Changes listing for PSTricks

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The PSTricks package is still preliminary. The features list and user interface are unlikely to change much in the short term, but the internal code is not stable.

1   VERSION 0.94 (Beta)

1.1   Incompatible changes

1. "" uses the graphics parameters "href" and "vref" to set the reference point, rather than having a coordinate argument.

1.2   New features

1. New graphics objects: "", "", "".

2. New box frames: "", "".

3. New nodes: "", "", "trinode".

4. Tree macros!

5. "": Good for math diagrams and graphs.

6. Negative nodesep and offset measure distance from center of node.

7. New node connections: "", "".

8. New node label puts: "", "", "". (These replace "", "", "", "", "" and "", which are still supported.)

9. New node label puts (especially good for trees): "", "", "", "", "", "". (Make "" obsolete, but this is still supported.)

10. "", for attaching labels to nodes.

11. New arrow styles: '=12 "—<->—" and "—<*->—*".

12. New dot styles: "diamond", "diamond*", "oplus", "ominus", "x", "asterisk".

1.3   Obsolete but supported features

1. "", "", "", "", "" and "".

2. "".

1.4   Bug fixes

1. Fixed "" so that it would work properly with non-right angle values of "angleA" and "angleB".

1.5   Other changes

1. "" and "" are back in "pstricks.tex".

2. The <num> in "arrowsize=<dim num>", "tbarsize=<dim num>", and "dotsize=<dim num>" is optional (default=0).