friendly scripting language with a full range of facilities for producing publication-quality graphs, diagrams, posters and slides. GLE provides  $\text{\LaTeX}$  quality fonts together with a flexible graphics module which allows the user to specify any feature of a graph. Complex pictures can be drawn with user-defined subroutines and simple looping structures. Current output formats include EPS, PS, PDF, JPEG, and PNG.

### Trademark Acknowledgements

The following trademarks are used in this manual.

Windows	Microsoft Corporation.
$\text{\TeX}$	Donald E. Knuth, A Typesetting System.
$\text{\LaTeX}$	Leslie Lamport, A Document Preparation System.
PostScript	Page Description Language, Adobe Systems Inc.

### Typographic Conventions

The following conventions will be used in command descriptions:

[option]	Specifies an optional keyword or parameter, the brackets should not be typed.
option1   option2	Pick one of the options listed.
<b>keyword</b>	Keywords are represented in a bold typewriter font.
<i>exp,x,y,x1,y1</i>	Represent numbers or expressions. E.g. 2.2 or 2*5. Parameters to be entered by the user are given in italics.

### Pathways

For those in a hurry:

1. Read chapter 1, The GLE Tutorial (beginners only).

2. Examine the examples at <http://www.gle-graphics.org/examples/>.
3. Browse through Chapter 3, The Graph Module.

For those with time:

- **Chapter 2, GLE Tutorial:** Covers installation and drawing a simple graph, highly recommended if you have never used GLE before.
- **Chapter 3, GLE Primitives:** Describes the commands used for creating diagrams and slides and for annotating graphs.
- **Chapter 4, The Graph Module:** Describes the commands for drawing graphs.
- **Chapter 5, The Key Module:** Describes the commands for producing keys for graphs.
- **Chapter 6, Advanced features of GLE:** Covers advanced features of GLE. This includes programming constructs, the  $\text{\LaTeX}$  interface, ...
- **Chapter 7, Surface and Contour Plots** Describes the commands for drawing three-dimensional graphs.
- **Chapter 8, GLE Utilities:** Describes FITLS and MANIP.





# Chapter 2

## Tutorial

### 2.1 Installing GLE

This tutorial assumes that GLE is correctly installed. Information about how to install GLE can be found at the following URLs and in Appendix A.4 of this document. The GLE distribution also includes a README with brief installation instructions.

- Installation on Windows: <http://www.gle-graphics.org/tut/windows.html>.
- Installation on Linux: <http://www.gle-graphics.org/tut/linux.html>.
- Installation on Mac OS/X: <http://www.gle-graphics.org/downloads/mac.html>.

Feel free to post any questions or comments you might have about installing GLE on the GLE mailing list, which is available here:

- Mailing list: <https://lists.sourceforge.net/lists/listinfo/glx-general>.

### 2.2 Running GLE

GLE is essentially a command line application, so we will first show you how to run it from the command prompt. It can also be run from your favorite text editor or from QGLE, the GLE previewer. More information about running GLE from a text editor is given in the installation instructions.

On Windows, GLE is run from the Windows Command Prompt. Normally the GLE installer should have added an entry labeled “Command Prompt to the GLE folder in the start menu. On Unix-like operating systems, GLE is run from an X-terminal, such as “konsole” on Linux / KDE.

Once you have opened the command prompt or terminal, try running GLE by entering the following command.

```
gle
```

As a result, GLE displays the following message.

```
GLE version 4.0.12
Usage: gle [options] filename.gle
More information: gle -help
```

If this message does not appear and you see an error message instead, then GLE is not correctly installed. Refer to the installation instructions (Appendix A.4) for more information. In the following, we will illustrate how GLE is used to construct a simple drawing.

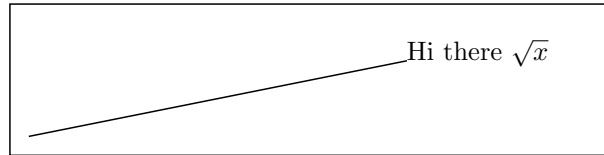


Figure 2.1: Result of our first GLE script.

## 2.3 Drawing a Line on a Page

Let's start with drawing a line on the page. GLE needs to know the size of the drawing you wish to make. This is accomplished by the `size` command:

```
size 8 2
```

This specifies that the output will be 8cm wide and 2cm high. Now you must define a **current point** by moving to somewhere on the page:

```
amove 0.25 0.25
```

The origin (0,0) is at the bottom left hand corner of the page. Now suppose we wish to draw a line from this point 5 cm across and 1 cm up:

```
size 8 2
amove 0.25 0.25
rline 5 1
```

This is a **relative** movement as the x and y values are given as distances from the **current point**, alternatively we could have used **absolute** coordinates:

```
size 8 2
amove 0.25 0.25
aline 5.25 1.25
```

Now if you want to draw some text on the page at the current point you would use the `text` command:

```
text Hi there
```

Or, alternatively, you could include arbitrary  $\text{\LaTeX}$  expressions using the `tex` command:

```
tex "Hi there  $\sqrt{x}$ "
```

Now we have constructed an entire GLE program as follows.

```
size 8 2 box
amove 0.25 0.25
rline 5 1
tex "Hi there  $\sqrt{x}$ "
```

Type in the above program using a text editor and save to disk. Assume we have saved the file under the file name "myfile.gle" in the folder C:\MyFolder on Windows, or /home/john/MyFolder on a Unix-like operating system. Now open a command prompt and go to the folder where you saved the file. Then, run GLE on the file.

On Windows, this is accomplished as follows (C:\> is the prompt):

```
C:\> cd C:\MyFolder
C:\MyFolder> gle myfile.gle
```

Or on Unix:

```
cd MyFolder
gle myfile.gle
```

GLE will by default produce an Encapsulated PostScript (.eps) file:

```
GLE 4.0.9 [myfile.gle]-C-R-[myfile.eps]
```

Try viewing the resulting “myfile.eps” with GhostView and compare it to the output shown in Fig. 2.1. You can also preview it with the QGLE previewer that comes with GLE. After you’ve started QGLE, enter the following command at the command prompt.

```
gle -p myfile.gle
```

This will preview the output in the QGLE previewer window. GLE can also create PDF files as follows:

```
gle -device pdf myfile.gle
```

Try viewing the resulting “myfile.pdf” with Acrobat Reader or similar. Other output formats supported by GLE (eps, ps, pdf, svg, jpg, png, x11) can also be obtained with the -device command line option (which can be abbreviated to -d). For example, to create a JPEG bitmap file, one can use:

```
gle -d jpg -dpi 200 myfile.gle
```

Help about the available command line options can be obtained with:

```
gle -help
```

and to obtain more information about a particular option, use:

```
gle -help option
```

The following command line options are supported by GLE:

-help	Shows help about command line options
-device	Select output device(s)
-nocolor	Grayscale output
-dpi	Set DPI value for bitmap import/export and .pdf output
-fullpage	Full page output
-tex	The script includes TeX expressions
-nopdftex	Disable PdfLaTeX for .pdf creation
-inc	Create .inc file for TeX code
-texincprefix	Adds given subdirectory to path in .inc file
-preview	Preview output in GLE preview window
-gs	Call ghostscript for previewing
-calc	Use GLE as a calculator
-output	Specifies name for output file
-cmode	Select GLE compatibility mode
-version	Select GLE version to run
-noctrl-d	Do not include CTRL-D in PostScript output

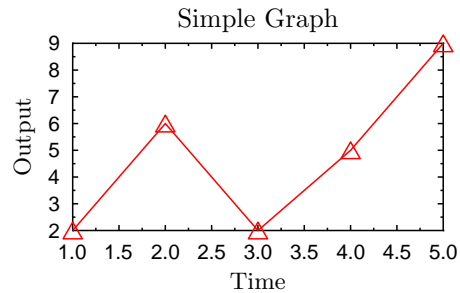
## 2.4 Drawing a Simple Graph

This section will describe how to go about drawing a simple graph. Enter the following data in a new file and save it as “tut.dat”.

```
1,2
2,6
3,2
4,5
5,9
```

The data is in two columns with a comma separating each column of numbers. The following commands will draw a simple line graph of the data.

```
size 7 3.5
begin graph
  size 6 3
  title "Simple Graph"
  xtitle "Time"
  ytitle "Output"
  data "tut.dat"
  d1 line marker triangle color red
end graph
```



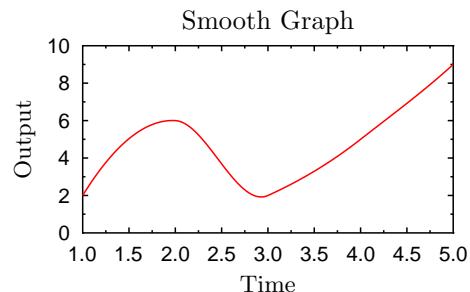
The first `size` command defines the size of the figure, which may contain several graphs. The second one defines the size of this particular graph. The actual graph axes are by default 0.7 of these dimensions. The ratio can be changed with the `vscale` and `hscale` commands.

The commands `title`, `xtitle`, and `ytitle` specify the graph title and the axis titles. The command `data` loads the data file and the `d1` command specifies how the first curve on the graph should look like. These commands are discussed in detail in Chapter 4. Possible values for the `marker` option can be found on the GLE wall reference chart in Appendix A.8.

The axis ranges can be specified with `xaxis min  $v_0$  max  $v_1$`  and `yaxis min  $v_0$  max  $v_1$` . A smooth line can be drawn between the data points by changing the `d1` command to: `d1 line smooth` as in the following example.

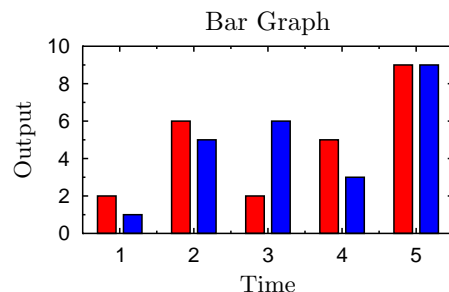
Note that the order of the commands is not important, except that `circle` is a parameter for the qualifier `marker` and therefore must come straight after it. The same holds for `line` and `smooth` and `color` and `blue` in the example “`d1 marker circle line smooth color blue`”.

```
size 7 3.5
begin graph
  title "Smooth Graph"
  xtitle "Time"
  ytitle "Output"
  data "tut.dat"
  yaxis min 0 max 10
  d1 line smooth color red
end graph
```



It is simple to change to a bar graph and include last year's measurements:

```
size 7 3.5
begin graph
  title "Bar Graph"
  xtitle "Time"
  ytitle "Output"
  data "tut1.dat"
  data "tut2.dat"
  yaxis min 0 max 10
  yaxis dticks 1
  bar d1,d2 fill red,blue
end graph
```



Adding min and max values on the axis commands is highly recommended because by default GLE won't start from the origin unless the data happens to be very close to zero. It is also difficult to compare graphs unless they all have the same axis ranges. More information about the graph module is available in Chapter 4.

# Chapter 3

## Primitives

A GLE command is a sequence of keywords and values separated by white space (one or more spaces or tabs). Each command must begin on a new line. Keywords may not be abbreviated, the case is not significant. All coordinates are expressed in centimetres from the bottom left corner of the page.

GLE uses the concept of a **current point** which most commands use. For example, the command `aline 2 3` will draw a line from the **current point** to the coordinates (2,3).

The current graphics state also includes other settings like line width, colour, font, 2d transformation matrix. All of these can be set with various GLE commands.

### 3.1 Graphics Primitives (a summary)

```
! comment
@xxx
aline x y [arrow start] [arrow end] [arrow both]
amove x y
arc radius a1 a2 [arrow end] [arrow start] [arrow both]
arcto x1 y1 x2 y2 rad
begin box [fill pattern] [add gap] [nobox] [name xyz] [round val]
begin clip
begin name
begin origin
begin path [stroke] [fill pattern] [clip]
begin rotate angle
begin scale x y
begin table
begin tex
begin text [width exp]
begin translate x y
bezier x1 y1 x2 y2 x3 y3
bitmap filename width height [type type]
bitmap.info filename width height [type type]
box x y [justify jtype] [fill color] [name xxx] [nobox] [round val]
circle radius [fill pattern]
closepath
curve ix iy [x1 y1 x y x y ... xn yn]ex ey
define marker markername subroutine-name
ellipse dx dy [options]
```

```

elliptical_arc dx dy theta1 theta2 [options]
for var = exp1 to exp2 [step exp3] command [...] next var
grestore
gsave
if exp then command [...] else command [...] end if
include filename
join object1.just sep object2.just
marker marker-name [scale-factor]
postscript filename.eps width-exp height-exp
print string$ ...
psbttweak
pscomment exp
rbezier x1 y1 x2 y2 x3 y3
return exp
reverse
rline x y [arrow end] [arrow start] [arrow both]
rmoveto x y
save objectname
set cap butt — round — square
set color col
set dashlen dashlen-exp
set font font-name
set fontwidth line-width
set hei character-size
set join mitre — round — bevel
set just left — center — right — tl — etc...
set lstyle line-style
set lwidth line-width
sub sub-name parameter1 parameter2 etc
tex string [name xxx] [add val]
text unquoted-text-string
write string$ ...

```

## 3.2 Graphics Primitives (in detail)

**! comment**

Indicates the start of a comment. GLE ignores everything from the exclamation point to the end of the line.

**@xxx**

Executes subroutine *xxx*.

**aline x y [arrow start] [arrow end] [arrow both]**

Draws a line from the current point to the absolute coordinates  $(x,y)$ , which then becomes the new current point. The arrow qualifiers are optional, they draw arrows at the start or end of the line, the size of the arrow is proportional to the current font height.

**amove x y**

Changes the current point to the absolute coordinates  $(x,y)$ .

**arc radius a1 a2 [arrow end] [arrow start] [arrow both]**

Draws an arc of a circle in the anti-clockwise direction, centered at the current point, of radius *radius*, starting at angle *a1* and finishing at angle *a2*. Angles are specified in degrees. Zero degrees is at three o'clock and Ninety degrees is at twelve o'clock.

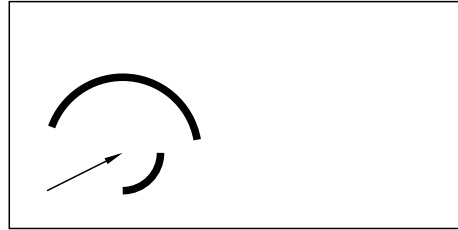
**arc 1.2 20 45**

The command **narc** is identical but draws the arc in the clockwise direction. This is important when constructing a path.

```

amove .5 .5
rline 1 .5 arrow end
arc 1 10 160
arc .5 -90 0

```



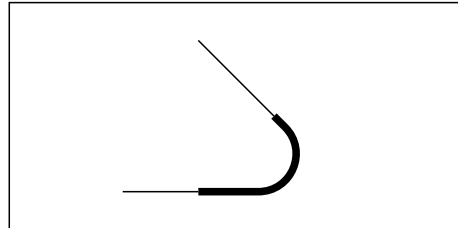
**arcto** *x1 y1 x2 y2 rad*

Draws a line from the current point to  $(x1,y1)$  then to  $(x2,y2)$  but fits an arc of radius *rad* joining the two vectors instead of a vertex at the point  $(x1,y1)$ .

```

amove 1.5 .5
rline 1 0
set lwidth .1
arcto 2 0 -1 1 .5
set lwidth 0
rline -1 1

```



**begin** *block\_name* ... *end block\_name*

There are several block structured commands in GLE. Each **begin** must have a matching **end**. Blocks which change the current graphics state (e.g. scale, rotate, clip etc) will restore whatever they change at the end of the block. Indentation is optional but should be used to make the GLE program easier to read.

**begin box** [*fill pattern*] [*add gap*] [*nobox*] [*name xyz*] [*round val*]

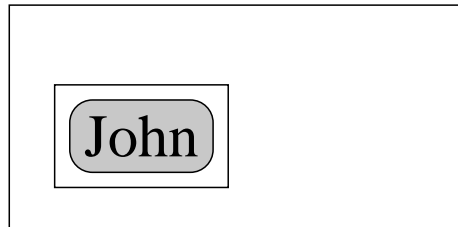
Draws a box around everything between **begin box** and **end box**. The option *add* adds a margin of *margin* cm to each side of the box to make the box slightly larger than the area defined by the graphics primitives in the **begin box** ... **end box** group (to leave a gap around text for example). The option *nobox* stops the box outline from being drawn.

The *name* option saves the coordinates of the box for later use with among others the **join** command. If the *round* option is used, a box with rounded corners will be drawn.

```

begin box add 0.2
  begin box fill gray10 add 0.2 round .3
    text John
  end box
end box

```



**begin clip**

This saves the current clipping region. A clipping region is an arbitrary path made from lines and curves which defines the area on which drawing can occur. This is used to undo the effect of a clipping region defined with the **begin path** command. See the example CLIP.GLE in appendix B at the end of the manual.

**begin name**

Saves the coordinates of what is inside the block for later use with among others the **join** command. This command is equivalent to '**begin box name** ... **nobox**'.

**begin origin**

This makes the current point the origin. This is good for subroutines or something which has been drawn using **amove**, **aline**. Everything between the **begin origin** and **end origin** can be moved as one unit. The current point is also saved and restored.

**begin path** [*stroke*] [*fill pattern*] [*clip*]

Initialises the drawing of a filled shape. All the lines and curves generated until the next **end path** command will be stored and then used to draw the shape. **stroke** draws the outline of the shape, **fill** paints the inside of the shape in the given colour and **clip** defines the shape as a clipping region for all future drawing. Clipping and filling will only work on PostScript devices.



**begin rotate *angle***

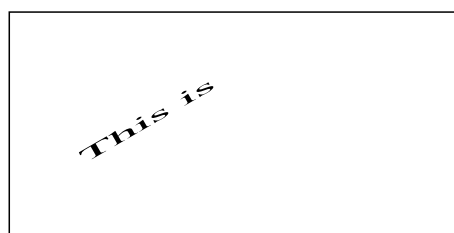
The coordinate system is rotated anti-clockwise about the current point by the angle *angle* (in degrees). For example, to draw a line of text running vertically up the page (as a Y axis label, say), type:

```
begin rotate 90
  text This is
end rotate
```

**begin scale *x y***

Everything between the **begin** and **end** is scaled by the factors *x* and *y*. E.g., *scale 2 3* would make the picture twice as wide and three times higher.

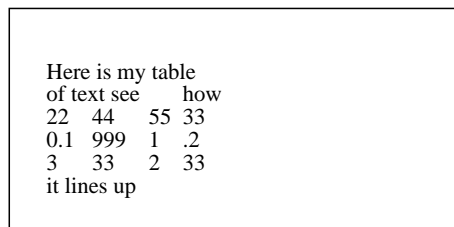
```
begin scale 3 1
  begin rotate 30
    text This is
  end rotate
end scale
```

**begin table**

This module is an alternative to the **TEXT** module. It reads the spaces and tabs in the source file and aligns the words accordingly. A single space between two words is treated as a real space, not an alignment space.

With a proportionally spaced font columns will line up on the left hand side but not on the right hand side. However with a fixed pitch font, like **tt**, everything will line up.

```
begin table
  Here is my table
  of text see  how
    22  44  55  33
    0.1 999  1  .2
    3   33  2  33
  it lines up
end table
```

**begin text [width *exp*]**

This module displays multiple lines/paragraphs of text. The block of text is justified according to the current justify setting. See the **set just** command for a description of justification settings.

If a width is specified the text is wrapped and justified to the given width. If a width is not given, each line of text is drawn as it appears in the file. Remember that GLE treats text in the same way that  $\text{\LaTeX}$  does, so multiple spaces are ignored and some characters have special meaning. E.g.,  $\backslash \wedge \_ \& \{ \}$

To include Greek characters in the middle of text use a backslash followed by the name of the character. E.g.,  $3.3\backslash\Omega S$  would produce “ $3.3\Omega S$ ”.

To put a space between the Omega and the S add a backslash space at the end. E.g.,  $3.3\backslash\Omega\backslash S$  produces “ $3.3\Omega S$ ”

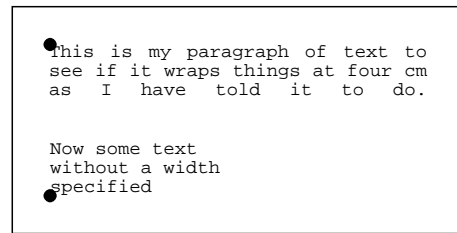
Sometimes the space control characters (e.g.  $\backslash:$ ) are also ignored, this may happen at the beginning of a line of text. In this case use the control sequence  $\backslash\text{glass}$  which will trick GLE into thinking it isn't at the beginning of a line. E.g.,

```
text \glass \: Indented text
```

```

set hei 0.25 just tl font tt
begin text width 5
  This is my paragraph of text to see
  if it wraps things at four cm as I have
  told it to do.
end text
...
begin text
  Now some text without
  a width
  specified
end text

```



There are several  $\text{\LaTeX}$  like commands which can be used within text. The complete list can be found in Appendix A.3. A few examples are:

$\backslash$ ' $\backslash$ v $\backslash$ u $\backslash$ = $\backslash$ ^ $\backslash$ . $\backslash$ H $\backslash$ ~ $\backslash$ "	Implemented TeX accents
$\wedge$ { } $\_$ { }	Superscript, subscript
$\backslash$ \ $\backslash$ _	Forced Newline, underscore character
$\backslash$ , $\backslash$ : $\backslash$ ;	0.5em, 1em, 2em space (em = width of the letter 'm')
$\backslash$ tex {expression}	Any LaTeX expression
$\backslash$ char {22}	Any character in current font
$\backslash$ glass	Makes move/space work on beginning of line
$\backslash$ rule {2} {4}	Draws a filled in box, 2cm by 4cm
$\backslash$ setfont {rmb}	Sets the current text font
$\backslash$ sethei {0.3}	Sets the font height (in cm)
$\backslash$ setstretch {2}	Scales the quantity of glue between words
$\backslash$ lineskip {0.1}	Sets the default distance between lines of text
$\backslash$ linegap {-1}	Sets the minimum required gap between lines
{\rm ...}, {\it ...}	Sets roman, and italic font
{\bf ...}, {\tt ...}	Sets bold, and typewriter (monospaced) font
$\backslash$ alpha, $\backslash$ beta, ...	Greek symbols

**begin** translate  $x$   $y$

Everything between the **begin** and **end** is moved  $x$  units to the right and  $y$  units up.

**bezier**  $x1$   $y1$   $x2$   $y2$   $x3$   $y3$

Draws a Bézier cubic section from the current point to the point  $(x3, y3)$  with Bézier cubic control points at the coordinates  $(x1, y1)$  and  $(x2, y2)$ . For a full explanation of Bézier curves see the PostScript Language Reference Manual.

**bitmap** *filename* *width* *height* [*type* *type*]

Imports the bitmap *filename*. The bitmap is scaled to  $width \times height$ . If one of these is zero, it is computed based on the other one and the aspect ratio of the bitmap. GLE supports TIFF, JPEG, PNG and GIF bitmaps (depending on the compilation options).

Bitmaps are compressed automatically by GLE using either the LZW or the JPEG compression scheme.

**bitmap.info** *filename* *width* *height* [*type* *type*]

Returns the dimensions in pixels of the bitmap in the output parameters *width* and *height*.

**box**  $x$   $y$  [*justify* *jtype*] [*fill* *color*] [*name* *xxx*] [*nobox*] [*round* *val*]

Draws a box, of width  $x$  and height  $y$ , with its bottom left corner at the current point. If the *justify* option is used, the box will be positioned relative to the specified point. E.g., TL = top left, CC = center center, BL = bottom left, CENTER = bottom center, RIGHT = bottom right, LEFT = bottom left. See **set just** for a description of justification settings.

If a fill pattern is specified, the box will be filled. Remember that white fill is different from no fill pattern - white fill will erase anything that was inside the box.

If the *round* option is used, a box with rounded corners will be drawn.

**circle** *radius* [*fill* *pattern*]

Draws a circle at the current point, with radius *radius*. If a fill pattern is specified the circle will be filled.

**closepath**

Joins the beginning of a line to the end of a line. I.e., it does an `aline` to the end of the last `move`.

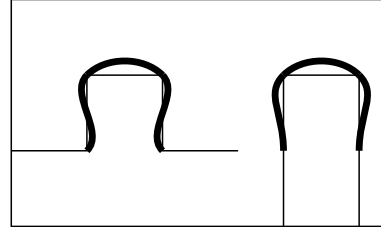
**curve** *ix iy [x1 y1 x y ... xn yn]ex ey*

Draws a curve starting at the current point and passing through the points  $(x1,y1) \dots (xn,yn)$ , with an initial slope of  $(ix,iy)$  to  $(x1,y1)$  and a final slope of  $(ex,ey)$ . All the vectors are relative movements from the vector before.

```

amove 1 1
curve 1 0 0 1 1 0 0 -1 1 0
amove 3.6 1
curve 0 1 0 1 1 0 0 -1 0 -1

```

**define marker** *markername subroutine-name*

This defines a new marker called *markername* which will call the subroutine *subroutine-name* whenever it is used. It passes two parameters, the first is the requested size of the marker and the second is a value from a secondary dataset which can be used to vary size or rotation of a marker for each point plotted.

To define a character from the postscript ZapDingbats font as a marker you would use, e.g.

```

sub subnamex size mdata
  gsave                                ! save font and x,y
  set just left font pszd hei size
  t$ = "\char{102}"
  rmove -twidth(t$)/2 -theight(t$)/2 ! centers marker
  write t$
  grestore                             ! restores font and x,y
end sub

```

The second parameter can be supplied using the *mdata* command when drawing a graph, this gives the marker subroutine a value from another dataset to use to draw the marker. For example the marker could vary in size, or angle, with every one plotted.

```
d3 marker myname mdata d4
```

**define** *markername fontname scale dx dy*

This command defines a new marker, from any font, it is automatically centered but can be adjusted using *dx,dy*. e.g.

```
defmarker hand pszd 43 1 0 0
```

**ellipse** *dx dy [options]*

This command draws an ellipse with the diameters *dx* and *dy* in the *x* and *y* directions, respectively. The *options* are the same as the `circle` command.

**elliptical\_arc** *dx dy theta1 theta2 [options]*

This command is similar to the `arc` command except that it draws an elliptical arc in the clockwise direction with the diameters *dx* and *dy* in the *x* and *y* directions, respectively. *theta1* and *theta2* are the start and stop angle, respectively. The *options* are the same as for the `arc` command.

The command `elliptical_narc` is identical but draws the arc in the clockwise direction. This is important when constructing a path.

**for** *var = exp1 to exp2 [step exp3] command [...]* **next** *var*

The `for ... next` structure lets you repeat a block of statements a number of times.

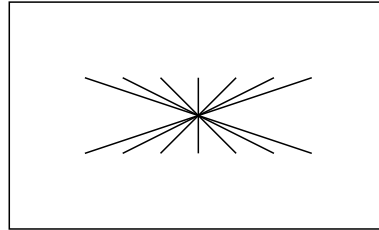
GLE sets *var* equal to *exp1* and then repeats the following steps.

- If *var* is greater than *exp2* then GLE commands are skipped until the line after the next statement.

- The value *exp3* is added to *var*.
- The statements between the *for* and *next* statement are executed.

If *exp1* is greater than *exp2* then the loop is not executed.

```
for x = 1 to 4 step 0.5
  amove x 1
  aline 5-x 2
next x
```



**grestore**

Restores the most recently saved graphics state. This is the simplest way to restore complicated transformations such as rotations and translations. It must be paired with a previous **gsave** command.

**gsave**

Saves the current graphics transformation matrix and the current point and the current colour, font etc.

**if *expression* then *command* [...] else *command* [...] end if**

If *expression* evaluates to true, then execution continues with the statements up to the corresponding **else**, otherwise the statements following the **else** and up to the corresponding **end if** are executed.

```
amove 3 3
if xpos()=3 then
  text We are at x=3
else
  text We are elsewhere
end if
```

Note: **end if** is not spelt **endif**.

**include *filename***

The commands in *filename* are read just as if they were in the current GLE file. With a large include file GLE may run out of memory. If this happens, use the **bigfile** command instead of **include**. Note: there is also a **bigfile** option in the graphing module.

**join *object1.just sep object2.just***

Draws a line between two named objects. An object is simply a point or a box which was given a name when it was drawn.

The justify qualifiers are the standard GLE justification abbreviations (e.g. TL=top left, see **set** just for details)

If *sep* is written as -, a line is drawn between the named objects e.g.

```
join fred.tr - mary.tl
```

Arrow heads can be included at both ends of the line by writing *sep* as <->. Single arrow heads are produced by <- and ->. Note that *sep* must be separated from *object1.just* and *object2.just* by white space.

If the justification qualifiers are omitted, a line will be drawn between the centers of the two objects (clipped at the edges of the rectangles which define the objects).

See Chapter 5 for an example of joining objects.

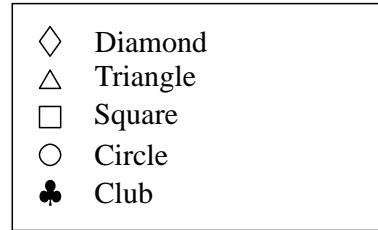
**marker *marker-name* [*scale-factor*]**

Draws marker *marker-name* at the current point. The size of the marker is proportional to the current font size, scaled by the value of *scale-factor* if present. Markers are referred to by name, eg. **square**, **diamond**, **triangle** and **fcircle**. Markers beginning with the letter **f** are usually filled variants. Markers beginning with **w** are filled with white so lines are not visible through the marker. For a complete list of markers refer to Appendix A.1.

```

set just lc
amove 0.5 2.5
marker diamond 1
rmove 0.6 0; text Diamond
amove 0.5 2
marker triangle 1
rmove 0.6 0; text Triangle
...

```



**postscript** *filename.eps width-exp height-exp*

Includes an encapsulated postscript file into a GLE picture, the postscript picture will be scaled up or down to fit the width given. On the screen you will just see a rectangle.

Only the *width-exp* is used to scale the picture so that the aspect ratio is maintained. The height is only used to display a rectangle of the right size on the screen.

**print** *string\$* ...

This command prints its argument to the console (terminal).

**psbbtweak**

Changes the default behavior of the bounding box. The default behavior is to have the lower corner at (-1,-1), which for some interpreters (i.e., Photoshop) will leave a black line around the bottom and left borders. If this command is specified then the origin of the bounding box will be set to (0,0).

This command must appear before the first **size** command in the GLE file.

**pscomment** *exp*

Allows inclusion of *exp* as a comment in the preamble of the postscript file. Multiple **pscomment** commands are allowed.

This command must appear before the first **size** command in the GLE file.

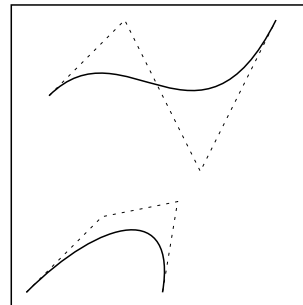
**rbezier** *x1 y1 x2 y2 x3 y3*

This command is identical to the **BEZIER** command except that the points are all relative to the current point.

```

amove 0.5 2.8
rbezier 1 1 2 -1 3 1
amove 0.2 0.2
rbezier 1 1 2 1.2 1.8 0

```



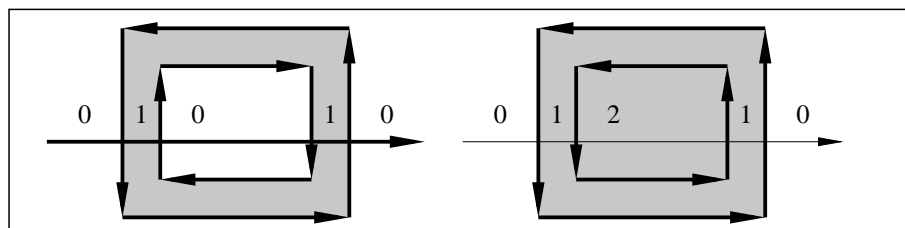
**return** *exp*

The **return** command is used inside subroutines to return a value.

**reverse**

Reverses the direction of the current path. This is used when filling multiple paths in order that the Non-Zero Winding Rule will know which part of the path is 'inside'.

With the Non-Zero Winding Rule an imaginary line is drawn through the object. Every time a line of the object crosses it from left to right, one is added to the counter; every time a line of the object crosses it from right to left, one is subtracted from the counter. Everywhere the counter is non-zero is considered to be the 'inside' of the drawing and is filled.



`rline  $x$   $y$  [arrow end] [arrow start] [arrow both]`

Draws a line from the current point to the relative coordinates  $(x,y)$ , which then become the new current point. If the current point is (5,5) then `rline 3 -2` is equivalent to `aline 8 3`. The optional qualifiers on the end of the command will draw arrows at one or both ends of the line, the size of the arrow head is proportional to the current font size.

`rmove  $x$   $y$`

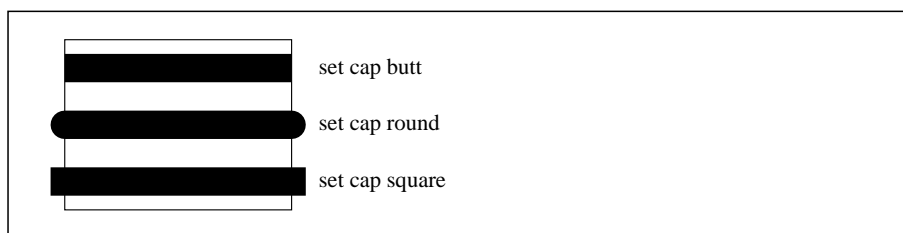
Changes the current point to the relative coordinate  $(x,y)$ . If the current point is (5,5) then `rmove 3 -2` is equivalent to `amove 8 3`.

`save objectname`

This command saves a point for later use with the join command.

`set cap butt — round — square`

Defines what happens at the end of a wide line.



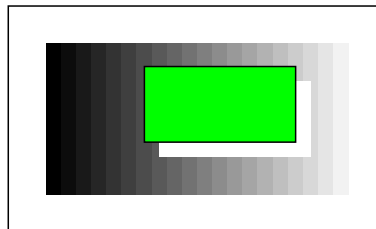
`set color col`

Sets the current colour for all future drawing operations. There are several pre-defined colours which can be specified by name.

black, white, red, green, blue, cyan, magenta, yellow, gray10, gray20 ... gray90, shade1 ... shade5, grid1 ... grid5

It is also possible to specify a gray scale as an expression with 0.0 = black and 1.0 = white.

```
mm$ = "green"
amove 0.5 0.5
for c = 0 to 1 step 0.05
  box 0.2 2 fill (c) nobox
  rmove 0.2 0
next c
amove 2 1
box 2 1 fill white nobox
rmove -0.2 0.2
box 2 1 fill mm$
```



`set dashlen dashlen-exp`

Sets the length of the smallest dash used for the line styles. This command MUST come before the `set lstyle` command. This may be needed when scaling a drawing by a large factor.

`set font font-name`

Sets the current font to *font-name*. Valid *font-names* are listed in Appendix A.2.

There are three types of font: PostScript,  $\text{\LaTeX}$  and Plotter. They will all work on any device, however  $\text{\LaTeX}$  fonts are drawn in outline on a plotter, and so may not look very nice. PostScript fonts will be emulated by  $\text{\LaTeX}$  fonts on non-PostScript printers.

`set fontlwidth line-width`

This sets the width of lines to be used to draw the stroked (Plotter fonts) on a PostScript printer. This has a great effect on their appearance.

```
set font pltr
amove .2 .2
text Tester
set fontlwidth .1
set cap round
rmove 0 1.5
text Tester
```

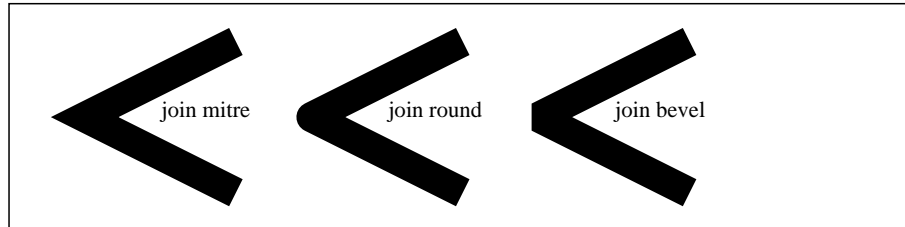


**set hei** *character-size*

Sets the height of text. For historical reasons, concerning lead type and printing conventions, a height of 10cm actually results in capital letters about 6.5cm tall.

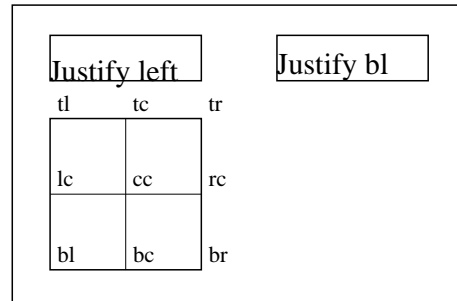
**set join** *mitre — round — bevel*

Defines how two wide lines will be joined together. With **mitre**, the outside edges of the join are extended to a point and then chopped off at a certain distance from the intersection of the two lines. With **round**, a curve is drawn between the outside edges.

**set just** *left — center — right — tl — etc...*

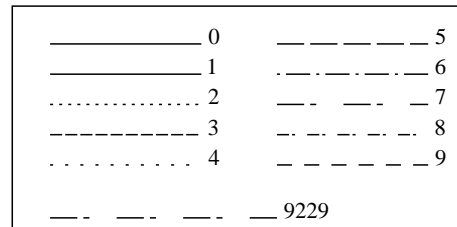
Sets the justification which will be used for text commands.

```
amove 0.5 3
set just left
box 1.5 0.6
text Justify left
rmove 2 0
set just bl
box 1.5 0.6
text Justify bl
```

**set lstyle** *line-style*

Sets the current line style to line style number *line-style*. There are 9 predefined line styles (1–9). When a line style is given with more than one digit the first digit is read as a run length in black, the second a run length in white, the third a run length in black, etc.

```
set just left
for z = 0 to 4
  set lstyle z
  rline 2 0
  rmove 0.1 0
  write z
  rmove -2.1 -0.4
next z
```

**set lwidth** *line-width*

Sets the width of lines to *line-width* cm. A value of zero will result in the device default of about 0.02 cm, so a lwidth of .0001 gives a thinner line than an lwidth of 0.

**sub** *sub-name parameter1 parameter2 etc.*

Defines a subroutine. The end of the subroutine is denoted with **end sub**. Subroutines must be defined before they are used.

Subroutines can be called inside any GLE expression, and can also return values. The parameters of a subroutine become local variables. Subroutines are reentrant.

```
sub tree x y a$
  amove x y
  rline 0 1
  write a$
  return x/y
end sub
```

```
tree 2 4 "mytree"          (Normal call to subroutine)
slope = tree(2,4,"mytree") (Using subroutine in an expression)
```

`tex string [name xxx] [add val]`

Draw a  $\text{\LaTeX}$  expression at the current point using the current value of ‘justify’. See Section 7.2 for more information. Using the `name` option, the  $\text{\LaTeX}$  expression can be named, just like a box. The size of the virtual named box can be increased with the `add` option.

`text unquoted-text-string`

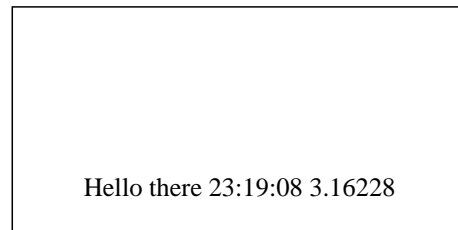
This is the simplest command for drawing text. The current point is unmodified after the text is drawn so following one text command with another will result in the second line of text being drawn on top of the first. To generate multiple lines of text, use the `begin text ...end text` construct.

```
text "Hi, how's tricks", said Jack!
```

`write string$ ...`

This command is similar to `text` except that it expects a quoted string, string variable, or string expression as a parameter. If `write` has more than one parameter, it will concatenate the values of all the parameters.

```
a$ = "Hello there "
xx = sqrt(10)
t$ = time$()
c$ = a$+t$
write a$+t$ xx
```



The built in functions `sqrt()` and `time$()` are described in Appendix A.2.

### 3.3 Expressions

Wherever GLE is expecting a number it can be replaced with an expression. For example

```
rline 3 2
```

and

```
rline 9/3 sqrt(4)
```

will produce the same result.

An expression in GLE is delimited by white space, so it may not contain any spaces - ‘`rline 3*3 2`’ is valid but ‘`rline 3 * 3 2`’ will not work.

Or ‘`let d2 = 3+sin(d1)`’ will work and ‘`let d2= 3 + sin(d1)`’ won’t.

Expressions may contain numbers, arithmetic operators (+, -, \*, /, ^ (to the power of)), relational operators (>, <, >=, <=, =, <>) boolean operators (and, or), variables and built-in functions.

When GLE is expecting a colour or marker name (like ‘green’ or ‘circle’) it can be given a string variable, or an expression enclosed in braces).

### 3.4 Functions Inside Expressions

`format$(exp,format)`

Returns a string representation of *exp* formatted as specified in *format*.

Basic formats:

- `dec`, `hex` [upper—lower], `bin`: format as decimal, hexadecimal (upper-case or lower-case), or binary.



- *fix places*: format with *places* decimal places.
- *sci sig [e,E,10] [expdigits num] [expsign]*: format in scientific notation with *sig* significant digits. Use 'e', 'E', or '10' as notation for the exponent. With the option *expdigits* the number of digits in the exponent can be set and *expsign* forces a sign in the exponent.
- *round sig*: format a number with *sig* significant digits.

Options for all formats:

- *nozeroes*: remove unnecessary zeroes at the end of the number.
- *sign*: also include a sign for positive numbers.
- *pad nb [left] [right]*: pad the result with spaces from the left or right.
- *prefix nb*: prefix the number with zeroes so that *nb* digits are obtained.
- *min val*: use format for numbers  $\geq val$ .
- *max val*: use format for numbers  $\leq val$ .

Examples:

- `format$(3.1415, "fix 2") = 3.14`
- `format$(3756, "round 2") = 3800`
- `format$(3756, "sci 2 10 expdigits 2") = 3.8 · 1003`

Several formats can be combined into one string: "sci 2 10 min 1e2 fix 0" uses scientific notations for numbers above 10<sup>2</sup> and decimal notation for smaller numbers.

`eval(str)`

Evaluates the given string as if it was a GLE expression and returns the result. E.g., `eval("3+4")` returns 7.

`pagewidth(), pageheight()`

These functions return the width and height of the output. These are the values set with the 'size' command.

`pointx(), pointy()`

These functions return the x and y values of a named point.

```
begin box add 0.1 name mybox
  write "Hello"
end box
amove pointx(mybox.bc) pointy(mybox.bc)
rline 0 -2 arrow end
```

`twidth(str), theight(str), tdepth(str)`

These functions return the width, depth and height of a string, if it was printed in the current font and size.

`width(obj), height(obj)`

These functions return the width and height of a named object.

`xend(), yend()`

These functions return the end point of the last thing drawn. This is of particular interest when drawing text.

```
text abc
set color blue
text def
```

This would draw the `def` on top of the `abc`. To draw the `def` immediately following the `abc` simply do the following (Note that absolute move is used, not relative move):

```
set just left
text abc
set color gray20
amove xend() yend()
text def
```



`xg()`, `yg()`

With these functions it is possible to move to a position on a graph using the graph's axis units.

To draw a filled box on a graph, at position  $x=948$ ,  $y=.004$  measured on the graph axis:

```
begin graph
  xaxis min 100 max 2000
  yaxis min -.01 max .01
  ...
end graph
amove xg(948) yg(.004)
box 2 2 fill gray10
```

`xpos()`, `ypos()`

Returns the current x and y points.

See Appendix A.2 for an overview of all functions provided by GLE.



## Chapter 4

# The Graph Module

A graph should start with `begin graph` and end with `end graph`. The data to be plotted are organised into datasets. A dataset consists of a series of (X,Y) coordinates, and has a name based on the letter “d” and a number between 1 and 99, eg. `d1`

The name `dn` can be used to define a default for all datasets. Many graph commands described below start with `dn`. This would normally be replaced by a specific dataset number e.g.,

```
d3 marker diamond
```

For each `xaxis` command there is a corresponding `yaxis`, `y2axis` and `x2axis` command for setting the top left and right hand axes. These commands are not explicitly mentioned in the following descriptions.

### 4.1 Graph Commands (a summary)

```
data filename [d1 d2 d3 ...] [d1=c1,c3] [ignore n]
dn bigfile "all.dat,xc,yc" [marker mname] [line]
dn bigfile xxx$ [autoscale]
dn err d5 errwidth width-exp errup nn% errdown d4
dn herr d5 herrwidth width-exp herrleft nn% errright d4
dn key "Dataset title"
dn line [impulses] [steps] [fsteps] [hist] [svg_smooth]
dn lstyle line-style lwidth line-width color col
dn marker marker-name [msize marker-size] [mdata dn]
dn nomiss
dn smooth — smoothm
dn xmin x-low xmax x-high ymin y-low ymax y-high
fullsize
hscale exp
key pos tl nobox hei exp offset xexp yexp
let ds = exp [from low to high step exp]
let dn = [routine] dm [options]
nobox
size x y
title "title" [hei ch-hei] [color col] [font font] [dist cm]
vscale exp
x2labels on
xaxis — yaxis — x2axis — y2axis
xaxis base exp-cm
xaxis color col font font-name hei exp-cm lwidth exp-cm
```

```

xaxis dsubticks sub-distance
xaxis format format-string
xaxis grid
xaxis log
xaxis min low max high
xaxis nofirst nolast
xaxis nticks number dticks distance dsubticks distance
xaxis off
xaxis shift cm-exp
xlabel font font-name hei char-hei color col
xnames "name" "name" ...
xplaces pos1 pos2 pos3 ...
xside color col lwidth line-width off
xsubticks lstyle num lwidth exp length exp off
xticks lstyle num lwidth exp length exp off
xtitle "title" [hei ch-hei] [color col] [font font] [dist cm]
y2title "text-string" [rotate]
yaxis negate
bar dx,... dist spacing
bar dx,... from dy,...
bar dn,... width xunits,... fill col,... color col,...
fill x1,d3 color green xmin val xmax val
fill d4,x2 color blue ymin val ymax val
fill d3,d4 color green xmin val xmax val
fill d4 color green xmin val xmax val

```

## 4.2 Graph Commands (in detail)

**data** *filename* [*d1 d2 d3 ...*] [*d1=c1,c3*] [*ignore n*]

Specifies the name of a file to read data from. By default, the data will be read into the next free datasets unless the optional specific dataset names are specified.

A dataset consists of a series of (X,Y) coordinates, and has a name based on the letter **d** and a number between 1 and 99, e.g. **d1** or **d4**. Up to 99 datasets may be defined.

From a file with 3 columns the command ‘**data "xx.dat"**’ would read the first and second columns as the x and y values for dataset 1 (**d1**) and the first and third columns as the x and y values for dataset 2 (**d2**). The next **data** command would use dataset 3 (**d3**).

A data file for two datasets looks like this (“\*” or “?” can be used to represent a missing value):

```

1  2.7  3
2  5    *
3  7.8  7
4  9    4

```

The first coordinate of dataset **d1** would then be (**1,2.7**) and the first coordinate of dataset **d2** would be (**1,3**). The data values can be space, tab or comma separated. Comments can be included with the symbol “!”.

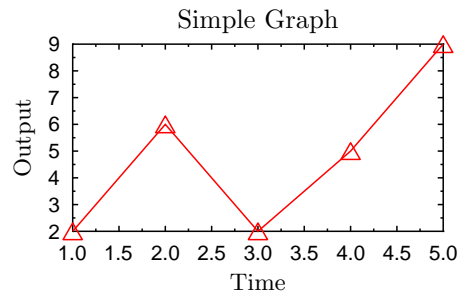
The option **d3=c2,c3** allows particular columns of data to be read into a dataset, **d3** would read x values from column 2 and y values from column 3.

The option **ignore n** makes GLE ignore the first *n* lines of the data file. This is useful if the first *n* lines contain attribute names/types.

```

size 7 3.5
begin graph
  size 6 3
  title "Simple Graph"
  xtitle "Time"
  ytitle "Output"
  data "tut.dat"
  d1 line marker triangle color red
end graph

```



dn bigfile "all.dat,xc,yc" [marker mname] [line]

The bigfile option allows a dataset to be read as it is drawn, (rather than being complete read into memory before it is drawn) this means that very large datasets can be drawn on a PC without running out of memory. The axis minimum and maximum must be specified (using the command `xaxis min exp max exp`).

By default the first two columns of the data file will be read in, but other columns may be specified. E.g., `all.dat,3,2` would read x values from column 3 and y values from column 2. Or, to read the 4th dataset, specify the file as `all.dat,1,5`

If the x column is specified as '0' then GLE will generate the x data points. E.g., 1,2,3,4,5...

Bigfile also accepts variables in place of the file name, e.g.

```

xxx$ = "test.dat,2,3"
d1 bigfile xxx$

```

The AUTOSCALE option pre-reads the file to scale the axis, which is slow but sometimes required, e.g.:

```
d1 bifile a.dat line autoscale
```

Many (but not all) of the normal dn commands can be used with the bigfile command. E.g., `marker`, `lstyle`, `xmin`, `xmax`, `ymin`, `ymax`, `color` and `lwidth`. You cannot use commands like `let` or `bar` with the bigfile command.

dn err d5 errwidth *width-exp* dn errup *nn%* errdown d4

For drawing error bars on a graph. The error bars can be specified as an absolute value, as a percentage of the y value, or as a dataset. The up and down error bars can be specified separately e.g.,

```

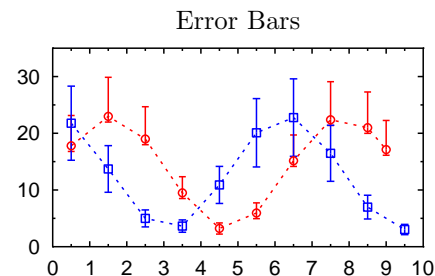
d3 err .1
d3 err 10%
d3 errup 10% errdown d2
d3 err d1 errwidth .2

```

```

begin graph
  title "Error Bars"
  dn lstyle 2 msize 1.5
  d1 marker circle errup 30% errdown 1
  d2 marker square err 30% errwidth .1
end graph

```



dn herr d5 herrwidth *width-exp* dn herrleft *nn%* herrright d4

These commands are identical to the error bar commands above except that they will draw bars in the horizontal plane.

dn key "Dataset title"

If a dataset is given a title like this a key will be drawn. Use the key command (below, after hscale) to set the size and position of the key. Use the key module (Chapter 4) to draw more complex keys.

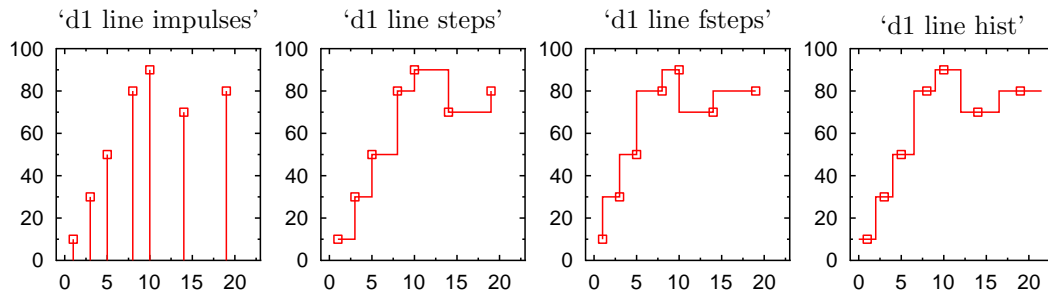


Figure 4.1: The impulses, steps, fsteps, and hist options of the line command.

`dn line [impulses] [steps] [fsteps] [hist] [svg_smooth]`

This tells GLE to draw lines between the points of the dataset. By default GLE will not draw lines or markers, this is often the reason for a blank graph.

If a dataset has missing values GLE will not draw a line to the next real value, which leaves a gap in the curve. To avoid this behavior simply use the `nomiss` qualifier on the `dn` command used to define the line. This simply throws away missing values so that lines are drawn from the last real value to the next real value.

The option `svg_smooth` performs a Savitski Goulay smoothing on the data.

The options `impulses`, `steps`, `fsteps`, and `hist` draw lines as shown in Figure 4.1.

- **impulses**: connects each point with the xaxis.
- **steps**: connects consecutive points with two line segments: the first from  $(x_1, y_1)$  to  $(x_2, y_1)$  and the second from  $(x_2, y_1)$  to  $(x_2, y_2)$ .
- **fsteps**: connects consecutive points with two line segments: the first from  $(x_1, y_1)$  to  $(x_1, y_2)$  and the second from  $(x_1, y_2)$  to  $(x_2, y_2)$ .
- **hist**: useful for drawing histograms: assumes that each point is the center of a bin of the histogram.

`dn lstyle line-style lwidth line-width color col`

These qualifiers are all fairly self explanatory. See the `lstyle` command in Chapter 2 for details of specifying line styles.

`dn marker marker-name [msize marker-size] [mdata dn]`

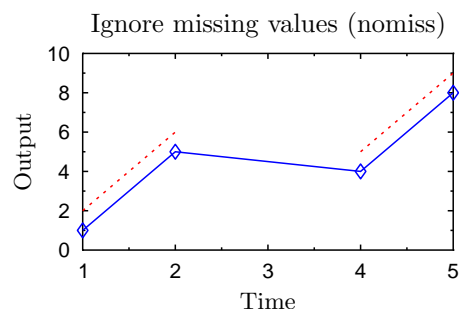
Specifies the marker to be used for the dataset. There is a set of pre-defined markers (refer to Appendix A.1 for a list) which can be specified by name (e.g., circle, square, triangle, diamond, cross, ...). Markers can also be a user-defined subroutine (See the `define marker` command in Chapter 2). The `mdata` option allows a secondary dataset to be defined which will be used to pass another parameter to the marker subroutine, this allows each marker to be drawn at a different angle, size or colour.

The `msize` qualifier sets the marker size for that dataset. The size is a character height in cm, so that the actual size of the markers will be about 0.7 of this value.

`dn nomiss`

If a dataset has missing values, GLE will not draw a line to the next real value, which leaves a gap in the curve. To avoid this behavior simply use the `nomiss` qualifier on the `dn` command used to define the line. This simply ignores missing values.

```
begin graph
  title "Ignore missing values (nomiss)"
  xtitle "Time"
  ytitle "Output"
  data "tut.dat"
  d1 lstyle 2
  d2 nomiss lstyle 1 marker diamond msize .2
end graph
```



**dn smooth — smoothm**

This will make GLE draw a smoothed line through the points. A third degree polynomial is fitted piecewise to the given points.

The **smoothm** alternative will work for multi valued functions, i.e., functions which have more than one y value for each x value.

**dn xmin *x-low* xmax *x-high* ymin *y-low* ymax *y-high***

These commands map the dataset onto the graph's boundaries. The data will be drawn as if the X axis was labelled from *x-low* to *x-high* (regardless of how the axis is actually labelled). A point in the dataset at  $X = x\text{-low}$  will appear on the left hand edge of the graph.

**fullsize**

This is equivalent to **vscale 1, hscale 1, noborder**. It makes the graph **size** command specify the size and position of the axes instead of the size of the outside border.

**hscale exp**

Scales the length of the yaxis. See **vscale**. The default value is 0.7.

**key pos *tl* nobox hei *exp* offset *xexp* *yexp***

This command allows the features of a key to be specified. The **pos** qualifier sets the position of the key. E.g., **tl**=topleft, **br**=bottomright, etc.

**let ds = *exp* [ from *low* to *high* step *exp* ]**

This command defines a new dataset as the result of an expression on the variable x over a range of values. It also allows the use of other datasets. E.g., to generate an average of two datasets:

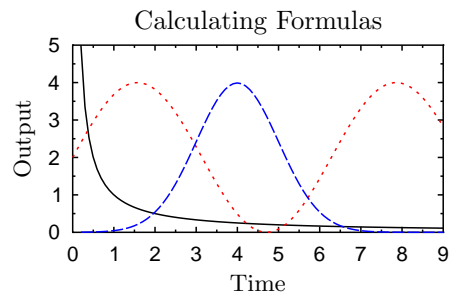
```
data aa.dat d1 d2
let d3 = d1+d2/2
```

Or to generate data from scratch:

```
let d1 = sin(x)+log(x) from 1 to 100 step 1
```

**begin graph**

```
...
let d1 = 1/x from 0.2 to 10
let d2 = sin(x)*2+2 from 0 to 10
let d3 = 10*(1/sqrt(2*pi))*
        exp(-2*(sqr(x-4)/sqr(2)))
        from 0.2 to 10 step .1
dn line
d2 lstyle 2 color red
d3 lstyle 3 color blue
end graph
```



If the xaxis is a LOG axis then the **step** option is read as the number of steps to produce rather than the size of each step.

**NOTE: The spacing around the '=' sign and the lack of spaces inside the expression are necessary.**

**let dn = [routine] dm [options]**

GLE includes several fitting routines that allow an equation to be fit to a data series. These routines can be included in a 'let' expression as shown above, where *dn* will contain results of fitting *routine* to the data in *dm*, and the [options] control the limits to which the data in *dn* extends.

The following routines are available :

- **linfit**: fits the data in *dm* to the straight line equation  $y = m \cdot x + b$ .
- **logfit**: fits the data in *dm* to the equation  $y = a \cdot \exp(b \cdot x)$ .
- **log10fit**: fits the data in *dm* to the equation  $y = a \cdot 10^{b \cdot x}$ .
- **powxfits**: fits the data in *dm* to the equation  $y = a \cdot x^b$ .

The following options are available :

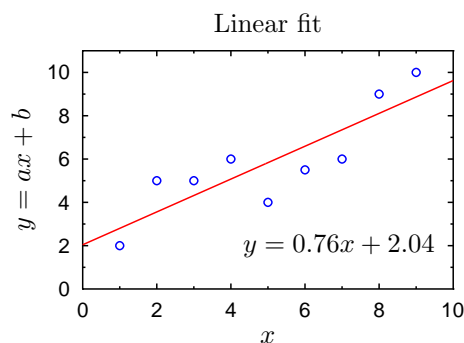


- `limit_data_x` The range of the data in *dn* extends from the minimum *x* value in *dm* to the maximum *x* value in *dm*.
- `limit_data_y` The range of the data in *dn* extends from the *x* value of the minimum *y* value in *dm* to the *x* value of the maximum *y* value in *dm*.
- `limit_data` The range of the data in *dn* extends from the greater of the *x* value of the minimum *y* value or the minimum *x* value in *dm* to the greater of the *x* value of the maximum *y* value or the maximum *x* value in *dm*.
- `from xmin to xmax` The range of the data in *dn* extends from the *xmin* to *xmax* as specified by the user.

```
slope = 0; offs = 0
```

```
begin graph
  title "Linear fit"
  xtitle "$x$"
  ytitle "$y = ax + b$"
  data "fitlin.dat"
  let d2 = linfit d1 from 0 to 10 slope offs
  d1 marker circle
  d2 line
end graph

set just rc
amove xg(xgmax)-0.25 yg(2)
tex "$y = " + format$(slope,"fix 2") +
    "x + " + format$(offs,"fix 2") + "$"
```



`nobox`

This removes the outer border from the graph.

`size x y`

Defines the size of the graph in cm. This is the size of the outside box of a graph. The default size of the axes of the graph will be 70% of this, (see `vscale` and `hscale`). This command is required.

`title "title" [hei ch-hei] [color col] [font font] [dist cm]`

This command gives the graph a centred title. The list of optional keywords specifies features of it. The `dist` command is used for moving the title up or down.

`vscale exp`

This sets the width of the axis relative to the width of the graph. For example with a 10cm wide graph and a `vscale` of .6 the x axis would be 6cm long. A setting of 1.0 makes the xaxis the same length as the width of the graph, which is useful for positioning some graphs. The default value is 0.7.

`x2labels on`

This command 'activates' the numbering of the x2axis. There is a corresponding command 'y2axis on' which will activate y2axis numbering.

`xaxis — yaxis — x2axis — y2axis`

A graph is considered to have four axes: The normal xaxis and yaxis as well as the top axis (x2axis) and the right axis (y2axis).

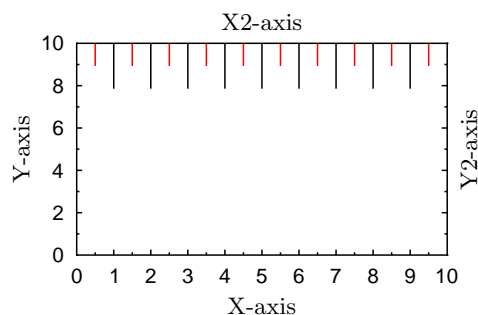
Any command defining an xaxis setting will also define that setting for the x2axis.

The secondary axes x2 and y2 can be modified individually by starting the axis command with the name of that axis. E.g.,

```

begin graph
  size 6 3
  xtitle "X-axis"
  ytitle "Y-axis"
  x2title "X2-axis"
  y2title "Y2-axis"
  x2ticks length 0.6
  x2subticks color red
end graph

```



**xaxis base** *exp-cm*

Scale the axis font and ticks by *exp-cm*.

**xaxis color** *col* **font** *font-name* **hei** *exp-cm* **lwidth** *exp-cm*

These axis qualifiers affect the colour, lstyle, lwidth, and font used for drawing the xaxis (and the x2axis). These can be overridden with more specific commands. E.g., 'xticks color blue' would override the axis colour when drawing the ticks. The subticks would also be blue as they pick up tick settings by default.

**xaxis dsubticks** *sub-distance*

See **xaxis nticks** below.

**xaxis format** *format-string*

Specifies the number format for the labels. See the documentation of **format\$** on page 17 for a description of the syntax. Example:

```
xaxis format "fix 1"
```

**xaxis grid**

This command makes the xaxis ticks long enough to reach the x2axis and the yaxis ticks long enough to reach the y2axis. When used with both the x and y axes this produces a grid over the graph. Use the **xticks lstyle** command to create a faint grid.

**xaxis log**

Draws the axis in logarithmic style, and scales the data logarithmically to match (on the x2axis or y2axis it does not affect the data, only the way the ticks and labelling are drawn)

Be aware that a straight line should become curved when drawn on a log graph. This will only happen if you have enough points or have used the **smooth** option.

**xaxis min** *low* **max** *high*

Sets the minimum and maximum values on the xaxis. This will determine both the labelling of the axis and the default mapping of data onto the graph. To change the mapping see the dataset **dn** commands **xmin**, **ymin**, **xmax**, and **ymax**.

**xaxis nofirst nolast**

These two switches simply remove the first or last (or both) labels from the graph. This is useful when the first labels on the x and y axis are too close to each other.

**xaxis nticks** *number* **dticks** *distance* **dsubticks** *distance*

**nticks** specifies the number of ticks along the axis. **dticks** specifies the distance between ticks and **dsubticks** specifies the distance between subticks. For example, to get one subtick between every main tick with main ticks 3 units apart, simply specify **dsubticks 1.5**. Alternatively, one can also use **nsubticks**.

By default ticks are drawn on the inside of the graph. To draw them on the outside use the command:

```
xticks length -.2
yticks length -.2
```

**xaxis off**

Turns the whole axis off — labels, ticks, subticks and line. Often the x2axis and y2axis are not required, they could be turned off with the following commands:

```
x2axis off
y2axis off
```

`xaxis shift cm-exp`

This moves the labelling to the left or right, which is useful when the label refers to the data between the two values.

`xlabels font font-name hei char-hei color col`

This command controls the appearance of the axis labels but not the axis title.

`xnames "name" "name" ...`

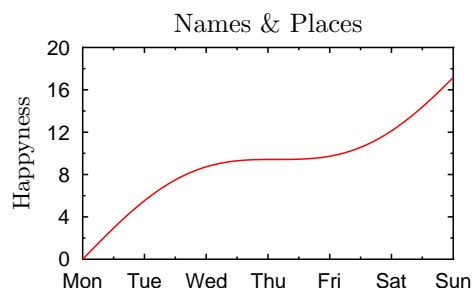
This command replaces the numeric labelling with absolutely anything. Given data consisting of seven measurements, taken from Monday to Sunday, one per day then

```
xnames "Mon" "Tue" "Wed" "Thu" "Fri" "Sat" "Sun"
xaxis min 0 max 6 dticks 1
```

would give the desired result. Note it is essential to define a specific axis minimum, maximum, dticks, etc., otherwise the labels may not correspond to the data.

If there isn't enough room on the line for all the names then simply use an extra `xnames` command.

```
begin graph
  ytitle "Happyness"
  title "Names \& Places"
  xnames "Mon" "Tue" "Wed" "Thu"
  xnames "Fri" "Sat" "Sun"
  xaxis min 0 max 6 dticks 1
  ...
end graph
```



`xplaces pos1 pos2 pos3 ...`

This is similar to the `xnames` command but it specifies a list of points which should be labelled. This allows labelling which isn't equally spaced. For example:

```
xplaces 1 2 5 7
xnames "Mon" "Tue" "Fri" "Sun"
```

If there isn't enough room on the line for all the places then simply use an extra `xplaces` command.

`xside color col lwidth line-width off`

This command controls the appearance of the axis line, i.e. the line to which the ticks are attached.

`xsubticks lstyle num lwidth exp length exp off`

This command gives fine control of the appearance of the axis subticks.

`xticks lstyle num lwidth exp length exp off`

This command gives fine control of the appearance of the axis ticks. Note: To get ticks on the outside of the graph, i.e. pointing outwards, specify a negative tick length:

```
xticks length -.2
yticks length -.2
```

`xtitle "title" [hei ch-hei] [color col] [font font] [dist cm]`

This command gives the axis a centered title. The list of optional keywords specify features of it. The `dist` command is used for moving the title up or down.

`xaxis negate`

This is reversed the numbering on the y axis. For use with measurements below ground, where you want zero at the top and positive numbers below the zero.

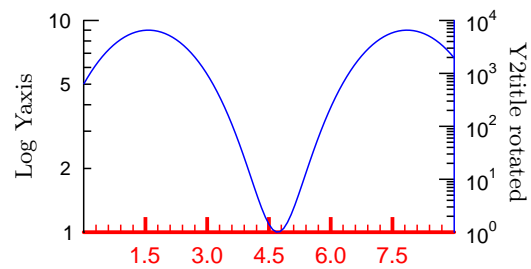
`y2title "text-string" [rotate]`

By default the `y2title` is written vertically upwards. The optional `rotate` keyword changes this direction to downwards. The `rotate` option is specific to the `y2title` command.

```

begin graph
  axis min 0 max 9 nofirst nolast
  axis hei 0.4 nticks 6 dsubticks 0.3
  axis lwidth 0.05 color red
  xticks length 0.2
  ytitle "Log Yaxis"
  yaxis log min 1 max 10
  yticks length 0.2
  y2axis min 1 max 10000 format "sci 0 10"
  y2side color blue
  y2title "Y2title rotated " hei 0.3 rotate
  x2axis off
  y2labels on
  let d1 = sin(x)*4+5 from 0 to 9
  dn line color blue
end graph

```



### 4.3 Bar Graphs

Drawing a bar graph is a subcommand of the normal graph module. This allows bar and line graphs to be mixed. The bar command is quite complex as it allows a great deal of flexibility. The same command allows stacked, overlapping and grouped bars.

For stacked bars use separate bar commands as in the first example below:

```

bar d1 fill black
bar d2 from d1 fill grey10

```

For grouped bars put all the datasets in a list on a single bar command:

```

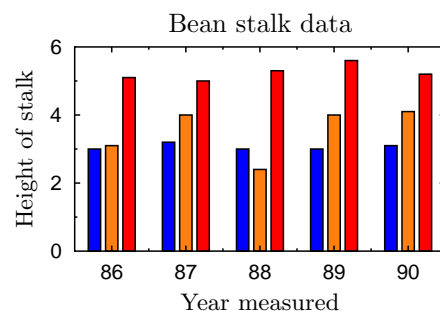
bar d1,d2,d3 fill grey10,grey40,black

```

```

begin graph
  title "Bean stalk data" dist 0.1
  xtitle "Year measured"
  ytitle "Height of stalk"
  xaxis dticks 1
  yaxis min 0 max 6 dticks 2
  data "gc_bean.dat"
  bar d1,d2,d3 fill blue,orange,red
end graph

```



`bar dx,... dist spacing`

Specifies the distance between bars in dataset(s) `dx,...`. The distance is measured from the left hand side of one bar to the left hand side of the next bar. A distance of less than the width of a bar results in the bars overlapping.

`bar dx,... from dy,...`

This sets the starting point of each bar in datasets `dx,...` to be at the value in datasets `dy,...`, and is used for creating stacked bar charts. Each layer of the bar chart is created with an additional bar command.

```

bar d1,d2
bar d3,d4 from d1,d2
bar d5,d6 from d3,d4

```

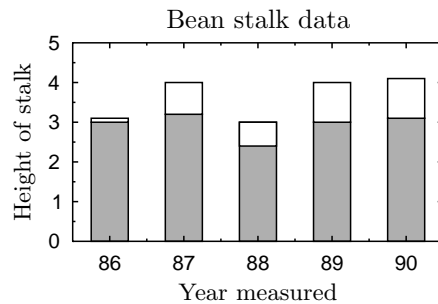
Note 1: It is important that the values in `d3` and `d4` are greater than the values in `d1` and `d2`.

Note 2: Data files for stacked bar graphs should not have missing values, replace the `*` character with the number on its left in the data file.

```

begin graph
...
data "gc_bean.dat"
bar d1 fill grey20
bar d2 from d1 fill white
end graph

```



```

bar dn,... width xunits,... fill col,... color col,...

```

The rest of the bar qualifiers are fairly self explanatory. When several datasets are specified, separate them with commas (with no spaces between commas).

```

bar d1,d2 width 0.2 dist 0.2 fill grey10,grey20 color red,green

```

## 4.4 3D Bar Graphs

3d Bar graphs are now supported, the commands are:

```

bar d1,d2 3d .5 .3 side red,green notop
bar d3,d4 3d .5 .3 side red,green top black,white

```

Take note of comma's.

```

bar dx,... 3d xoffset yoffset side color list top color list [notop]

```

**3d xoffset yoffset**

Specifies the x and y vector used to draw the receding lines, they are defined as fractions of the width of the bar. A negative xoffset will draw the 3d bar on the left side of the bar instead of the right hand side.

**side color list**

The color of the side of each of the bars in the group.

**top color list**

The color of the top part of the bar

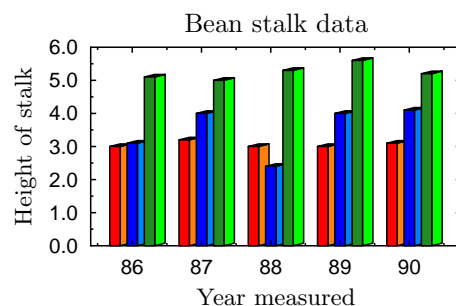
**notop**

Turns off the top part of the bar, use this if you have a stacked bar graph so you only need sides on the lower parts of each stack.

```

begin graph
...
data "gc_bean.dat"
bar d1,d2,d3 dist 0.25 width 0.15 3d 1 0.25 &
fill red,blue,forest_green &
side orange,slate_blue,green
end graph

```



Note: You won't see the color of the side or top on the pc screen.

## 4.5 Filling Between Lines

`fill x1,d3 color green xmin val xmax val`

Fills between the xaxis and a dataset, use the optional `xmin`, `xmax`, `ymin`, `ymax` qualifiers to clip the filling to a smaller region

`fill d4,x2 color blue ymin val ymax val`

This command fills from a dataset to the x2axis.

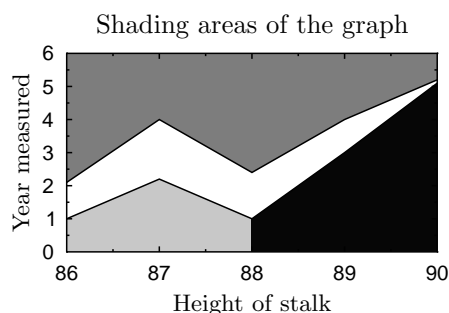
`fill d3,d4 color green xmin val xmax val`

This command fills between two datasets.

`fill d4 color green xmin val xmax val`

This command treats the dataset as a polygon and fills it. The dataset should be a closed polygon.

```
begin graph
  title "Shading areas of the graph" dist 0.1
  xtitle "Height of stalk"
  ytitle "Year measured"
  xaxis min 86 max 90
  yaxis min 0 max 6
  data "gc_fill.dat"
  fill d2,x2 color grey40
  fill x1,d1 color grey10 xmin 85 xmax 88
  fill x1,d1 color grey90 xmin 88 xmax 91
  dn line
end graph
```



## 4.6 Notes on Drawing Graphs

### 4.6.1 Importance of Order

Most of the graph commands can appear in any order, but in some cases order is significant.

As some `let` commands operate on data which has been read into datasets, the `data` commands should precede the `let` commands.

The wildcard `dn` command should appear before specific `d1` commands which it will override.

By default `xaxis` commands also change the `x2axis`, and `xlabels` commands also change `x2labels`, so to specify different settings for the `x` and `x2` axes, put the `x2` settings after the `x` settings.

```
begin graph
  size 10 10
  data a.dat
  let d2 = d1*3
  dn marker square lstyle 3 ! sets d1 and d2
  d2 marker dot
  xaxis color green
  xticks color blue
  x2axis color black
end graph
```

### 4.6.2 Line Width

When scaling a graph up or down for publication the default line width may need changing. To do this simply specify a `set lwidth` command before beginning the graph.

```
size 10 10
set lwidth .1
begin graph
  ...
end graph
```

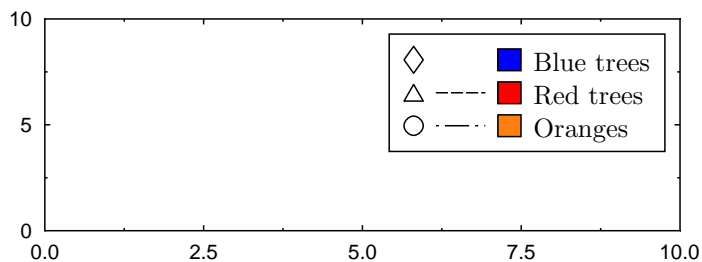
## Chapter 5

# The Key Module

This module is used for drawing keys for graphs. It is completely separate from the graph module.

Specify a position for the key, the size of the lettering and then for each dataset specify marker, color, lstyle and fill pattern:

```
begin graph
...
end graph
begin key
  position tr
  offset 0.2 0.2
  text "Blue trees" marker diamond fill blue
  text "Red trees"  marker triangle fill red   lstyle 3
  text "Oranges"   marker circle  fill orange lstyle 6
end key
```



All commands to do with a particular line of the key module **MUST** appear on the same line.

### 5.1 Key commands

**offset** *x-exp y-exp* [absolute]

Specifies the offset in cm from the current point (unless the option absolute is given) to the anchor point of the key. By default the anchor point is the bottom left hand corner of the key.

**position** *justify-exp*

Specifies the position of the key on the graph or the anchor point of the key (if used in combination with offset).

**text** *str-exp*

The text which will be displayed on the end of the line.



**lstyle** *style-num*

The line style which will be used for the short line drawn in the key.

**marker** *marker-name*

The marker which will be used for that line of the key.

**msize** *exp*

Specifies the size of the markers in cm.

**mscale** *exp*

Specifies how much to scale the size of the marker. E.g., 0.5 would produce a marker half as big as normal.

**color** *color-name*

The colour of the text, line and marker.

**hei** *cm-exp*

This sets the height of the text used to draw the key. The key will change in size to fit around the text. If you omit this command the current font size is used.

**fill** *fill-pattern*

The fill pattern used in that line of the key.

**separator** [**lstyle** *exp*]

Use this command to divide the key into several columns.

## 5.2 Key syntax

The syntax of the KEY module is rather confusing.

The commands which relate to global features of the key:

**offset, nobox, hei, pos**

Can appear anywhere except on the start of a line which defines a new dataset, e.g.:

```
begin key
  offset 2 3 hei 2
  text "abc" nobox
  nobox text "abc"      (this line is not valid)
  ...
end key
```

The commands which relate to a single dataset (or line of the key):

**text, marker, msize, mscale, color, fill, lstyle, line, lwidth**

Must appear together on a line, but any one of them can start the line, e.g.:

```
begin key
  marker circle text "abc" lstyle 2
  lstyle 2 marker square
end key
```

So you usually put the global commands first, and then one line for each line in the key, e.g.:

```
begin key
  nobox pos tl hei .5      (global commands)
  marker circle text "The circles"
  marker square lstyle 1 text "The squares"
end key
```

A key with more than one column can be defined using the keyword **separator** (the columns can be separated with a line using the **lstyle** option).

```
begin key
  marker circle text "method 1"
  separator
  marker square text "method 2"
end key
```

There are two ways to specify the position of the key.

1. The first one is relative to the graph. Use the *position* command to specify the position on the graph, e.g., `tl` = top left. See `set just` for a list of justify settings.
2. The second one is absolute positioning. Use the *offset* command **together** with the *position* command. The following example positions the key at the bottom-center of the output.

```
amove 0 0
begin key
  offset pagewidth()/2 0.01
  position bc
  ...
```



## Chapter 6

# Programming Facilities

### 6.1 Using Variables

GLE has two types of variables, floating point and string. String variables always end with a dollar sign. A string variable contains text like “Hello this is text”, a floating point variable can only contain numbers like 1234.234.

```
name$ = "Joe"
height = 6.5      ! Height of person
shoe = .05        ! shoe adds to height of person
amove 1 1
box .2 height+shoe
write name$
```

### 6.2 Programming Loops

The simple way to draw a  $6 \times 8$  grid would be to use a whole mass of line commands:

```
amove 0 0
rline 0 8
amove 1 0
rline 1 8
...
amove 6 0
rline 6 8
```

this would be laborious to type in, and would become impossible to manage with several grids. By using a simple loop this can be avoided:

```
for x = 0 to 6
  amove x 0
  rline x 8
next x
for y = 0 to 8
  amove 0 y
  rline 6 y
next y
```

To draw lots of grids all of different dimensions a subroutine can be defined and then used again and again:

```

sub grid nx ny
  begin origin
    for x = 0 to nx
      amove x 0
      aline x ny
    next x
    for y = 0 to ny
      amove 0 y
      aline nx y
    next y
  end origin
end sub

amove 2 4
grid 6 8
amove 2 2
grid 9 5

```

Now the main GLE file will be much easier to modify particularly if the subroutine definition is moved into a separate file:

```

include "griddef.gle"

amove 2 4
grid 2 4
amove 2 2
grid 9 5

```

## 6.3 I/O Functions

Some standard I/O function and macros are available:

`fopen`, `fclose`, `fread`, `freadln`, `fwrite`, `fwriteln`  
 e.g.:

```

fopen "file.dat" inchan read
fopen "file.out" outchan write
until feof(inchan)
  fread inchan x y z
  aline x y
  rline x z
  fwrite outchan x*2 "y =" y
next
fclose inchan
fclose outchan

```

## 6.4 Device dependend Control

A built in function which returns a string describing the device is available.  
 e.g. `DEVICE$() = "HARDCOPY, PS,"`  
 on the postscript driver.

This can be used to use particular fonts etc on appropriate devices. E.g.:

```

if pos(device$(),"PS",1)>0 then
  set font pscsb
end if

```

# Chapter 7

## Advanced features

This chapter covers the advanced features of GLE.

### 7.1 Diagrams, Joining Named Objects

To draw lines between boxes which contain text, first name each box as it is drawn and then use the join command to draw the lines between the boxes.

```
box 2 3 fill blue name square
amove 5 5
begin box add .1 name titlebox
    text Title
end box
join square.tr -> titlebox.bc
```

These commands draw a line from the “Top Right” of the square to the “Bottom Centre” of the titlebox, with an arrow at the titlebox end.

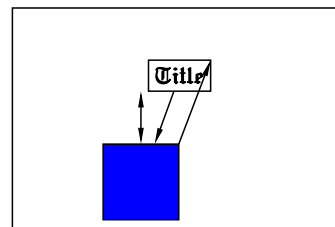
```
join square - titlebox
```

would draw a line from the centre of the square to the centre of the titlebox but clipped correctly at the edges of both boxes.

```
join square.tc <-> titlebox.v
```

would draw a vertical line from the top centre of the square to the titlebox with arrows at both ends.

```
set hei .3 font plge
amove 1.2 .2
box 1 1 fill blue name square
amove 1.9 2
begin box add .1 name titlebox
    text Title
end box
join square.tr -> titlebox.tr
join square <- titlebox
join square.tc <-> titlebox.v
```



Named points on each box:

```
.bl Bottom left
.bc Bottom centre
.br Bottom right
.cr Centre right
```

```
.tr Top right
.tc Top centre
.tl Top left
.cl Centre left
.v Vertical line
.h Horizontal line
.cc Centre centre
.ci Circle clipping (for drawing lines to a circle)
```

To draw lines to a given point, simply move there and save that point as a named object.

```
rmove 2 3
save apoint
join apoint - square
```

## 7.2 L<sup>A</sup>T<sub>E</sub>X Interface

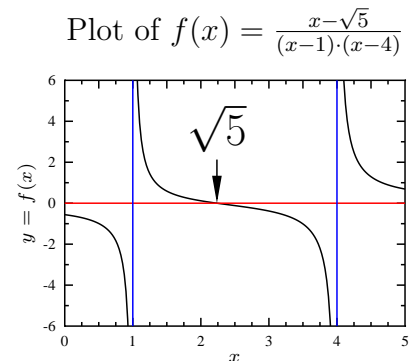
### 7.2.1 Example

GLE files can include arbitrary L<sup>A</sup>T<sub>E</sub>X expressions using the L<sup>A</sup>T<sub>E</sub>X interface. There are two ways to include a L<sup>A</sup>T<sub>E</sub>X expression. The first one is by using the ‘`\tex`’ primitive. The second one is by using the ‘`\tex{}`’ macro in a string.

```
begin graph
...
title "\tex{Plot of $f(x) = \frac{x-\sqrt{5}}{(x-1)(x-4)}$}"
xtitle "\tex{$x$}"
yttitle "\tex{$y = f(x)$}"
...
end graph

set just bc hei 0.6
amove xg(sqrt(5)) yg(2.5)
tex "$\sqrt{5}$" add 0.1 name sq5b

amove pointx(sq5b.bc) pointy(sq5b.bc)
aline xg(sqrt(5)) yg(0) arrow end
```



L<sup>A</sup>T<sub>E</sub>X expressions are drawn on top of all other graphics and cannot be clipped (Section 7.3).

L<sup>A</sup>T<sub>E</sub>X expressions respect the ‘`just`’ setting, but ignore the ‘`hei`’ setting. As a result, the font sizes in your graphics will be exactly the same as in your main document. To obtain different font sizes, use the font size primitives provided by L<sup>A</sup>T<sub>E</sub>X (e.g., `\large`, ...). In the future, a setting ‘`scaletexfonts`’ will be added to control scaling of the fonts in L<sup>A</sup>T<sub>E</sub>X expressions. If this setting is true, GLE will respect the value of ‘`hei`’.

### 7.2.2 Using LaTeX Packages

If your L<sup>A</sup>T<sub>E</sub>X expressions require special L<sup>A</sup>T<sub>E</sub>X packages, these can be loaded using the `tex preamble` block. E.g., put the following near the beginning of your GLE file:

```
begin texpreamble
\documentclass{llncs}
\usepackage{amsmath}
\usepackage{amssymb}
\DeclareMathSymbol{\R}{\mathbin}{AMSb}{"52}
end texpreamble
```

### 7.2.3 Import in a TeX Document

There are two methods for importing the output of a GLE file with  $\text{\TeX}$  expressions in your  $\text{\LaTeX}$  document. The most obvious one is by just importing the .eps/.pdf file generated by GLE with `\includegraphics`.

An alternative method is by using GLS's command line option `-inc`. If this option is supplied, then GLE will create besides the usual .eps or .pdf file also an .inc file. This .inc file can be imported in a  $\text{\LaTeX}$  document as follows.

```
\input{myfile.inc}
```

The .inc file tells `latex` (or `pdflatex`) to include the .eps/.pdf output file created by GLE. It also includes  $\text{\TeX}$  draw commands for drawing the  $\text{\LaTeX}$  expressions on top of the GLE output. Note that the .eps/.pdf file created by GLE does not include these if `-inc` is used (you can check this by viewing it with GhostView).

To be able to include .inc files, the following must be included in the preamble of your  $\text{\LaTeX}$  document.

```
\usepackage[dvips]{graphics}
\usepackage{color}
```

If you use `pdflatex`, then the `dvips` option of the `graphics` package should be replaced by `pdfTeX`.

If you place your .gle files in a subdirectory of the directory where your  $\text{\LaTeX}$  document resides, the .inc file created by GLE should include the path to this subdirectory in the '`\includegraphics`' primitive it uses for including the .eps/.pdf file generated by GLE. To add this path, use the '`-texincprefix`' command line option of GLE. For example, if your GLE files are in a subdirectory called 'plots' then one should run GLE as follows.

```
gle -texincprefix "plots/" -inc myfile.gle
```

GLE can color and rotate  $\text{\LaTeX}$  expressions (use '`set color`' and '`begin rotate`'). Note however that '`xdvi`' does not support these effects, so you will not be able to see them if you use this viewer. In the final PostScript or PDF output, they will of course be displayed correctly.

The main advantage of using the `-inc` method is that the resulting file size will be smaller because the  $\text{\LaTeX}$  fonts are not included in the .eps/.pdf file generated by GLE.

### 7.2.4 The .gle Directory

If your source includes  $\text{\LaTeX}$  expressions, then GLE will construct a subdirectory called '.gle' for storing temporary files (e.g., used for measuring the printed size of the  $\text{\LaTeX}$  expressions). After you are finished you can safely delete the .gle directory. GLE will recreate it automatically if required.

## 7.3 Filling, Stroking and Clipping Paths

It is possible to set up arbitrary clipping regions. To do this draw a shape and make it into a path by putting a `begin path clip ... end path`, around it. Then draw the things to be clipped by that region. To clear a clipping path surround the whole section of GLE commands with `begin clip ... end clip`

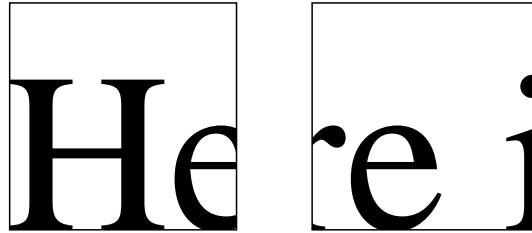
Characters can be used to make up clipping paths, but only the PostScript fonts will currently work for this purpose.



```

size 10 5
begin clip      ! Save current clipping path
  begin path clip stroke ! Define new clipping region
    amove 2 2
    box 3 3
    amove 6 2
    box 3 3
  end path
  amove 2 2
  set hei 3
  text Here is clipped text
end clip      ! Restore original clipping path

```



## 7.4 Colour

Internally GLE treats color and fill identically, they are simply an intensity of Red, Green and Blue. Each of the predefined color names (yellow, grey20, orange, red) simply define the ratio of red, green and blue.

There are two ways to use variables to show color, one is for shades of grey:

```

for i = 0 to 10
  box 3 .2 fill (i/10)
  rmove 0 .2
next i

```

The other is for passing a color **name** as a variable:

```

sub stick c$
  box .2 2 fill c$
end sub
@stick "green"

```

A color can also be defined based on its RGB values with the CVTRGB primitive.

```
mycolor$ = "CVTRGB(38/255,38/255,134/255)"
```

Remember a fill pattern completely obscures what is behind it, so the following command would produce a box with a shadow:

```

amove 4 4
box 3 2 fill grey10
rmove -.1 .1
box 3 2 fill white
rmove .4 .4
text hellow

```

# Chapter 8

## Surface and Contour Plots

### 8.1 Surface Primitives

#### 8.1.1 Overview

Surface plots three dimensional data using a wire frame with hidden line removal.

The simplest surface code would look like this.

```
begin surface
  data "myfile.z" 5 5
end surface
```

The surface block can contain the following commands:

```
size x y
cube [off] [xlen v] [ylen v] [zlen v] [nofront] [lstyle l] [color c]
data myfile.z [xsample n1] [ysample n2] [sample n3] [nx n1] [ny n2]
harray n
xlines — ylines [off]
xaxis — yaxis — zaxis [min v] [max v] [step v] [color c] [lstyle l] [hei v] [off]
xtitle — ytitle — ztitle "title" [dist v] [color c] [hei v]
title "main title" [dist v] [color c] [hei v]
rotate  $\theta$   $\phi$  x
view x y p
top — underneath [off] [lstyle n] [color c]
back [zstep v] [ystep v] [lstyle l] [color c] [nohidden]
base [xstep v] [ystep v] [lstyle l] [color c] [nohidden]
right [zstep v] [xstep v] [lstyle l] [color c] [nohidden]
skirt on
points myfile.dat
marker circle [hei v] [color c]
droplines — riselines [color c] [lstyle n]
zclip [min v1] [max v2]
```

#### 8.1.2 Surface Commands

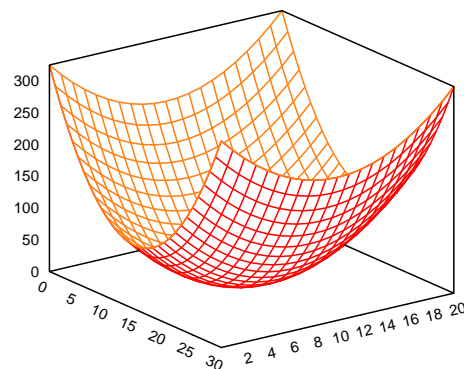
size *x y*

Specifies the size in cm to draw the surface. The 3d cube will fit inside this box. The default is 18cm x 18cm e.g. `size 10 10`

`cube [off] [xlen v] [ylen v] [zlen v] [nofront] [lstyle l] [COLOR c]`  
 Surface is drawing a 3d cube.

`off` Stops GLE from drawing the cube.  
`xlen` The length of the cubes x dimension in cm.  
`nofront` Removes the front three lines of the cube.  
`lstyle` Sets the line style to use drawing the cube.  
`color` Sets the color of lines to use drawing the cube.

```
begin surface
  size 7 7
  data "jack.z"
  cube zlen 13
  top color orange
  underneath color red
end surface
```



`data it myfile.z [xsample n1] [ysample n2] [sample n3] [nx n1] [ny n2]`

Loads a file of Z values in. The NX and NY dimensions are optional, normally the dimensions of the data will be defined on the first line of the data file. e.g.

```
! nx 10 ny 20 xmin 1 xmax 10 ymin 1 ymax 20
1 2 42 4 5 2 31 4 3 2 4
1 2 42 4 5 2 31 4 3 2 4 etc...
```

```
y1,x1, y1,x2 ... y1,xn
y2,x1, y2,x2 ... y2,xn
.
.
.
yn,x1, yn,x2 ... yn,xn
```

Data files can be created using LETZ or FITZ. LETZ will create a data file from an x,y function. FITZ will create a data file from a list of x,y,z data points.

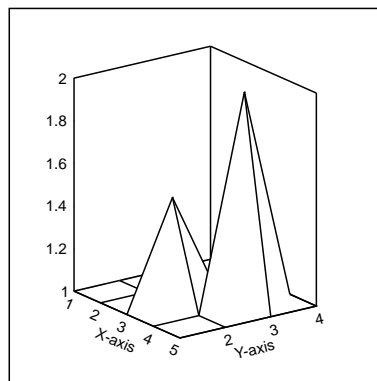
`xsample` Tells surface to only read every n'th data point from the data file. This speeds things up while you are messing around.

`ysample` Tells surface to only read every n'th line from the data file.

(see also POINTS)

`sample` Sets both xsample and ysample

```
begin surface
  size 5 5
  xtitle "X-axis"
  ytitle "Y-axis"
  data "surf1.z"
end surface
```



harray *n*

The hidden line removal is accomplished with the help of an array of heights which record the current horizon, the quality of the output is proportional to the width of this array. (also the speed of output)

To get good quality you may want to increase this from the default of about 900 to 2 or 3 thousand.  
e.g. `harray 2000`

xlines off

Stops SURF from drawing lines of constant X.

ylines off

Stops SURF from drawing lines of constant Y.

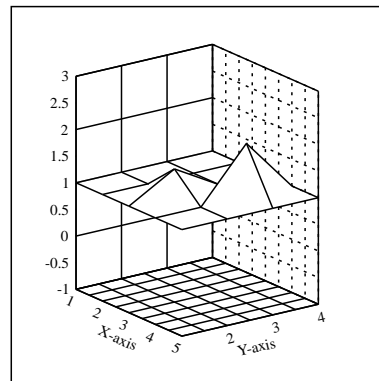
xaxis [min *v*] [max *v*] [step *v*] [color *c*] [lstyle *l*] [hei *v*] [off]

zaxis [min *v*] [max *v*] [step *v*] [color *c*] [lstyle *l*] [hei *v*] [off]

yaxis [min *v*] [max *v*] [step *v*] [color *c*] [lstyle *l*] [hei *v*] [off]

min,max Set the range used for labelling the axis.  
step The distance between labels on the axis.  
color The color of the axis ticks and labels.  
lstyle The line style used for drawing the ticks.  
ticklen The length of the ticks.  
hei The height of text used for labelling.  
off Stops GLE from drawing the axis.

```
begin surface
  size 5 5
  data "surf1.z"
  zaxis min -1 max 3
  base xstep 0.5 ystep 0.5
  back ystep 1 zstep 1
  right xstep 0.5 zstep 0.5 lstyle 2
  xtitle "X-axis" hei 0.3
  ytitle "Y-axis" hei 0.3
end surface
```



xtitle "x title" [dist *v*] [color *c*] [hei *v*]

ytitle "y title" [dist *v*] [color *c*] [hei *v*]

ztitle "z title" [dist *v*] [color *c*] [hei *v*]

dist Moves the title further away from the axis.  
color Sets the color of the title.  
hei Sets the hei in cm of the text used for the title.

title "*main title*" [dist *v*] [color *c*] [hei *v*]

dist Moves the title further away from the axis.  
color Sets the color of the title.  
hei Sets the hei in cm of the text used for the title.

rotate  $\theta$   $\phi$  x

rotate 10 20 3

Imagine the unit cube is sitting on the front of your terminal screen, x along the bottom, y up the left hand side, and z coming towards you.

The first number (10) rotates the cube along the xaxis, ie hold the right hand side of the cube and rotate your hand clockwise 10 degrees.

The second number (20) rotates the cube along the yaxis, ie hold the top of the cube and rotate it 20 degrees clockwise.

The third number is currently ignored.

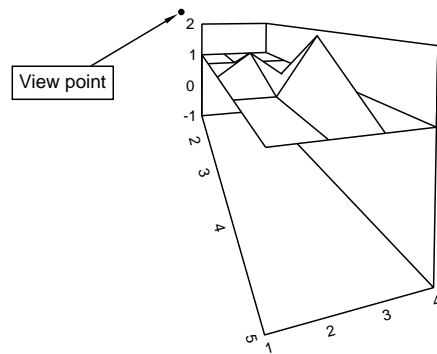
The default setting is 60 50 0.

`view x y p`

Sets the perspective, this is where the cube gets smaller as the lines dissappear towards infinity.

x and y are the position of infinity on your screen. p is the degree of perspective, 0 = no perspective and with 1 the back edge of the box will be touching infinity. Good values are between 0 and 0.6

```
begin surface
  size 5 5
  data "surf1.z"
  zaxis min -1
  rotate 85 85 0
  view 0 5 0.7
end surface
```



`top [off] [lstyle n ] [color c ]`

Sets the features of the top of the surface. By default the top is on.

(see also UNDERNEATH, XLINES, YLINES)

`underneath [off] [lstyle n ] [color c ]`

Sets the features of the under side of the surface. By default the underneath is off.

(see also TOP, XLINES, YLINES)

`back [zstep v ] [ystep v ] [lstyle l ] [color c ] [nohidden]`

Draws a grid on the back face of the cube.

By default hidden lines are removed but NOHIDDEN will stop this from happening.

`base [xstep v ] [ystep v ] [lstyle l ] [color c ] [nohidden]`

Draws a grid on the base of the cube.

By default hidden lines are removed but NOHIDDEN will stop this from happening.

`right [zstep v ] [xstep v ] [lstyle l ] [color c ] [nohidden]`

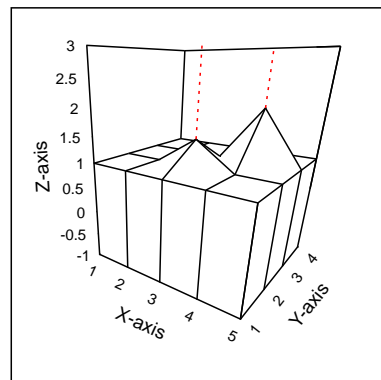
Draws a grid on the right face of the cube.

By default hidden lines are removed but NOHIDDEN will stop this from happening.

`skirt on`

Draws a skirt from the edge of the surface to ZMIN.

```
begin surface
  size 5 5
  data "surf1.z"
  zaxis min -1 max 3
  xtitle "X-axis"
  ytitle "Y-axis"
  ztitle "Z-axis"
  points "surf3.dat"
  riselines lstyle 2
  marker fcircle
  skirt on
  rotate 60 35 0
  view 2.5 3 0.6
end surface
```



`points myfile.dat`

Reads in a data file which must have 3 columns (x,y,z)

This is then used for plotting markers and rise and drop lines.

`marker circle [hei v ] [color c ]`

Draws markers at the co-ordinates read from the POINTS file.

`droplines [color c ] [lstyle n ]`

Draws lines from the co-ordinates read from the POINTS file down to zmin.

`riselines [color c ] [lstyle n ]`

Draws lines from the co-ordinates read from the POINTS file up to zmax.

`zclip [min v1 ] [max v2 ]`

ZCLIP goes through the Z array and sets any Z value smaller than MIN to v1 and sets any value greater than MAX to v2.

## 8.2 Letz

LETZ generates a data file of z values given an expression in terms of x and y.

```
begin letz
  data "jack.z"
  z = x+sin(y^2)/pi+10.22
  x from 0 to 30 step 1
  y from 0 to 20 step 1
end letz
```

The file jack.z now contains the required data. The resulting file can be used to generate surface plots with the begin/end surface block discussed in the previous section.

## 8.3 Fitz

FITZ fits smooth curves based on a set of 3D data points. E.g. Given some data points (note that each line has three values: an x, y, and z coordinate):

```
x y z
---- data file testf.dat ----
1 1 1
1 2 1
2 2 1
2 1 1
1.5 1.5 2
-----
```

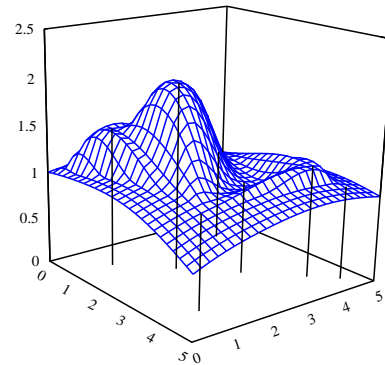
Fitz creates a ".z" file that can be used in a surface block. The following example illustrates this.

```

begin fitz
  data "fitz.dat"
  x from 0 to 5 step 0.2
  y from 0 to 5 step 0.2
  ncontour 6
end fitz

begin surface
  size 7 7
  data "fitz.z"
  top color blue
  xaxis min 0 max 5 step 1
  yaxis min 0 max 5 step 1
  points "fitz.dat"
  droplines lstyle 1
  marker circle
  view 2.5 3 0.3
  harray 5000
end surface

```



## 8.4 Contour

This utility produces a graph with contour lines.

For input you give it grid of z values in a file the x and y values are assumed. e.g. a 4x3 grid of points would look like this:

```

! nx 4 ny 3 xmin 0 xmax 6 ymax 0 ymax 10
1 1 1 1
1 2 2 1
1 1 1 1

```

This defines the points

```

0,0,1  2,0,1  4,0,1  6,0,1
0,5,1  2,5,2  4,5,2  6,5,1
0,10,1 2,10,1 4,10,1 6,10,1

```

You would normally generate this file using the utility LETZ or FITZ.

LETZ takes an x,y function and produces a grid of z values

FITZ takes a file of x,y,z data points and fits a grid of z values.

Having created a data file of the correct sort CONTOUR will ask for a list of values to contour at, you can enter a list of values, e.g. "1 2 3 4.5 5" or you can enter a range and step size e.g. "1:3:.5" which would generate "1 1.5 2 2.5 3"

You are then asked if you want the lines labeled with the letters A ... Z or by the actual numbers.

Then you are asked for a file name to write output to. If you give the name XYZ then CONTOUR will create:

```

xyz.gle  The gle file to draw the contour plot
xyz.dat  The data file containing the contour lines
xyz.lab  A gle include file which labels the graph
xyz.key  A gle include file which draws a key

```

Then wait while the contours are calculated, this takes some time (even on a fast PC) e.g. 10 seconds on 33Mhz 386. The exact time will depend on the number of points and number of contour lines you are using.

```

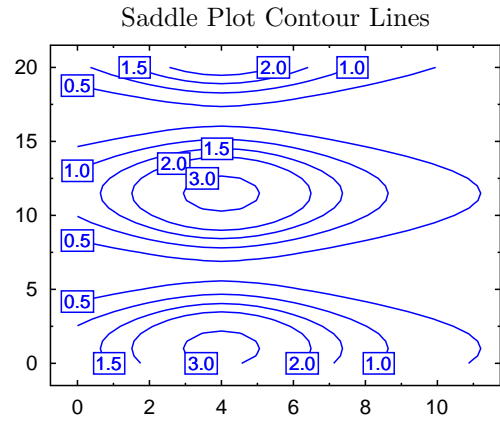
include "contour.gle"

begin contour
  data "saddle.z"
  values 0.5 1 1.5 2 3
end contour

begin graph
  title "Saddle Plot Contour Lines"
  data "saddle-cdata.dat"
  d1 line color blue
end graph

contour_labels "saddle-clabels.dat" "fix 1"

```

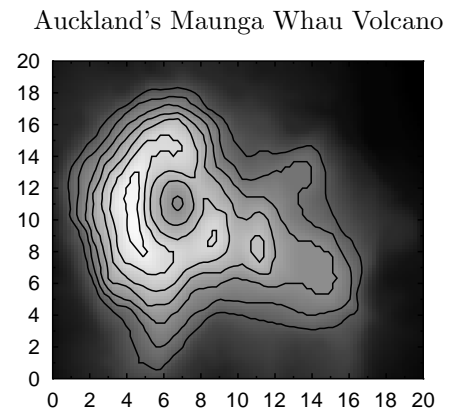


```

begin contour
  data "volcano.z"
  values 130 140 150 160 170 180 190
end contour

begin graph
  title "Auckland's Maunga Whau Volcano"
  data "volcano-cdata.dat"
  xaxis min 0 max 20
  yaxis min 0 max 20
  d1 line color black
  colormap "volcano.z" 100 100
end graph

```







## Chapter 9

# GLE Utilities

### 9.1 Fitls

The FITLS utility allows an equation with  $n$  unknown constants to be fitted to experimental data.

For example to fit a simple least squares regression line to a set of points you would give FITLS the equation:  $a*x+b$

FITLS would then solve the equation to find the *best* values for the constants  $a$  and  $b$ .

FITLS can work with non linear equations, it will ask for initial values for the parameters so that a solution around those initial guesses will be found.

FITLS writes out a GLE file containing commands to draw the data points and the equation it has fitted to them.

Here is a sample FITLS session:

```
$ fitls
Input data file (x and y columns optional) [test.dat,1,2] ? fitls.dat
Loading data from file, fitls.dat, xcolumn=1, ycolumn=2
Valid operators: +, -, *, /, ^ (power)
Valid functions:
    abs(), atn(), cos(), exp(), fix(), int()
    log(), log10(), not(), rnd(), sgn(), sin()
    sqr(), sqrt(), tan()

Enter a function of 'x' using constants 'a'...'z'
e.g.    a + b*x    (standard linear least squares fit)
        sin(x)*a+b
        a + b*x + c*x^2 + d*x^3
        log(a*x)+(b+x)*c+a
```

```
Equation ? sin(a*x)*b+c*x^2+d
```

```
Output file name to write gle file [fitls.gle] ?
Precision of fit required, [1e-4] ?
Initial value for constant a [1.0] ?
Initial value for constant b [1.0] ?
Initial value for constant c [1.0] ?
Initial value for constant d [1.0] ?
```

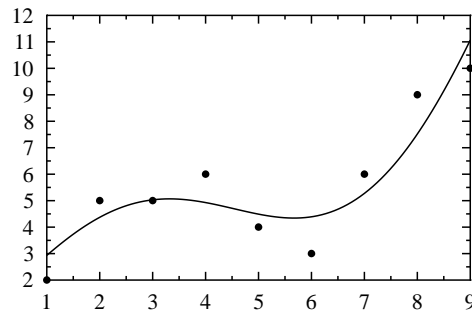
```

0 evaluations, 1 1 1 1 , fit = 1355.36
20 evaluations, 1.97005 1 1 1 , fit = 1281.95
40 evaluations, 1.97005 10.228 0.151285 1 , fit = 54.7694
60 evaluations, 2.01053 10.228 0.151285 1.06365 , fit = 54.1771
.
.
.
440 evaluations, -0.640525 -2.81525 0.13997 1.13871 , fit = 0.940192
460 evaluations, -0.638055 -2.82934 0.140971 1.10502 , fit = 0.93842
480 evaluations, -0.63808 -2.82357 0.140993 1.10452 , fit = 0.938389
a = -0.638262 b = -2.81719 c = 0.140722 d = 1.11256

10 Iterations, sum of squares devided by n = 0.938389
y = sin(-0.638262*x)*-2.81719+0.140722*x^2+1.11256

```

$y = \sin(-0.638262 \cdot x) \cdot -2.81719 + 0.140722 \cdot x^2 + 1.11256$ , fit = 0.938389



## 9.2 Manip

Manip is a data manipulation package. It reads in a text file of numbers and displays them like a spreadsheet. You can then do simple operations on the columns and write them out in any format you like.

### 9.2.1 Usage

```
MANIP infile.dat -recover -step -commands c.log -single -size x y
```

#### -recover

Manip logs everything you type to a file called `MANIP_.J1`. When you use the `-RECOVER` option on the `manip` command it then reads keys from that file as if they were typed at the keyboard.

This will restore you to the point just before your pc crashed. The last three journal files are stored (`.j1 .j2 .j3`) simply copy the one you want to (`.j1`) to use it.

#### -step

Used with `recover`, press a space for each key you want to read from the journal file, press any other key to stop reading the journal.

#### -commands *filename.man*

This reads the commands in *filename.man* as if they were typed at the keyboard.

**-single**

This makes MANIP use single precision arithmetic and doesn't store strings at all, this enables three times as much data in the same amount of memory

**-size *x y***

Sets the initial size of the spreadsheet. Use this with large datasets as it prevents the heap from becoming fragmented and thus lets you use much larger datasets.

**Range**

Most manip commands accept a range as one or more of there parameters. A range is a rectangular section of your spreadsheet. A range can ether start with a 'c' or an 'r' and this will affect how the command operates.

If your spreadsheet has 5 columns and 10 rows then.

```
c1 == c1c1r1r10 == 1,1 1,2 1,3 1,4 1,5 1,6 ...
r1 == r1r1c1c5 == 1,1 2,1 3,1 4,1 5,1
c1c2 ==c1c2r1r10 == 1,1 2,1 1,2 2,2 3,1 3,2 ...
r1r2c3=r1r2c3c5 == 3,1 3,2 4,1 4,2 5,1 5,2
```

**Arrows**

The arrow keys normally move the data cursor, however if you are half way thru typing a command then, the left and right arrow keys allow you to edit the command. Use the PAGE-UP and PAGE-DOWN keys to recall your last command.

SHIFT arrow keys will jump 7 cells at a time for fast movement.

Further help is available on the following toppics via the HELP command e.g. "HELP COPY"

**9.2.2 Manip Primitives (a summary)**

@mycmds

Arrows

BLANK

CLEAR

CLOSE

COPY [*range*] [*range*] IF [*exp*]

DATA [*range*]

DELETE [*range*] IF [*exp*]

EXIT *filename* [*range*] -TAB -SPACE -COMMA

FIT *c3*

Functions

GENERATE [*pattern*] [*destination*]

GOTO *x y*

INSERT [*Cn*] or [*Rn*]

LOAD *filename* [*range*] -0

LOAD *filename* [*range*]

LOGGING *mycmds.man*

MOVE [*range*] [*range*] IF [*exp*]

NEW

PARSUM [*range1*] [*range2*]

PROP *[range]* *[range]*  
 QUIT  
 Recover (recovering from power failure or crash)  
 SAVE *filename* *[range]* -TAB -SPACE -COMMA  
 SET SIZE *ncols nrows*  
 SET BETWEEN " "  
 SET COLTYPE  
 SET COLWIDTH  
 SET NCOL *n*  
 SET DPOINTS *n*  
 SET DIGITS *n*  
 SET WIDTH *n*  
 SHELL  
 SORT *[range]* on *[exp]*  
 SUM *[range]*  
 SWAP *CnCn* — *RnRn*

### 9.2.3 Manip Primitives (in detail)

COPY *[range1]* *[range2]* if *[exp]*

For copying a section to another section. They do not have to be the same shape. The pointers to both rangers are increased even if the number is not coppied e.g.

```

"% COPY r4r2 r1r2"
"% COPY c1c3r6r100 c6c8 if c1<c2"

"% COPY C1 C2 IF C1<4"
c1  c2
1    1
2    2
5    -
3    3
9    -

```

DELETE *[range]* IF *[exp]*

For deleteing entire rows or columns. e.g.

```

"% DELETE c1c3 IF r1>3.and.r2=0
"% DELETE r1"

```

Numbers are shuffled in from the right to take the place of the deleted range.

DATA *[range]*

Data entry mode is usefull for entering data. After typing in "% DATA c1c3" or "% DATA C2" you can then enter data and pressing *jcrl* will move you to the next valid data position. In this mode text or numbers can be entered. Press ESC to get back to command mode.

FIT *c3*

"FIT C3" will fit a least squares regression line to the data in columns c3 and c4 (x values taken from c3) and print out the results.

EXIT

EXIT saves the data in your input file spec and exits to DOS. You can optionally specify an output file as well. eg. "% EXIT myfile.dat"

The command "EXIT myfile.dat c3c5r1r3" will write out that range of numbers to the file.

By default manip will write columns seperated by spaces.

The command "EXIT myfile.dat -TAB" will put a single tab between each column of numbers and "EXIT myfile.dat -COMMA" will put a comma and a space between each number. (these two

options are usefull if your data file is very big and you don't want to waste disk space with the space characters.) Note: The settings stay in effect for future saves and exits.

You can make it line up the columns on the decimal point by typing in the command.  
"SET DPOINTS 3"

You change the width of each column or completely remove the spaces between columns with the command. "SET WIDTH 10" (or set width 0)

You can change the number of significant digits displayed with the command "SET DIGITS 4"

#### SAVE *myfile.dat*

Saves all or part of your data. The command "SAVE myfile.dat c3c5r1r3" will write out that range of numbers to the file.

By default manip will write columns separated by spaces.

The command "SAVE myfile.dat -TAB" will put a single tab between each column of numbers and "SAVE myfile.dat -COMMA" will put a comma and a space between each number. (these two options are usefull if your data file is very big and you don't want to waste disk space with the space characters).

Further options are the same like EXIT

#### GOTO

For moving the cursor directly to a point in your array. e.g. "% GOTO x y"

#### CLEAR

"% CLEAR C2C3" Clears the given range of all values

#### BLANK

"% BLANK C2C3" Clears the given range of all values

#### NEW

Clears the spread sheet of all data and frees memory.

#### INSERT

Inserts a new column or row and shifts all others over. e.g. "% INSERT c5" or "% INSERT r2".

#### LOAD

Load data into columns. eg. "% LOAD filename" loads all data into corresponding columns.  
"% LOAD filename c3" load first column of data into c3 etc.

"LOAD myfile.dat c3 -LIST" This command will load the data into a single column or range (even if it is several columns wide in the data file)

#### MOVE [*range1*] [*range2*] if [*exp*]

For copying a section to another section. They do not have to be the same shape. The pointer to the destination is only increased if the line or column is copied e.g.

```
"% MOVE c1 c2c3"
"% MOVE r4r2 r1r2"
"% MOVE c1c3r6r100 c6c8 if c1<c2"
```

```
"% MOVE C1 C2 IF C1<4"
```

```
c1  c2
1      1
2      2
5      3
3      -
9      -
```

(See COPY command)

#### SORT [*range*] ON [*exp*]

Sort entire rows of the data based on the data in a particular column. e.g.

```
% SORT c8 on c9"
"% SORT c1c8 on -c8"
"% SORT c1c3 on c2 " !for sorting strings
```

This command works out how to sort the column (or exp) specified in the ON part of the command. It then does that operation to the range specified. e.g. "SORT C1 ON C1" will sort column one.

Use the additional qualifier -STRINGS if you want to sort a column with strings in it. e.g. "sort c1 on c2 -strings"

## SWAP

Swap over two columns or rows. e.g.

```
% SWAP c1c2"
"% SWAP r3r1"
```

## SET SIZE *ncols nrow*

"SIZE 3 4" Truncates the spreadsheet to 3 columns and 4 rows. This also sets the values to use for default ranges.

## SET BETWEEN " "

"SET BETWEEN "##" Defines the string to be printed between each column of numbers when written to a file. This is normally set to a single space.

## SET COLWIDTH

Set the width of each column when displayed. e.g. "% SET COLWIDTH 12"

## SET COLTYPE [*n*] DECIMAL — EXP — BOTH — DPOINTS *n*

This commands allows all or individual columns to be set to different output types. If colnumber is missing then that setting is applied to all columns.

SET COLTYPE Ccolnumber TYPE Where TYPE is one of:

```
DECIMAL produces 123.456
EXP produces 1.23456e02
BOTH produces whichever is more suitable
DPOINTS n produces a fixed number of decimal places.
e.g.
```

```
SET COLTYPE c2 DECIMAL
SET COLTYPE c1 EXP
SET COLTYPE c3 DPOINTS 4
```

Would print out: 1.2e02 1.2 1.2000

```
SET COLTYPE EXP (column number missed out)
```

Would print out: 1.2e02 1.2e02 1.2e02

## SET NCOL *n*

Set the number of columns to display. e.g. "% SET NCOL 3"

## SET DPOINTS *n*

Sets the number of decimal places to print. This is used for producing columns which line up on the decimal point. e.g. with DPOINTS 3.

```
2.2 -> 2.200
234 -> 234.000
```

(See also SET COLTYPE)

## SET DIGITS *n*

Sets the number of significant digits to be displayed, e.g. with DIGITS 3.

```
123456      becomes 123000
0.12345     becomes 0.123
```

**SET WIDTH *n***

Sets the width of padding to use for the columns when they are written to a file. The columns usually one space wider than this setting as the **BETWEEN** string is usually set to one space by default.

**LOGGING**

For creating command files. e.g.

```
"% LOG sin.man"
"% c2=sin(c1)
"% c3=c2+2
"% close"
```

Then type in "@sin" to execute these commands.

**PROPAGATE [*source*] [*destination*]**

This command has the same format as move. The difference is that the source is copied as many times as possible to fill up the destination. e.g. "% PROP c1r1r7 c2"

**SUM [*range*]**

Adds up all the numbers in a range and displays the total and average. e.g. "% SUM C1C3"

**PARSUM [*range1*] [*range2*]**

Adds up one column, putting the partial sum's into another column. e.g. 1,2,3,4 becomes 1,3,6,10.

**GENERATE [*pattern*] [*destination*]**

For generating a patter of data e.g. 1 1 2 2 5 5 1 1 2 2 5 5 etc.

```
"% GEN 2(1,2,5)30 c4" !1 1 2 2 5 5 repeated 30 times
"% GEN (1:100:5)5 c1" !1 to 100 step 5, 5 times
"% GEN (1,2,*,3:5)5 c1" !missing values included
```

**Functions**

Calculations can be performed on rows or columns. eg "% C1=C2\*3+R" where "R" stands for row-number and C1 and C2 are columns. They can also be performed on ROWS. eg

```
r1=sin(r2)+log10(c)
c1 = cell(c+1,r)+cell(c+2,r)
cell(1,3) = 33.3
3+4*COS(PI/180)^(3+1/30)+C1+R
```

Valid operators and functions:

,	+	-	^	*	/	<=
>=	<>	<	>	=	)AND(	)OR(
ABS(	ATN(	COS(	EXP(	FIX(	INT(	LOG(
LOG10(	SGN(	SIN(	SQR(	TAN(	NOT(	RND(
SQRT(	.NE.	.EQ.	.LT.	.GT.	.LE.	.GE.
.NOT.	.AND.	.OR.				

**QUIT**

Abandon file.

**SHELL**

Gives access to DOS.
































# Appendix A

## Tables

### A.1 Markers

	— circle		— cross		— ominus
	— triangle		— club		— otimes
	— square		— heart		— odot
	— diamond		— star		— trianglez
	— fcircle		— snake		— diamondz
	— ftiangle		— dag		— wcircle
	— fsquare		— ddag		— wtriangle
	— fdiamond		— asterisk		— wsquare
	— dot		— oplus		— wdiamond

### A.2 Functions and Variables

Function name	Returns ...
<code>abs(exp)</code>	absolute value of expression
<code>acos(exp)</code>	arccosine
<code>acosh(exp)</code>	inverse hyperbolic cosine
<code>acot(exp)</code>	$1/\text{atan}(\text{exp})$
<code>acoth(exp)</code>	$1/\text{atanh}(\text{exp})$
<code>acsc(exp)</code>	$1/\text{asin}(\text{exp})$
<code>acsch(exp)</code>	$1/\text{asinh}(\text{exp})$
<code>asec(exp)</code>	$1/\text{acos}(\text{exp})$
<code>asech(exp)</code>	$1/\text{acosh}(\text{exp})$
<code>asin(exp)</code>	arcsine
<code>asinh(exp)</code>	inverse hyperbolic sine
<code>atan(exp)</code>	arctan
<code>atanh(exp)</code>	inverse hyperbolic tangent

<code>atan(exp)</code>	same as <code>ATAN(exp)</code>
<code>cos(exp)</code>	cosine
<code>cosh(exp)</code>	hyperbolic cosine
<code>cot(exp)</code>	$1/\tan(\exp)$
<code>coth(exp)</code>	$1/\tanh(\exp)$
<code>csc()</code>	$1/\sin(\exp)$
<code>csch(exp)</code>	$1/\sinh(\exp)$
<code>cvtrgb(red,green,blue)</code>	create color given RGB values
<code>date\$()</code>	current date e.g. "Tue Apr 09 1991"
<code>device\$()</code>	available devices e.g. "HARDCOPY, PS"
<code>eval(str)</code>	evaluates given GLE expression
<code>exp(exp)</code>	exponent
<code>fix(exp)</code>	<code>exp</code> rounded towards 0
<code>format\$(exp,format)</code>	format <code>exp</code> as specified in <code>format</code> (page 17)
<code>height(name\$)</code>	the height of the object <code>name\$</code>
<code>int(exp)</code>	integer part of <code>exp</code>
<code>left\$(str\$,exp)</code>	left <code>exp</code> characters of <code>str\$</code>
<code>len(str\$)</code>	the length of <code>str\$</code>
<code>log(exp)</code>	log to base $e$ of <code>exp</code>
<code>log10(exp)</code>	log to base 10 of <code>exp</code>
<code>not(exp)</code>	logical not of <code>exp</code>
<code>num1\$(exp)</code>	as above but with no spaces
<code>num\$(exp)</code>	string representation of <code>exp</code>
<code>pageheight()</code>	the height of the page (from <code>size</code> command)
<code>pagewidth()</code>	the width of the page (from <code>size</code> command)
<code>pointx(pt)</code>	the x value of point <code>pt</code>
<code>pointy(pt)</code>	the y value of point <code>pt</code>
<code>pos(str1\$,str2\$,exp)</code>	position of <code>str2\$</code> in <code>str1\$</code> from <code>exp</code>
<code>right\$(str\$,exp)</code>	rest of <code>str\$</code> starting at <code>exp</code>
<code>rnd(exp)</code>	random number from seed <code>exp</code>
<code>sec(exp)</code>	$1/\cos(\exp)$
<code>sech(exp)</code>	$1/\cosh(\exp)$
<code>seg\$(str\$,exp1,exp2)</code>	<code>str\$</code> from <code>exp1</code> to <code>exp2</code>
<code>sgn(exp)</code>	returns 1 if <code>exp</code> is positive, -1 if <code>exp</code> is negative
<code>sin(exp)</code>	sine of <code>exp</code>
<code>sinh(exp)</code>	hyperbolic sine
<code>sqr(exp)</code>	<code>exp</code> squared
<code>sqrt(exp)</code>	square root of <code>exp</code>
<code>tan(exp)</code>	tangent of <code>exp</code>
<code>tanh(exp)</code>	hyperbolic tangent
<code>tdepth(str\$)</code>	the depth of <code>str\$</code> assuming current the font, size
<code>theight(str\$)</code>	the height of <code>str\$</code> assuming current font, size
<code>time\$()</code>	current time e.g. "11:44:27"
<code>todeg(exp)</code>	convert from radians to degrees

<code>torad(exp)</code>	convert from degrees to radians
<code>twidth(str\$)</code>	the width of <code>str\$</code> assuming current font, size
<code>val(str\$)</code>	value of the string <code>str\$</code>
<code>width(name\$)</code>	the width of the object <code>name\$</code>
<code>xend()</code>	the x end point of a text string when drawn
<code>xg(xexp)</code>	converts units of last graph to abs cm.
<code>xpos()</code>	the current x point
<code>yend()</code>	the y end point of a text string when drawn
<code>yg(yexp)</code>	converts units of last graph to abs cm.
<code>ypos()</code>	the current y point

Variable name	Returns ...
<code>pi</code>	3.14...
<code>xgmin</code>	the minimum x-coordinate of the graph
<code>xgmax</code>	the maximum x-coordinate of the graph
<code>xg2min</code>	the minimum x2-coordinate of the graph
<code>xg2max</code>	the maximum x2-coordinate of the graph
<code>ygmin</code>	the minimum y-coordinate of the graph
<code>ygmax</code>	the maximum y-coordinate of the graph
<code>yg2min</code>	the minimum y2-coordinate of the graph
<code>yg2max</code>	the maximum y2-coordinate of the graph

### A.3 $\text{\LaTeX}$ Macros and Symbols

There are several  $\text{\LaTeX}$  like commands which can be used within text, they are:

<code>\ ' \v \u \= \^</code>	Implemented TeX accents
<code>\. \H \~ \"</code>	
<code>^{}</code>	Superscript
<code>_{}</code>	Subscript
<code>\\</code>	Forced Newline
<code>\_</code>	Underscore character
<code>\,</code>	.5em (em = width of the letter 'm')
<code>\:</code>	1em space
<code>\;</code>	2em space
<code>\tex{expression}</code>	Any LaTeX expression
<code>\char{22}</code>	Any character in current font
<code>\chardef{a}{hello}</code>	Define a character as a macro
<code>\def\v{hello}</code>	Defines a macro
<code>\movexy{2}{3}</code>	Moves the current text point
<code>\glass</code>	Makes move/space work on beginning of line
<code>\rule{2}{4}</code>	Draws a filled in box, 2cm by 4cm
<code>\setfont{rmb}</code>	Sets the current text font
<code>\sethei{.3}</code>	Sets the font height (in cm)
<code>\setstretch{2}</code>	Scales the quantity of glue between words
<code>\lineskip{.1}</code>	Sets the default distance between lines of text
<code>\linegap{-1}</code>	Sets the minimum required gap between lines

[	<code>\lbrack</code>	$\beta$	<code>\ss</code>	$\geq$	<code>\geq</code>	$\dagger$	<code>\dag</code>	$\ddagger$	<code>\ddag</code>
$\S$	<code>\S</code>	$\P$	<code>\P</code>	$\copyright$	<code>\copyright</code>	$\alpha$	<code>\alpha</code>	$\beta$	<code>\beta</code>
$\gamma$	<code>\gamma</code>	$\delta$	<code>\delta</code>	$\epsilon$	<code>\epsilon</code>	$\zeta$	<code>\zeta</code>	$\eta$	<code>\eta</code>
$\theta$	<code>\theta</code>	$\iota$	<code>\iota</code>	$\kappa$	<code>\kappa</code>	$\lambda$	<code>\lambda</code>	$\mu$	<code>\mu</code>
$\nu$	<code>\nu</code>	$\xi$	<code>\xi</code>	$\pi$	<code>\pi</code>	$\rho$	<code>\rho</code>	$\sigma$	<code>\sigma</code>
$\tau$	<code>\tau</code>	$\upsilon$	<code>\upsilon</code>	$\phi$	<code>\phi</code>	$\chi$	<code>\chi</code>	$\psi$	<code>\psi</code>
$\omega$	<code>\omega</code>	$\varepsilon$	<code>\varepsilon</code>	$\vartheta$	<code>\vartheta</code>	$\varpi$	<code>\varpi</code>	$\varrho$	<code>\varrho</code>
$\varsigma$	<code>\varsigma</code>	$\varphi$	<code>\varphi</code>	$\aleph$	<code>\aleph</code>	$\imath$	<code>\imath</code>	$\jmath$	<code>\jmath</code>
$\ell$	<code>\ell</code>	$\wp$	<code>\wp</code>	$\Re$	<code>\Re</code>	$\Im$	<code>\Im</code>	$\partial$	<code>\partial</code>
$\infty$	<code>\infty</code>	$\prime$	<code>\prime</code>	$\emptyset$	<code>\emptyset</code>	$\nabla$	<code>\nabla</code>	$\top$	<code>\top</code>
$\perp$	<code>\bot</code>	$\triangle$	<code>\triangle</code>	$\forall$	<code>\forall</code>	$\exists$	<code>\exists</code>	$\neg$	<code>\neg</code>
$\flat$	<code>\flat</code>	$\natural$	<code>\natural</code>	$\sharp$	<code>\sharp</code>	$\clubsuit$	<code>\clubsuit</code>	$\diamondsuit$	<code>\diamondsuit</code>
$\heartsuit$	<code>\heartsuit</code>	$\spadesuit$	<code>\spadesuit</code>	$\coprod$	<code>\coprod</code>	$\bigvee$	<code>\bigvee</code>	$\bigwedge$	<code>\bigwedge</code>
$\biguplus$	<code>\biguplus</code>	$\bigcap$	<code>\bigcap</code>	$\bigcup$	<code>\bigcup</code>	$\prod$	<code>\prod</code>	$\sum$	<code>\sum</code>
$\bigotimes$	<code>\bigotimes</code>	$\bigoplus$	<code>\bigoplus</code>	$\bigodot$	<code>\bigodot</code>	$\bigsqcup$	<code>\bigsqcup</code>	$\int$	<code>\int</code>
$\int$	<code>\int</code>	$\oint$	<code>\oint</code>	$\triangleleft$	<code>\triangleleft</code>	$\triangleright$	<code>\triangleright</code>	$\triangleup$	<code>\triangleup</code>
$\bigtriangledown$	<code>\bigtriangledown</code>	$\wedge$	<code>\wedge</code>	$\land$	<code>\land</code>	$\vee$	<code>\vee</code>	$\lor$	<code>\lor</code>
$\cap$	<code>\cap</code>	$\cup$	<code>\cup</code>	$\ddagger$	<code>\ddagger</code>	$\dagger$	<code>\dagger</code>	$\sqcap$	<code>\sqcap</code>
$\sqcup$	<code>\sqcup</code>	$\uplus$	<code>\uplus</code>	$\amalg$	<code>\amalg</code>	$\diamond$	<code>\diamond</code>	$\bullet$	<code>\bullet</code>
$\wr$	<code>\wr</code>	$\div$	<code>\div</code>	$\odot$	<code>\odot</code>	$\oslash$	<code>\oslash</code>	$\otimes$	<code>\otimes</code>
$\ominus$	<code>\ominus</code>	$\oplus$	<code>\oplus</code>	$\mp$	<code>\mp</code>	$\pm$	<code>\pm</code>	$\circ$	<code>\circ</code>
$\bigcirc$	<code>\bigcirc</code>	$\setminus$	<code>\setminus</code>	$\cdot$	<code>\cdot</code>	$\ast$	<code>\ast</code>	$\times$	<code>\times</code>
$\star$	<code>\star</code>								

## A.4 Installing GLE

### A.5 Fonts

rm	Roman	psagb	AvantGarde-Book
rmb	<b>Roman Bold</b>	psagbo	<i>AvantGarde-BookOblique</i>
rmi	<i>Roman Italic</i>	psagd	<b>AvantGarde-Demi</b>
ss	Sans Serif	psagdo	<b>AvantGarde-DemiOblique</b>
ssb	<b>Sans Serif Bold</b>	psbd	<b>Bookman-Demi</b>
ssi	<i>Sans Serif Italic</i>	psbdi	<b>Bookman-DemiItalic</b>
tt	Typewriter	psbli	<i>Bookman-LightItalic</i>
ttb	<b>Typewriter Bold</b>	psc	Courier
tti	<i>Typewriter Italic</i>	pscb	<b>Courier-Bold</b>
		pscbo	<b>Courier-BoldOblique</b>
		psco	<i>Courier-Oblique</i>
texcmb	<b>Computer Modern Bold</b>	psh	Helvetica
texcmitt	<i>Computer Modern Italic Typewriter</i>	pshb	<b>Helvetica-Bold</b>
texcmmi	<i>ComputerModernMathsItalic</i>	pshbo	<b>Helvetica-BoldOblique</b>
texcmr	Computer Modern Roman	psho	<i>Helvetica-Oblique</i>
texcmss	Computer Modern Sans Serif	pshc	Helvetica-Condensed
texcmssb	<b>Computer Modern Sans Serif Bold</b>	pshcb	<b>Helvetica-Condensed-Bold</b>
texcmssi	<i>Computer Modern Sans Serif Italic</i>	pshcdo	<i>Helvetica-Condensed-BoldOblique</i>
texcmti	<i>Computer Modern Text Italic</i>	pshn	Helvetica-Narrow
texcmitt	Computer Modern Typewriter Text	pshnb	<b>Helvetica-Narrow-Bold</b>
		pshnbo	<b>Helvetica-Narrow-BoldOblique</b>
		pshno	<i>Helvetica-NarrowOblique</i>
plba	<b>Block Ascii</b>	psncsb	<b>NewCenturySchlbk-Bold</b>
plci	<i>Complex Italic</i>	psncsbi	<b>NewCenturySchlbk-BoldItalic</b>
plcr	<b>Complex Roman</b>	psncsi	<i>NewCenturySchlbk-Italic</i>
plcs	<i>Complex Script</i>	psncsr	NewCenturySchlbk-Roman
pldr	Duplex Roman	pspb	<b>Palatino-Bold</b>
plge	<b>Gothic English</b>	pspbi	<i>Palatino-BoldItalic</i>
plgg	<b>Gothic German</b>	pspi	<i>Palatino-Italic</i>
plgi	<b>Gothic Italian</b>	pspr	Palatino-Roman
plsa	Simplex Ascii	pssym	Συμβολ
plsg	Τυπμεω Ηεσναξ	pstb	<b>Times-Bold</b>
plsr	Simplex Roman	pstbi	<b>Times-BoldItalic</b>
plss	<i>Simplex Script</i>	psti	<i>Times-Italic</i>
plti	<i>Triplex Italic</i>	pstr	Times-Roman
pltr	<b>Triplex Roman</b>	pszcmi	<i>ZapfChancery-MediumItalic</i>

## A.6 Font Tables

Roman (rm)

	0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19
0	þ																			
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6	<	=	>	?	@	A	B	C	D	E	F	G	H	I	J	K	L	M	N	O
8	P	Q	R	S	T	U	V	W	X	Y	Z	[	\	]	^	-	˘	a	b	c
10	d	e	f	g	h	i	j	k	l	m	n	o	p	q	r	s	t	u	v	w
12	x	y	z	{		}	~													
14																				
16		ı	¢	£	/	¥	f	\$	¤	ˆ	“	«	<	>	fi	fl	°	-	†	‡
18	·	µ	¶	•	,	”	»	…	‰	¾	¿	À	Á	Â	Ã	Ä	Å	Æ	Ç	
20	È	É	Ê	Ë	Ì	Í	Î	Ï	Ñ	Ò	Ó	Ô	Õ	Ö	×	Ø	Ù	Ú	Û	Ü
22	Ý	Þ	ß	à	Á	Â	Ã	Ä	Å	Æ	Ç	È	É	Ê	Ë	Ì	Í	Î	Ï	
24	ø	æ	ö	ó	ô	ı	ö	÷	ı	ø	æ	ß	ü	ý	þ	ÿ				

Roman Bold (rmb)

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6	<	=	>	?	@	A	B	C	D	E	F	G	H	I	J	K	L	M	N	O
8	P	Q	R	S	T	U	V	W	X	Y	Z	[	\	]	^	-	˘	a	b	c
10	d	e	f	g	h	i	j	k	l	m	n	o	p	q	r	s	t	u	v	w
12	x	y	z	{		}	~													
14																				
16	i	¢	£	/	¥	f	\$	¤	ˆ	“	«	<	>	fi	fl	°	-	†	‡	
18	·	µ	¶	•	,	”	»	…	‰	¾	¿	À	Á	Â	Ã	Ä	Å	Æ	Ç	
20	È	É	Ê	Ë	Ì	Í	Î	Ï	Ñ	Ò	Ó	Ô	Õ	Ö	×	Ø	Ù	Ú	Û	Ü
22	Ý	Þ	ß	à	Á	Â	Ã	Ä	Å	Æ	Ç	È	É	Ê	Ë	Ì	Í	Î	Ï	
24	ø	æ	ö	ó	ô	í	ö	÷	ı	ø	æ	ß	ü	ý	þ	ÿ				

Roman Italic (rmi)

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6	<	=	>	?	@	A	B	C	D	E	F	G	H	I	J	K	L	M	N	O
8	P	Q	R	S	T	U	V	W	X	Y	Z	[	\	]	^	-	˘	a	b	c
10	d	e	f	g	h	i	j	k	l	m	n	o	p	q	r	s	t	u	v	w
12	x	y	z	{		}	~													
14																				
16		ı	¢	£	/	¥	f	\$	¤	ˆ	“	«	<	>	fi	fl	°	-	†	‡
18	·	µ	¶	•	,	”	»	…	‰	¾	¿	À	Á	Â	Ã	Ä	Å	Æ	Ç	
20	..	È	É	Ê	Ë	Ì	Í	Î	Ï	Ñ	Ò	Ó	Ô	Õ	Ö	×	Ø	Ù	Ú	Û
22	Ü	Ý	Þ	ß	à	Á	Â	Ã	Ä	Å	Æ	Ç	È	É	Ê	Ë	Ì	Í	Î	Ï
24	ø	æ	ö	ó	ô	ı	ö	÷	ı	ø	æ	ß	ü	ý	þ	ÿ				

San Serif (ss)

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4	(	)	*	+	,	-	.	/	0	1	2	3	4	5	6	7	8	9	:	;
6	<	=	>	?	@	A	B	C	D	E	F	G	H	I	J	K	L	M	N	O
8	P	Q	R	S	T	U	V	W	X	Y	Z	[	\	]	^	-	˘	a	b	c
10	d	e	f	g	h	i	j	k	l	m	n	o	p	q	r	s	t	u	v	w
12	x	y	z	{		}	~													
14																				
16	i	¢	£	/	¥	f	\$	¤	ˆ	“	«	<	>	fi	fl	°	-	†	‡	
18	·	µ	¶	•	,	”	»	…	‰	¾	¿	À	Á	Â	Ã	Ä	Å	Æ	Ç	
20	È	É	Ê	Ë	Ì	Í	Î	Ï	Ñ	Ò	Ó	Ô	Õ	Ö	×	Ø	Ù	Ú	Û	Ü
22	Ý	Þ	ß	à	Á	Â	Ã	Ä	Å	Æ	Ç	È	É	Ê	Ë	Ì	Í	Î	Ï	
24	ø	æ	ö	ó	ô	í	ö	÷	ı	ø	æ	ß	ü	ý	þ	ÿ				

San Serif Bold (ssb)

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6	<	=	>	?	@	A	B	C	D	E	F	G	H	I	J	K	L	M	N	O
8	P	Q	R	S	T	U	V	W	X	Y	Z	[	\	]	^	-	˘	a	b	c
10	d	e	f	g	h	i	j	k	l	m	n	o	p	q	r	s	t	u	v	w
12	x	y	z	{		}	~													
14																				
16		ı	¢	£	/	¥	f	\$	¤	ˆ	“	«	<	>	fi	fl	°	-	†	‡
18	·	µ	¶	•	,	”	»	…	‰	¾	¿	À	Á	Â	Ã	Ä	Å	Æ	Ç	
20	È	É	Ê	Ë	Ì	Í	Î	Ï	Ñ	Ò	Ó	Ô	Õ	Ö	×	Ø	Ù	Ú	Û	Ü
22	Ý	Þ	ß	à	á	â	ã	ä	å	æ	ç	È	É	Ê	Ë	Ì	Í	Î	Ï	
24	ø	æ	ö	ó	ô	ı	ö	÷	ı	ø	æ	ß	ü	ý	þ	ÿ				

San Serif Italic (ssi)

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4	(	)	*	+	,	-	.	/	0	1	2	3	4	5	6	7	8	9	:	;
6	<	=	>	?	@	A	B	C	D	E	F	G	H	I	J	K	L	M	N	O
8	P	Q	R	S	T	U	V	W	X	Y	Z	[	\	]	^	-	˘	a	b	c
10	d	e	f	g	h	i	j	k	l	m	n	o	p	q	r	s	t	u	v	w
12	x	y	z	{		}	~													
14																				
16	i	¢	£	/	¥	f	\$	¤	ˆ	“	«	<	>	fi	fl	°	-	†	‡	
18	·	µ	¶	•	,	”	»	…	‰	¾	¿	À	Á	Â	Ã	Ä	Å	Æ	Ç	
20	È	É	Ê	Ë	Ì	Í	Î	Ï	Ñ	Ò	Ó	Ô	Õ	Ö	×	Ø	Ù	Ú	Û	Ü
22	Ý	Þ	ß	à	Á	Â	Ã	Ä	Å	Æ	Ç	È	É	Ê	Ë	Ì	Í	Î	Ï	
24	ø	æ	ö	ó	ô	í	ö	÷	ı	ø	æ	ß	ü	ý	þ	ÿ				

Typewriter Bold (ttb)

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6	<	=	>	?	@	A	B	C	D	E	F	G	H	I	J	K	L	M	N	O
8	P	Q	R	S	T	U	V	W	X	Y	Z	[	\	]	^	_	`	a	b	c
10	d	e	f	g	h	i	j	k	l	m	n	o	p	q	r	s	t	u	v	w
12	x	y	z	{		}	~													
14																				
16	i	ç	£	/	¥	f	§	□	,	"	«	<	>	fi	fl		°	-	†	‡
18	•	μ	¶	•	,	"	"	»	…	‰	¾	¿	À	~	ˆ	˜	˚	-	˘	˙
20	˚	È	•	,	˜	ˆ	˘	˙	˚	˚	˚	˚	˚	˚	˚	˚	˚	˚	˚	˚
22	Û	Ÿ	ß	ä	æ	â	à	á	ä	ä	æ	ç	z	ø	œ	o	ı	ı	ı	ı
24	ö	æ	ö	ö	ö	ı	ö	÷	ı	ö	æ	ß	ü	ý	þ	ÿ				

TEXComputer Modern Bold (texcmb)

[illegible]

TEXComputer Modern Italic Typewriter (texcmitt)

	0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19
0	$\Gamma$	$\Delta$	$\theta$	$\Lambda$	$\Xi$	$\Pi$	$\Sigma$	$T$	$\Phi$	$\Psi$	$\Omega$	$\uparrow$	$\downarrow$	$'$	$i$	$\dot{e}$	$\imath$	$j$	$\backslash$	$'$
2	$\sim$	$\sim$	$-$	$\cdot$	$\beta$	$\alpha$	$\alpha$	$\emptyset$	$\emptyset$	$E$	$E$	$\emptyset$	$\sqcup$	$!$	$"$	$\#$	$\pounds$	$\%$	$\pounds$	$'$
4	$($	$)$	$*$	$+$	$,$	$-$	$\cdot$	$/$	0	1	2	3	4	5	6	7	8	9	:	;
6	$<$	$=$	$>$	$?$	@	A	B	C	D	E	F	G	H	I	J	K	L	M	N	O
8	P	Q	R	S	T	U	V	W	X	Y	Z	[	\	]	$\sim$	$-$	$'$	a	b	c
10	d	e	f	g	h	i	j	k	l	m	n	o	p	q	r	s	t	u	v	w
12	x	y	z	{		}	$\sim$	$\cdots$	$\Gamma$	$\Gamma$	$\Gamma$	$\Gamma$	$\Gamma$	$\Gamma$	$\Gamma$	$\Gamma$	$\Gamma$	$\Gamma$	$\Gamma$	$\Gamma$
14	$\Gamma$	$\Gamma$	$\Gamma$	$\Gamma$	$\Gamma$	$\Gamma$	$\Gamma$	$\Gamma$	$\Gamma$	$\Gamma$	$\Gamma$	$\Gamma$	$\Gamma$	$\Gamma$	$\Gamma$	$\Gamma$	$\Gamma$	$\Gamma$	$\Gamma$	$\Gamma$
16	$\Gamma$	$\Gamma$	$\Gamma$	$\Gamma$	$\Gamma$	$\Gamma$	$\Gamma$	$\Gamma$	$\Gamma$	$\Gamma$	$\Gamma$	$\Gamma$	$\Gamma$	$\Gamma$	$\Gamma$	$\Gamma$	$\Gamma$	$\Gamma$	$\Gamma$	$\Gamma$
18	$\Gamma$	$\Gamma$	$\Gamma$	$\Gamma$	$\Gamma$	$\Gamma$	$\Gamma$	$\Gamma$	$\Gamma$	$\Gamma$	$\Gamma$	$\Gamma$	$\Gamma$	$\Gamma$	$\Gamma$	$\Gamma$	$\Gamma$	$\Gamma$	$\Gamma$	$\Gamma$
20	$\Gamma$	$\Gamma$	$\Gamma$	$\Gamma$	$\Gamma$	$\Gamma$	$\Gamma$	$\Gamma$	$\Gamma$	$\Gamma$	$\Gamma$	$\Gamma$	$\Gamma$	$\Gamma$	$\Gamma$	$\Gamma$	$\Gamma$	$\Gamma$	$\Gamma$	$\Gamma$
22	$\Gamma$	$\Gamma$	$\Gamma$	$\Gamma$	$\Gamma$	$\Gamma$	$\Gamma$	$\Gamma$	$\Gamma$	$\Gamma$	$\Gamma$	$\Gamma$	$\Gamma$	$\Gamma$	$\Gamma$	$\Gamma$	$\Gamma$	$\Gamma$	$\Gamma$	$\Gamma$
24	$\Gamma$	$\Gamma$	$\Gamma$	$\Gamma$	$\Gamma$	$\Gamma$	$\Gamma$	$\Gamma$	$\Gamma$	$\Gamma$	$\Gamma$	$\Gamma$	$\Gamma$	$\Gamma$	$\Gamma$	$\Gamma$	$\Gamma$	$\Delta$	$\theta$	$\Lambda$



TEXComputer Modern Maths Italic (texcmmi)

	0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19
0	$I$	$\Delta$	$\Theta$	$\Lambda$	$\Xi$	$\Pi$	$\Sigma$	$\Upsilon$	$\Phi$	$\Psi$	$\Omega$	$\alpha$	$\beta$	$\gamma$	$\delta$	$\epsilon$	$\zeta$	$\eta$	$\theta$	$\iota$
2	$\kappa$	$\lambda$	$\mu$	$\nu$	$\xi$	$\pi$	$\rho$	$\sigma$	$\tau$	$\upsilon$	$\phi$	$\chi$	$\psi$	$\omega$	$\varepsilon$	$\vartheta$	$\varpi$	$\varrho$	$\varsigma$	$\varphi$
4	$\leftarrow$	$\longleftarrow$	$\rightarrow$	$\hookrightarrow$	$\circ$	$\succ$	$\triangleright$	$\triangleleft$	$\circ$	1	2	3	4	5	6	7	8	9	$\cdot$	$\cdot$
6	$<$	$/$	$>$	$\star$	$\partial$	$A$	$B$	$C$	$D$	$E$	$F$	$G$	$H$	$I$	$J$	$K$	$L$	$M$	$N$	$O$
8	$P$	$Q$	$R$	$S$	$T$	$U$	$V$	$W$	$X$	$Y$	$Z$	$\flat$	$\natural$	$\sharp$	$\smile$	$\angle$	$\ell$	$a$	$b$	$c$
10	$d$	$e$	$f$	$g$	$h$	$i$	$j$	$k$	$l$	$m$	$n$	$o$	$p$	$q$	$r$	$s$	$t$	$u$	$v$	$w$
12	$x$	$y$	$z$	$\imath$	$j$	$\wp$	$\neg$	$\sim$	$I$	$I$	$I$	$I$	$I$	$I$	$I$	$I$	$I$	$I$	$I$	$I$
14	$I$	$I$	$I$	$I$	$I$	$I$	$I$	$I$	$I$	$I$	$I$	$I$	$I$	$I$	$I$	$I$	$I$	$I$	$I$	$I$
16	$I$	$I$	$I$	$I$	$I$	$I$	$I$	$I$	$I$	$I$	$I$	$I$	$I$	$I$	$I$	$I$	$I$	$I$	$I$	$I$
18	$I$	$I$	$I$	$I$	$I$	$I$	$I$	$I$	$I$	$I$	$I$	$I$	$I$	$I$	$I$	$I$	$I$	$I$	$I$	$I$
20	$I$	$I$	$I$	$I$	$I$	$I$	$I$	$I$	$I$	$I$	$I$	$I$	$I$	$I$	$I$	$I$	$I$	$I$	$I$	$I$
22	$I$	$I$	$I$	$I$	$I$	$I$	$I$	$I$	$I$	$I$	$I$	$I$	$I$	$I$	$I$	$I$	$I$	$I$	$I$	$I$
24	$I$	$I$	$I$	$I$	$I$	$I$	$I$	$I$	$I$	$I$	$I$	$I$	$I$	$I$	$I$	$I$		$\Delta$	$\Theta$	$\Lambda$

TEXComputer Modern Roman (texcmr)

[illegible]

TEXComputer Modern Sans Serif (texcmss)

[illegible]

TEXComputer Modern Sans Serif Bold (texcmssb)

[illegible]

TEXComputer Modern Sans Serif Italic (texcmssi)

[illegible]

TEXComputer Modern Symbol (texcmsy)

[illegible]

TEXComputer Modern Typewriter Text (texcmtt)

	0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19
0	<i>I</i>	$\Delta$	$\Theta$	<i>A</i>	$\Xi$	$\Pi$	$\Sigma$	<i>T</i>	$\Phi$	$\Psi$	$\Omega$	<i>ff</i>	<i>fi</i>	<i>fl</i>	<i>ffi</i>	<i>ffl</i>	<i>ı</i>	<i>j</i>	<i>ı</i>	<i>ı</i>
2	<i>ı</i>	<i>ı</i>	<i>ı</i>	<i>ı</i>	<i>ı</i>	$\beta$	$\alpha$	$\alpha$	$\phi$	$\mathbb{A}$	$\mathbb{E}$	$\mathbb{O}$	<i>ı</i>	<i>ı</i>	<i>ı</i>	$\#$	$\%$	$\%$	$\mathcal{E}$	
4	<i>(</i>	<i>)</i>	<i>*</i>	<i>+</i>	<i>,</i>	<i>-</i>	<i>.</i>	<i>/</i>	<i>0</i>	<i>1</i>	<i>2</i>	<i>3</i>	<i>4</i>	<i>5</i>	<i>6</i>	<i>7</i>	<i>8</i>	<i>9</i>	<i>:</i>	<i>;</i>
6	<i>i</i>	<i>=</i>	<i>ı</i>	<i>?</i>	<i>@</i>	<i>A</i>	<i>B</i>	<i>C</i>	<i>D</i>	<i>E</i>	<i>F</i>	<i>G</i>	<i>H</i>	<i>I</i>	<i>J</i>	<i>K</i>	<i>L</i>	<i>M</i>	<i>N</i>	<i>O</i>
8	<i>P</i>	<i>Q</i>	<i>R</i>	<i>S</i>	<i>T</i>	<i>U</i>	<i>V</i>	<i>W</i>	<i>X</i>	<i>Y</i>	<i>Z</i>	<i>[</i>	<i>“</i>	<i>]</i>	<i>^</i>	<i>ı</i>	<i>ı</i>	<i>a</i>	<i>b</i>	<i>c</i>
10	<i>d</i>	<i>e</i>	<i>f</i>	<i>g</i>	<i>h</i>	<i>i</i>	<i>j</i>	<i>k</i>	<i>l</i>	<i>m</i>	<i>n</i>	<i>o</i>	<i>p</i>	<i>q</i>	<i>r</i>	<i>s</i>	<i>t</i>	<i>u</i>	<i>v</i>	<i>w</i>
12	<i>x</i>	<i>y</i>	<i>z</i>	<i>ı</i>	<i>ı</i>	<i>ı</i>	<i>ı</i>	<i>ı</i>	<i>I</i>	<i>I</i>	<i>I</i>	<i>I</i>	<i>I</i>	<i>I</i>	<i>I</i>	<i>I</i>	<i>I</i>	<i>I</i>	<i>I</i>	<i>I</i>
14	<i>I</i>	<i>I</i>	<i>I</i>	<i>I</i>	<i>I</i>	<i>I</i>	<i>I</i>	<i>I</i>	<i>I</i>	<i>I</i>	<i>I</i>	<i>I</i>	<i>I</i>	<i>I</i>	<i>I</i>	<i>I</i>	<i>I</i>	<i>I</i>	<i>I</i>	<i>I</i>
16	<i>I</i>	<i>I</i>	<i>I</i>	<i>I</i>	<i>I</i>	<i>I</i>	<i>I</i>	<i>I</i>	<i>I</i>	<i>I</i>	<i>I</i>	<i>I</i>	<i>I</i>	<i>I</i>	<i>I</i>	<i>I</i>	<i>I</i>	<i>I</i>	<i>I</i>	<i>I</i>
18	<i>I</i>	<i>I</i>	<i>I</i>	<i>I</i>	<i>I</i>	<i>I</i>	<i>I</i>	<i>I</i>	<i>I</i>	<i>I</i>	<i>I</i>	<i>I</i>	<i>I</i>	<i>I</i>	<i>I</i>	<i>I</i>	<i>I</i>	<i>I</i>	<i>I</i>	<i>I</i>
20	<i>I</i>	<i>I</i>	<i>I</i>	<i>I</i>	<i>I</i>	<i>I</i>	<i>I</i>	<i>I</i>	<i>I</i>	<i>I</i>	<i>I</i>	<i>I</i>	<i>I</i>	<i>I</i>	<i>I</i>	<i>I</i>	<i>I</i>	<i>I</i>	<i>I</i>	<i>I</i>
22	<i>I</i>	<i>I</i>	<i>I</i>	<i>I</i>	<i>I</i>	<i>I</i>	<i>I</i>	<i>I</i>	<i>I</i>	<i>I</i>	<i>I</i>	<i>I</i>	<i>I</i>	<i>I</i>	<i>I</i>	<i>I</i>	<i>I</i>	<i>I</i>	<i>I</i>	<i>I</i>
24	<i>I</i>	<i>I</i>	<i>I</i>	<i>I</i>	<i>I</i>	<i>I</i>	<i>I</i>	<i>I</i>	<i>I</i>	<i>I</i>	<i>I</i>	<i>I</i>	<i>I</i>	<i>I</i>	<i>I</i>	<i>I</i>	<i>I</i>	$\Delta$	$\Theta$	$\Lambda$

[illegible]

## Plotter Complex Cartographic (plcc)

[illegible][illegible]

Plotter Complex Italic (plci)

[illegible][illegible]



Plotter Simplex German (plsg)

[illegible][illegible]

### Plotter Simplex Script (plss)

[illegible][illegible]

### Plotter Symbols two (plsym2)

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PostScript Bookman-Demi (psbd)

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PostScript Bookman-DemiItalic (psbdi)

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PostScript Bookman-LightItalic (psbli)

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PostScript Courier (psc)

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PostScript Courier-Bold (pscb)

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PostScript Courier-BoldOblique (pscbo)

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PostScript Courier-Oblique (psco)

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8	P	Q	R	S	T	U	V	W	X	Y	Z	[	\	]	^	_	`	a	b	c
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PostScript Helvetica (psh)

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PostScript Helvetica-Bold (pshb)

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PostScript Helvetica-BoldOblique (pshbo)

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8	P	Q	R	S	T	U	V	W	X	Y	Z	[	\	]	^	_	`	a	b	c
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PostScript Helvetica-Oblique (psho)

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8	P	Q	R	S	T	U	V	W	X	Y	Z	[	\	]	^	_	`	a	b	c
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PostScript Helvetica-Condensed (pshc)

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8	P	Q	R	S	T	U	V	W	X	Y	Z	[	\	]	^	_	`	a	b	c
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PostScript Helvetica-Condensed-BoldOblique (pshcdo)

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PostScript Helvetica-Narrow-Bold (pshnb)

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8	P	Q	R	S	T	U	V	W	X	Y	Z	[	\	]	^	_	`	a	b	c
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PostScript Helvetica-NarrowOblique (pshno)

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PostScript NewCenturySchlbk-Bold (psncsb)

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PostScript NewCenturySchlbk-BoldItalic (psncsbi)

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PostScript NewCenturySchlbk-Italic (psncsi)

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PostScript NewCenturySchlbk-Roman (psncsr)

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PostScript Palatino-Bold (pspb)

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PostScript Palatino-BoldItalic (pspbfi)

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PostScript Palatino-Italic (pspi)

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PostScript Palatino-Roman (pspr)

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PostScript Times-Bold (psth)

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PostScript Times-BoldItalic (pstbi)

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PostScript Times-Italic (ptsi)

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PostScript ZapfChancery-MediumItalic (pszcmi)

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



## A.7 Predefined Colors

YELLOW	YELLOW_GREEN			
VIOLET	VIOLET_RED	VIOLET_WEB	WHEAT	WHITE
TEAL	THISTLE	TURQUOISE	VERY_DARK_BROWN	VERY_LIGHT_GREY
SPICY_PINK	SPRING_GREEN	STEEL_BLUE	SUMMER_SKY	TAN_COLOR
SIENNA	SILVER	SILVER_WEB	SKY_BLUE	SLATE_BLUE
RICH_BLUE	SALMON	SCARLET	SEA_GREEN	SEMI_SWEET_CHOCOLATE
PINK_WEB	PLUM	PURPLE	QUARTZ	RED
ORANGE_RED	ORANGE_WEB	ORCHID	PALE_GREEN	PINK
NEW_MIDNIGHT_BLUE	NEW_TAN	OLD_GOLD	OLIVE	ORANGE
MIDNIGHT_BLUE	NAVY	NAVY_BLUE	NEON_BLUE	NEON_PINK
MEDIUM_SLATE_BLUE	MEDIUM_SPRING_GREEN	MEDIUM_TURQUOISE	MEDIUM_VIOLET_RED	MEDIUM_WOOD
MEDIUM_BLUE	MEDIUM_FOREST_GREEN	MEDIUM_GOLDENROD	MEDIUM_ORCHID	MEDIUM_SEA_GREEN
MAGENTA	MANDARIN_ORANGE	MAROON	MAROON_WEB	MEDIUM_AQUAMARINE
LIGHT_GREY	LIGHT_STEEL_BLUE	LIGHT_WOOD	LIME	LIME_GREEN
HUNTER_GREEN	INDIAN_RED	KHAKI	LAWN_GREEN	LIGHT_BLUE
GREY60	GREY70	GREY80	GREY90	GREY_WEB
GREY20	GREY30	GREY40	GREY5	GREY50
GREEN_COPPER	GREEN_YELLOW	GREY	GREY1	GREY10
FOREST_GREEN_WEB	FUCHSIA	GOLD	GOLDENROD	GREEN
DIM_GREY	DUSTY_ROSE	FELDSPAR	FIREBRICK	FOREST_GREEN
DARK_SLATE_BLUE	DARK_SLATE_GREY	DARK_TAN	DARK_TURQUOISE	DARK_WOOD
DARK_GREEN	DARK_GREEN_COPPER	DARK_OLIVE_GREEN	DARK_ORCHID	DARK_PURPLE
COPPER	CORAL	CORN_FLOWER_BLUE	CYAN	DARK_BROWN
BROWN	BROWN_WEB	CADET_BLUE	CLEAR	COOL_COPPER
BLUE_VIOLET	BRASS	BRIGHT_GOLD	BRONZE	BRONZE_II
AQUA	AQUAMARINE	BAKERS_CHOCOLATE	BLACK	BLUE

## A.8 Wall Reference

## GLE Wall Reference

























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rm	Roman
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rmb	<b>Roman Bold</b>
rmbi	<b><i>Roman Bold Italic</i></b>
tt	Typewriter
ttb	<b>Typewriter Bold</b>
ss	Sans Serif
ssb	<b>Sans Serif Bold</b>
ssi	<i>Sans Serif Italic</i>
psc	PostScript Courier
psh	PostScript Helvetica
psbd	<b>PostScript Bookman Demi</b>
psncsr	PostScript New Century Schlbk Roman
pszcmi	<i>PostScript ZapfChancery-MediumItalic</i>
pszd	☆□▲▼*※□*□▼ ※※□*※*※※※※※※※※▼▲
pltr	Plotter Triplex Roman
pldr	Plotter Duplex Roman
plsr	Plotter Simplex Roman
plge	<b>Plotter Gothic English</b>
plci	<i>Plotter Complex Italic</i>
plss	<i>Plotter Simplex Script</i>

○	circle	+	dag
△	triangle	++	ddag
□	square	*	asterisk
◇	diamond	⊕	oplus
●	fcircle	⊖	ominus
▲	ftiangle	⊗	otimes
■	fsquare	⊙	odot
◆	fdiamond	△	trianglez
•	dot	◇	diamondz
×	cross	○	wcircle
♣	club	△	wtriangle
♥	heart	□	wsquare
★	star	◇	wdiamond
⋈	snake		

The GRID and SHADE patterns should only be used for filling on PostScript printers, the grey levels and colors will work for both filling and color settings on any device.

	Grid5		Grey90
	Grid4		Grey20
	Grid3		Grey10
	Grid2		Grey5
	Grid1		Grey1
	Grid		White
	Shade5		Black
	Shade4		Yellow
	Shade3		Magenta
	Shade2		Blue
	Shade1		Green
	Shade		Red

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