NAME

graph - draw a graph

SYNOPSIS

graph [option] ... | plotter

DESCRIPTION

Graph with no options takes pairs of numbers from the standard input as abscissas and ordinates of a graph. The graph is written on the standard output to be piped to the plotter program for a particular device; see *plot* (VI). These plotters exist: *gsip*, for the GSI and other Diablo terminals; *tek*, for the Tektronix 4014 terminal; and *vt0* for the on-line storage scope.

The following options are recognized, each as a separate argument.

- a Supply abscissas automatically (they are missing from the input); spacing is given by the next argument, or is assumed to be 1 if next argument is not a number. A second optional argument is the starting point for the automatic abscissa.
- **c** Place character string given by next argument at each point.
- **d** Omit connections between points. (Disconnect.)
- gn Grid style:
 - n=0, no grid
 - n=1, axes only
 - n=2, complete grid (default).
- s Save screen, don't erase before plotting.
- **x** Next 1 (or 2) arguments are lower (and upper) *x* limits.
- y Next 1 (or 2) arguments are lower (and upper) y limits.
- **h** Next argument is fraction of space for height
- w Next argument is fraction of space for width.
- r Next argument is fraction of space to move right before plotting.
- **u** Next argument is fraction of space to move up before plotting.

Points are connected by straight line segments in the order they appear in input. If a specified lower limit exceeds the upper limit, or if the automatic increment is negative, the graph is plotted upside down. Automatic abscissas begin with the lower x limit, or with 0 if no limit is specified. Grid lines and automatically determined limits fall on round values, however roundness may be subverted by giving an inappropriately rounded lower limit. Plotting symbols specified by \mathbf{c} are placed so that a small initial letter, such as $+ \mathbf{o} \mathbf{x}$, will fall approximately on the plotting point.

SEE ALSO

spline (VI), plot (VI)

BUGS

A limit of 1000 points is enforced silently.