

```
/gs /gsave load def
/gr /grestore load def
/sg /setgray load def
/srgb /setrgbcolor load def
/slw /setlinewidth load def
/str /stroke load def
```

```
/pl
```

```
% x y pl x y
```

```
transform
0.25 sub round 0.25 add exch
0.25 sub round 0.25 add exch
itransform
def
/setstrokeadjust where
```

```
pop true setstrokeadjust
```

```
/c
```

```
% x1 y1 x2 y2 x3 y3 c -
```

```
curveto def
```

```
/C /c load def
```

```
/v
```

```
% x2 y2 x3 y3 v -
```

```
currentpoint 6 2 roll curveto def
```

```
/V /v load def
```

```
/y
```

```
% x1 y1 x2 y2 y -
```

```
2 copy curveto def
```

```
/Y /y load def
```

```
/l
```

```
% x y l -
```

```
lineto def
```

```
/L /l load def
```

```
/m
```

```
% x y m -
```

```
moveto def
```

```
%else
```

```
/c
```

```
pl curveto def
```

```
/C /c load def
```

```
/v
```

```
currentpoint 6 2 roll pl curveto def
```

```
/V /v load def
```

```
/y
```

```
pl 2 copy curveto def
```

```
/Y /y load def
```

```
/l
```

```
pl lineto def
```

```
/L /l load def
```

```
/m
```

```
pl moveto def
```

```
ifelse
```