

The PICTEX Manual

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This manual was written using $\text{T}_{\text{E}}\text{X}$ supplemented by the $\text{P}_{\text{T}}\text{C}_{\text{T}}\text{E}_{\text{X}}$ macros. The features described herein exist in Version 1.1 of $\text{P}_{\text{T}}\text{C}_{\text{T}}\text{E}_{\text{X}}$.

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The author provides no guarantee as to the correctness of this manual and the associated software; the user accepts them as is.

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PREFACE

In the preface to *The T_EXbook*, Knuth describes T_EX as a “typesetting system intended for the creation of beautiful books—and especially for books that contain a lot of mathematics”. P_TC_TE_X is a collection of T_EX macros by means of which T_EX users can easily instruct T_EX to typeset beautiful pictures as a part of their books—and especially mathematical figures, such as the one below:

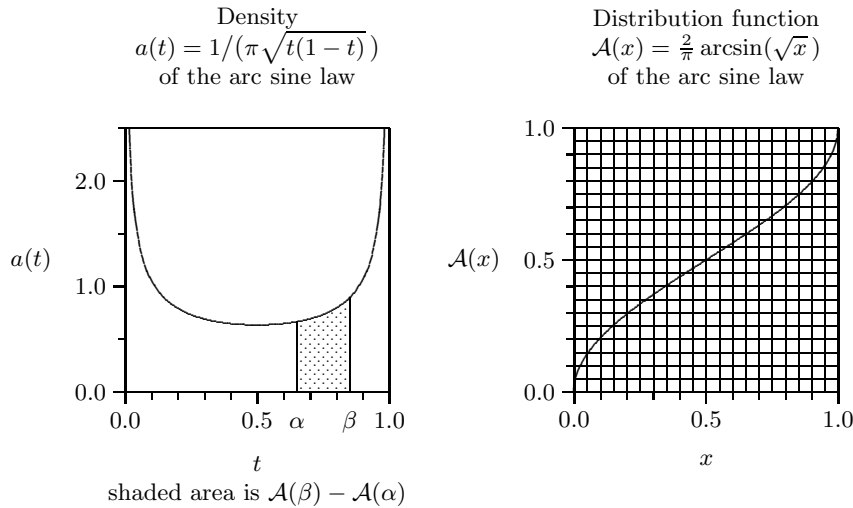


FIGURE 1

That figure is destined to appear in a book on probability theory that I’m writing using T_EX. Indeed, the P_TC_TE_X macros are an outgrowth of the attempt I made at coercing T_EX into drawing the kinds of figures I wanted to include in that book. Happily, it turned out that what I wanted to be able to do fell just within the limits of what seems feasible by way of making T_EX function as a graphics device.

P_TC_TE_X offers these advantages: (1) Figures become an integral part of the typesetting process. You can avoid having to leave the proper amount of space in your document for material that has to be created on some external device and later stripped into the finished product. (2) All of T_EX’s formatting capabilities are available for annotating your figures. In addition, that annotation will be done (if you so desire) in the same fonts as you’re using in the rest of your document. (3) Just as T_EX is machine independent, so too is P_TC_TE_X. It doesn’t matter whether you’re working on a PC or mainframe computer. (4) Since typeset figures are embedded in the dvi file along with the

1. INTRODUCTION

1.1. PICTEX COMMANDS

To draw a PICTURE you first have to load the PICTEX macros into TEX's memory—see your local system guru for details. To start drawing a PICTURE you type the command `\beginpicture`, and to finish it off you type the command `\endpicture`. The overall structure is thus

```
\beginpicture
  additional PICTEX commands
\endpicture
```

All this goes in your TEX input file.

The PICTEX commands are described in detail in the following pages. A few words need to be said here about the syntax with which sample commands are presented. Consider, e.g., the `\put` command of Subsection 2.1:

```
\put {text} [[ $o_x$ ][ $o_y$ ]] [ $xshift$ ,  $yshift$ ] at  $xcoord$   $ycoord$ 
```

First of all, notice the matched pairs of thin brackets: `[]` and `[][]`. In contrast to the thick brackets `'['` and `']'`, these are not part of the command; rather they indicate that the phrases contained therein may be omitted. Secondly, note the blank spaces separating the various phrases of the command. These are essential. However to enhance the readability of your input, you can use as many spaces as you like (provided there is at least one) wherever a sample command shows a single space. Moreover, at least one blank must follow every PICTEX command. Do try hard to get the syntax of the PICTEX commands right, paying particular attention to the delimiters `{`, `}`, `[`, `]`, `<`, `>`, `(`, `)`, and `/`. If you mess up, TEX will get confused and you will get a lot of error messages—and quite possibly no PICTURE. Appendix C lists all the PICTEX commands alphabetically, so you can easily check the syntax of any command you write.

Exercise 1. B. L. User didn't pay attention to the three words that were underlined in the preceding paragraph. What price did he pay in consequence?

It is important that you understand TEX's concept of grouping (see Chapter 5 of *The TEXbook*). The point is that any change you make to one of PICTEX's parameters is local to the group in which that change is made. In particular, since `\beginpicture` and `\endpicture` mark the start and end of a group, TEX will undo the changes you've made while drawing a PICTURE once it reaches the terminating `\endpicture` command. Consider, e.g., the effect of PICTEX's `\setcoordinatesystem` command, which is discussed in the next subsection. There is a major difference between typing

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