

PSTricks - version 1.10

new macros and bugfixes for `pstricks`

Herbert Voß*

August 20, 2005

Abstract

This new version 1.10 has some minor but important changes; it is not compatible to older versions when using the vertical shift option for the `pspicture` environment.

*Herbert.Voss@perce.de

Contents

1	New and modified option for pspicture	3
1.1	shift	3
1.2	showgrid	4
2	Bugfixes	5
2.1	origin	5
2.2	Empty parameter	5
2.3	\nccircle	5
2.4	\psscalebox and \psscaleboxto	6

1 New and modified option for pspicture

Table 1 shows the two new options for the `pspicture` environment.

<i>name</i>	<i>meaning</i>	<i>default</i>
<code>shift</code>	vertical shift	0
<code>showgrid</code>	show grid	<code>false</code>

1.1 shift

This option is the known one from older `PSTricks` version, but now with the usual syntax for options. The shift is relative to the height of the defined `pspicture` environment, its lower left corner is by default on the base line. For older versions the shift depends with its value to the baseline, a negative value raised up the `pspicture` box. Now the `shift` option works similar to the known `\raisebox` makro, except that `shift` is relative to the box height. A positive `shift` value raises up the box and vice versa for a negative value.

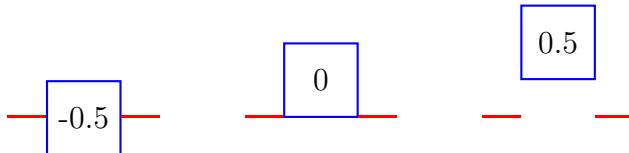


Figure 1: Meaning of the `shift` option

```
1 \textcolor{red}{\rule{5mm}{1pt}}%
2 \begin{pspicture}[shift=0.5](-0.5,-0.5)(0.5,0.5)
3   \psframe[linecolor=blue](-0.5,-0.5)(0.5,0.5)\rput(0,0){-0.5}
4 \end{pspicture}%
5 \textcolor{red}{\rule{5mm}{1pt}}%
6 \hspace{1cm}%
7 \textcolor{red}{\rule{5mm}{1pt}}%
8 \begin{pspicture}(-0.5,-0.5)(0.5,0.5)
9   \psframe[linecolor=blue](-0.5,-0.5)(0.5,0.5)\rput(0,0){0}
10 \end{pspicture}\textcolor{red}{\rule{5mm}{1pt}}%
11 \hspace{1cm}%
12 \textcolor{red}{\rule{5mm}{1pt}}%
```

```

13 \begin{pspicture}[shift=-0.5] (-0.5,-0.5)(0.5,0.5)
14   \psframe[linecolor=blue] (-0.5,-0.5)(0.5,0.5)\rput(0,0){0.5}
15 \end{pspicture}%
16 \textcolor{red}{\rule{5mm}{1pt}}

```

1.2 showgrid

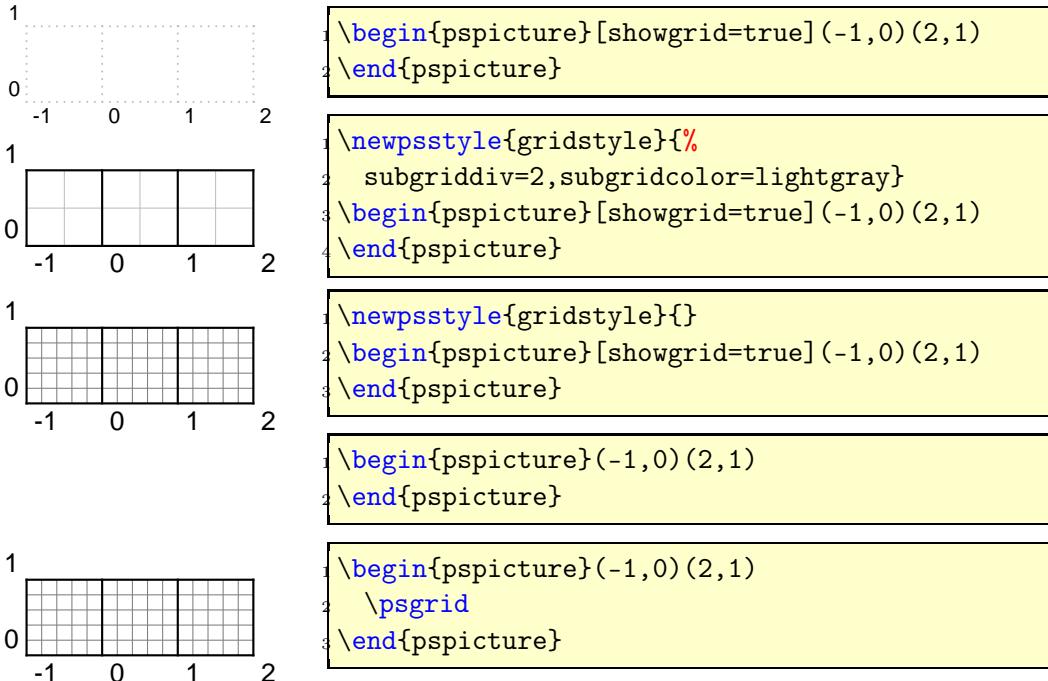
This new version of **PSTricks** defines internally a special grid style

```

1 \newpsstyle{gridstyle}{%
2   subgriddiv=0,gridcolor=lightgray,griddots=10,gridlabels=8pt}

```

which can be overwritten by the user. This style is only used for the `showgrid` option of the `pspicture` environment. The macro `\psgrid` doesn't use this predefined style and works in the usual way. However, the user can use it like all other self defined styles: `\psgrid[style=gridstyle]`.

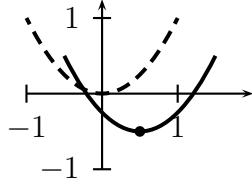


Depending to the internal structure of the `pspicture` environment it is not possible to set the `shift` option global by `\psset`, it must always be locally defined with optional part of the parameter, as seen in the above examples.

2 Bugfixes

2.1 origin

There were several mailings in the past to the `origin` option, which worked the other way round than expected. Now the coordinates work relative to the current origin.



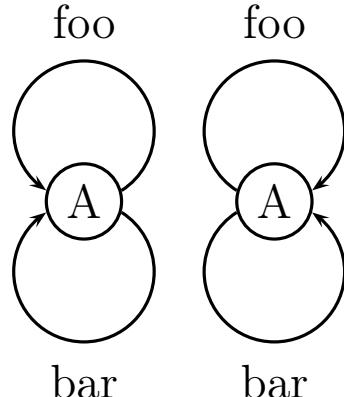
```
1 \begin{pspicture}(-1,-1)(2,1.25)
2   \psaxes{->}(0,0)(-1,-1)(2,1.25)
3   \psset{linewidth=1.5pt}
4   \parabola[linestyle=dashed](-1,1)(0,0)
5   \parabola[origin={0.5,-0.5}](-1,1)(0,0)
6   \qdisk(0.5,-0.5){2pt}
7 \end{pspicture}
```

2.2 Empty parameter

To prevent some problems with empty arrow definitions in macros like `\psline[...]{ }{...}`, which makes no sense, but should be possible, there is now a check before setting the values.

2.3 \nccircle

With some modification to `\psarcinv` it is now possible to get the loops in any direction and above or below the node.



```
1 \psscalebox{1.5}{%
2   \circlenode{A}{A}
3   \nccircle{->}{A}{1.5em} \nbput{foo}
4   \nccircle{<-}{A}{-1.5em}\naput{bar}}
5 %
6 \hspace{1cm}
7 \psscalebox{1.5}{%
8   \circlenode{A}{A}
9   \nccircle{<-}{A}{1.5em} \nbput{foo}
10  \nccircle{->}{A}{-1.5em}\naput{bar}}
```

2.4 \psscalebox and \psscaleboxto

To prevent clashes with the `graphicx` package, which also defines a `\scalebox` macro with different syntax, `PSTricks` now defines `\psscalebox` and `\psscaleboxto`. For some compatibility reasons the old names are still supported. With the new names it doesn't matter if `pstricks` is loaded before or after `graphicx`.