

NAME

plot: tek, gsip, vt0 – graphics filters

SYNOPSIS

source		tek
source		gsip
source		vt0

DESCRIPTION

These commands produce graphical output on the Tektronix 4014 terminal, the GSI or other Diablo-mechanism terminals, and the on-line storage scope respectively. They read the standard input to obtain plotting instructions, which are usually generated by a program calling the graphics subroutines described in *plot* (VII). Each instruction consists of an ASCII letter usually followed by binary information. A plotting coordinate is transmitted as four bytes representing the *x* and *y* values; each value is a signed number transmitted low-order byte first. The assumed plotting space is set by request. The instructions are taken from

- m move: the next four bytes specify the coordinates of a point to move to. This is used before writing a label.
- p point: the next four bytes specify the coordinates at which a point is drawn.
- l line: the next eight bytes are taken as two pairs of coordinates specifying the endpoints of a line to be drawn.
- t label: the bytes up to a new-line are written as ASCII starting at the last point drawn or moved to.
- a arc: the first four bytes specify the center, the next four specify the starting point, and the last four specify the end point of a circular arc. The least significant coordinate of the end point is used only to determine the quadrant. The arc is drawn counter-clockwise. This command is not necessarily implemented on all (or even any) of the output devices.
- c circle: The first four bytes specify the center of the circle, the next two the radius.
- e erases the screen
- f linemod: takes the following string as the type for all future lines. The types are 'dotted,' 'solid,' 'longdashed,' 'shortdashed,' and 'dotdashed.' This instruction is effective only with the Tektronix terminal.
- d dotline: takes the first four bytes as the coordinates of the beginning of a dotted line. The next two are a signed x-increment, and the next two are a word count. Following are the indicated number of byte-pairs representing words. For each bit in this list of words a point is plotted which is visible if the bit is '1,' invisible if not. Each point is offset rightward by the x-increment. The instruction is effective only on the vt0 scope.

SEE ALSO

plot (VII), graph (VI)

BUGS