

## The draw/3 predicate in Open Prolog

The draw/3 predicate is a fairly buggy graphics interface to Open Prolog. The window isn't fully integrated into the window handling system, so some odd behaviour can occur. To save or print any drawings, it's necessary to copy them via the clipboard to an appropriate application.

draw/3 is an external built-in predicate that takes three arguments.

The first argument is the command number.

The second argument is the parameter.

The third argument is a result, which is not used.

The commands currently implemented and their arguments are described below.

Where no argument is specified, use the anonymous variable as a placeholder.

<b>Command</b>	<b>Explanation</b>	<b>Arguments</b>
1	open the graphics window	<name>(Top,Left,Bottom,Right)
2	close the graphics window	_
3	draw a line	line(StartX,StartY,EndX,EndY)
4	draw a rectangle	rect(Left,Top,Right,Bottom)
5	draw text	text(X,Y,TextAtom)
6	set pen size	penSize(Width,Height)
7	set pen mode	penMode(ModeNumber)
8	set pattern	penPattern(PatternNumber)
9	set foreground colour	color(ColorNumber)
10	set background colour	color(ColorNumber)
11	erase window contents	_
12	draw oval	oval(Left,Top,Right,Bottom)

### **colorNumbers**

0 to 7

black, yellow, magenta, red, cyan, green, blue, white

### **patterns**

1-38

see Inside Macintosh, Vol 1, p474

### **modeNumber**

8-15

see Inside Macintosh, Vol 1, p169/170

### **examples**

```
draw(4,rect(20,20,180,200),_). %draw a rectangle
draw(2,_,_). %close the graphics window
```