Contents

Chapter 36

Examples

The examples in this chapter have been randomly selected with the intention of providing a general overview of what's possible with PSTricks. There are many more examples on the official homepage `http://PSTricks.tug.org` or on Syracuse: `http://melusine.eu.org/syracuse/pstricks/`. The source code for the examples is, as usual, available for general download on CTAN or on the PSTricks website.

36-00-1

Figure 36.1: PSTricks written with the symbol font

36-00-2

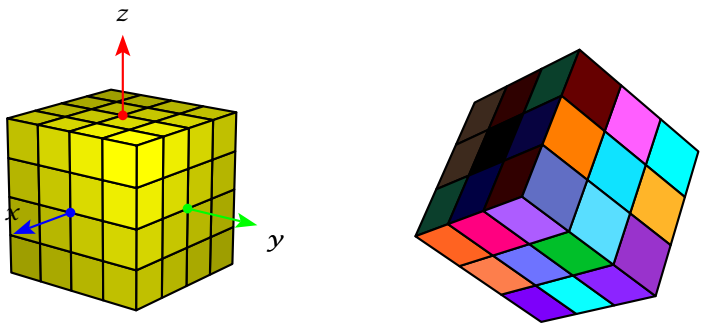

Figure 36.2: Dice (`pst-solides3d`)

36-00-3

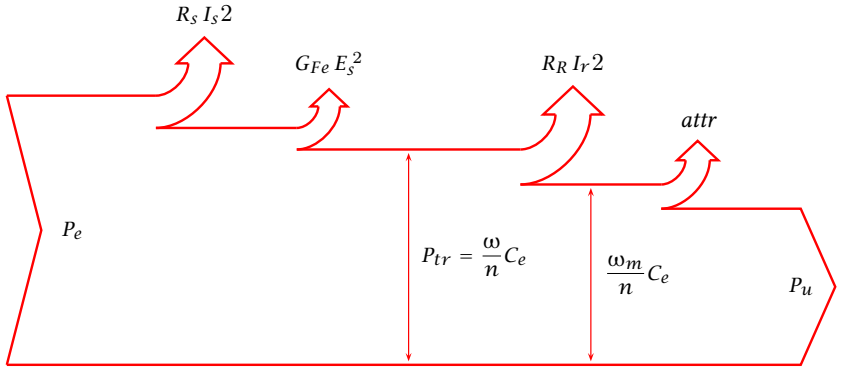

Figure 36.3: Energy diagram of an asynchronous motor

36-00-4

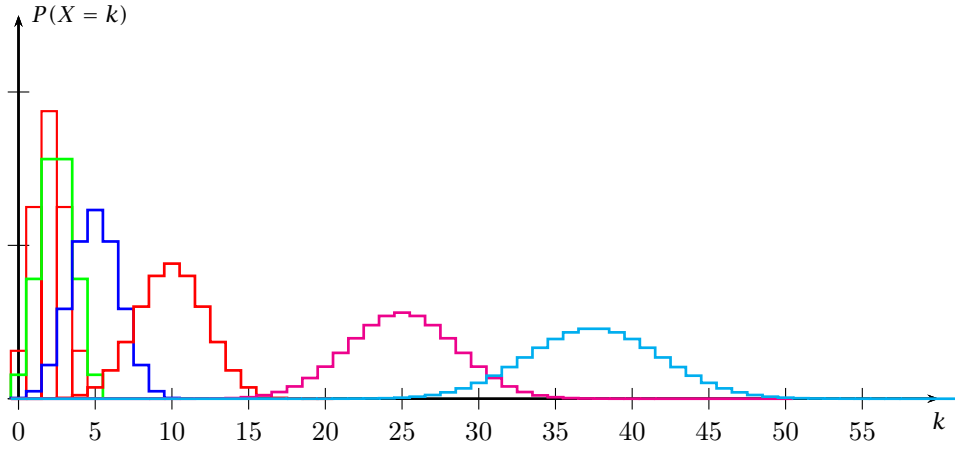

Figure 36.4: Binomial distributions (`pst-func`)

36-00-5

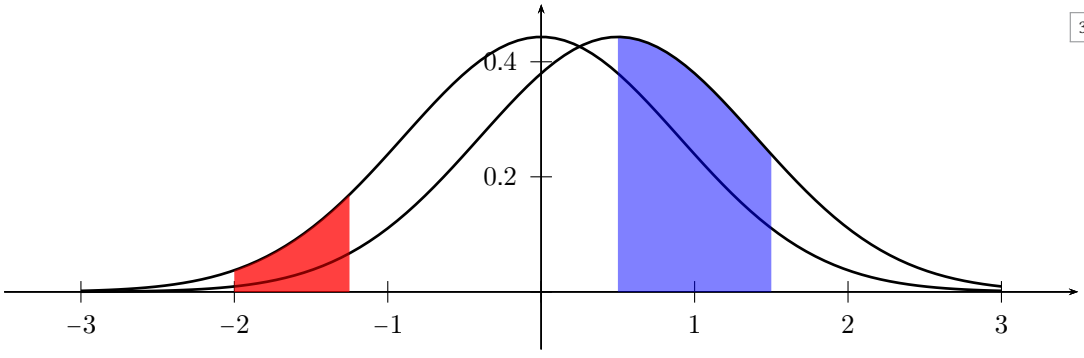

Figure 36.5: Using the `pst-math` package

36-00-6

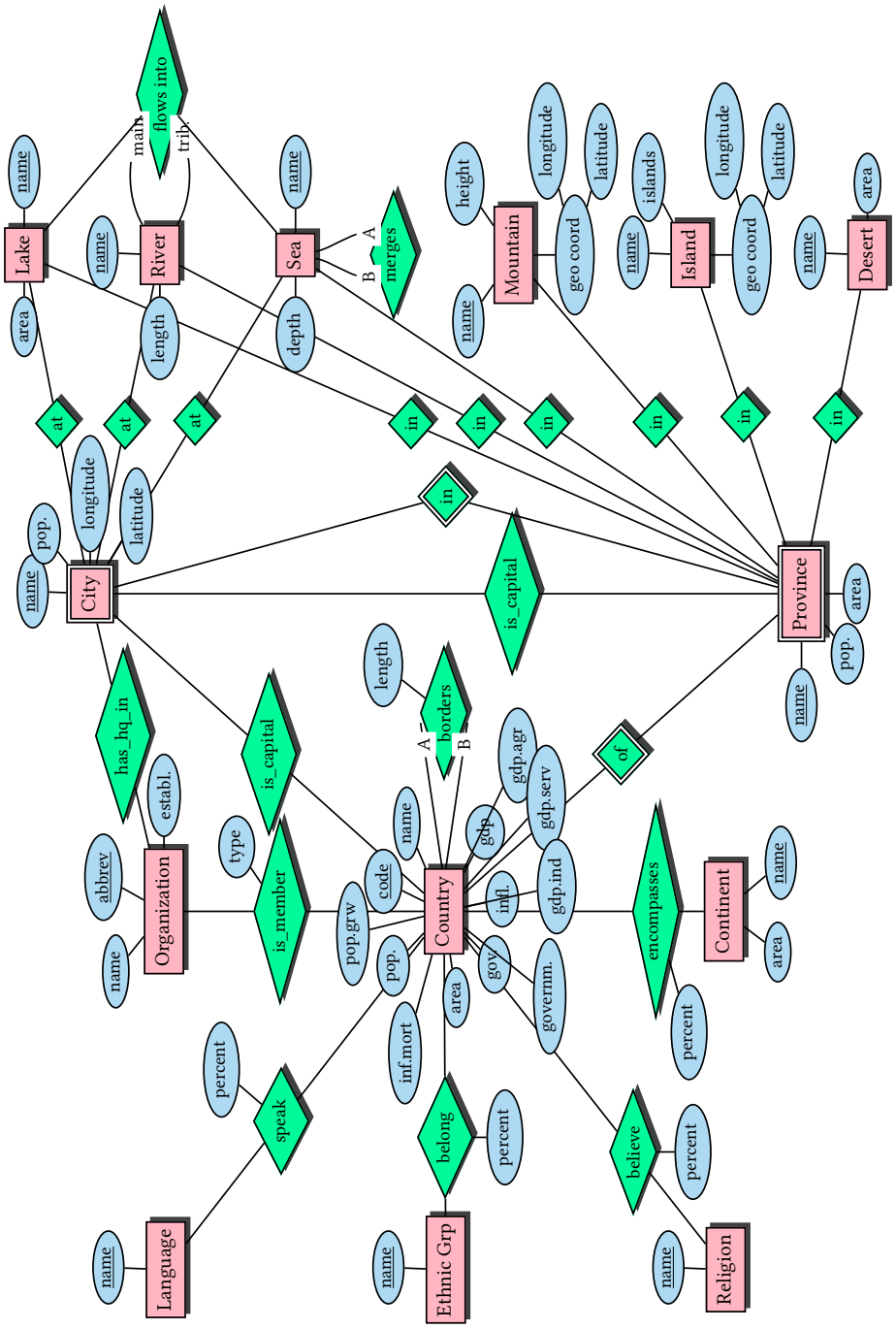

Figure 36.6: Complex example for the `pst-dbicons` package (Wolfgang May)

36-00-7

text	parameter	result
XSUS_G	-.-.-.-.-.-.-.-.-.-.-	
XPR_U$_1$	..--..--..--..--..--.	
XPR_U$_2$	....----....----....-	

Figure 36.7: Definition of special commands

36-00-8

A great many people have never heard the scream of an eagle. The only voice they connect with the kind of the air is a ludicrously feeble squawk, dim with distance, but in his great moments the eagle has a war-cry like that of the hawk, but harsher, hoarser, tenfold in volume. This sound cut into the night in the gulch, and Vic Gregg started and glanced about for echoes made the sound stand at his side; then he looked up, and saw two eagles fighting in the light of the morning. He knew what it meant–the beginning of the mating season, and these two battling for a prize. They darted away. They flashed together with reaching talons and gaping beaks, and dropped in a tumult of wings, then soared and clashed once more until one of them folded his wings and dropped bulletlike out of the morning into the night. Close over Gregg's head, the wings flirted out–ten feet from tip to tip–beat down with a great washing sound, and the bird shot across the valley in a level flight. The conqueror screamed a long insult down the hollow. For a while he balanced, craning his bald head as if he sought applause, then, without visible movement of his wings, sailed away over the peaks. A feather fluttered slowly down past Vic Gregg.

Figure 36.8: Using `\rput`, `\pscircle`, and `\psarc` (Idea by Thomas Siegel)

36-00-9

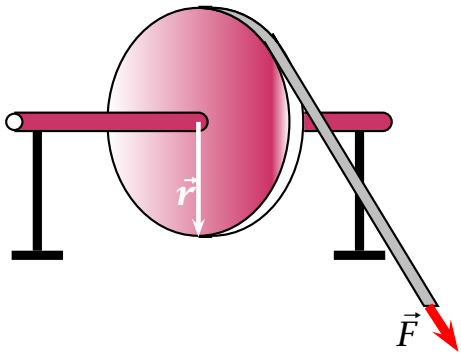

Figure 36.9: Using `\rput`, `\pscircle`, `\psarc`, and `\psellipticarc`

36-00-10

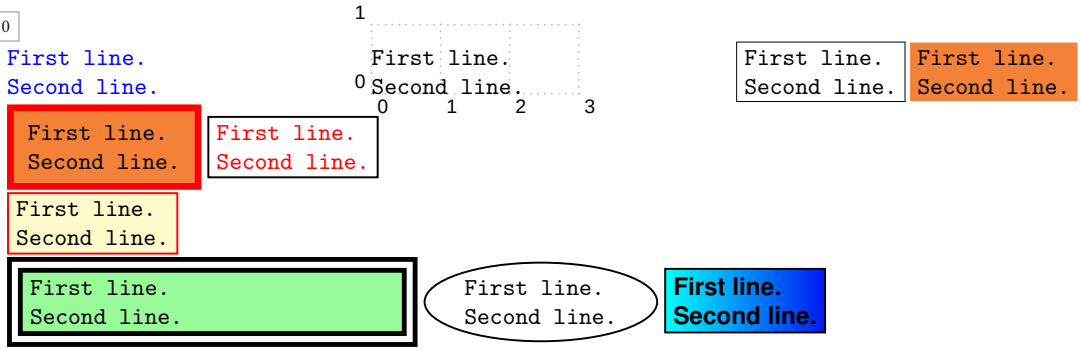

Figure 36.10: Verbatim mode in different boxes (Denis Girou)

36-00-11

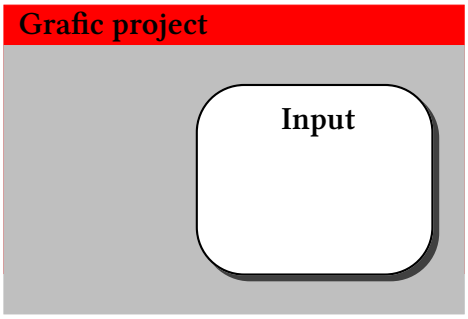

Figure 36.11: Using `\psframe` and `\rput`

36-00-12

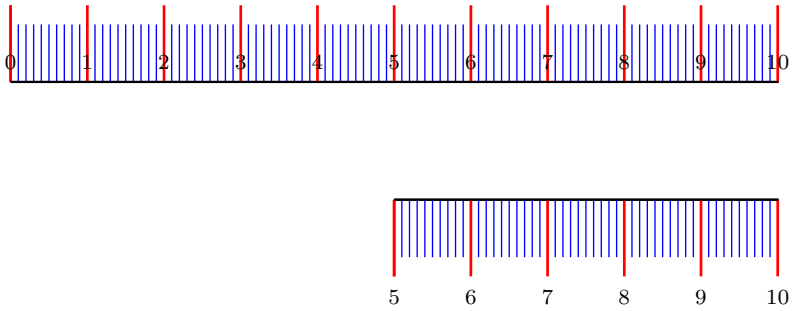

Figure 36.12: Labelling axes with `pst-plot`

36-00-13

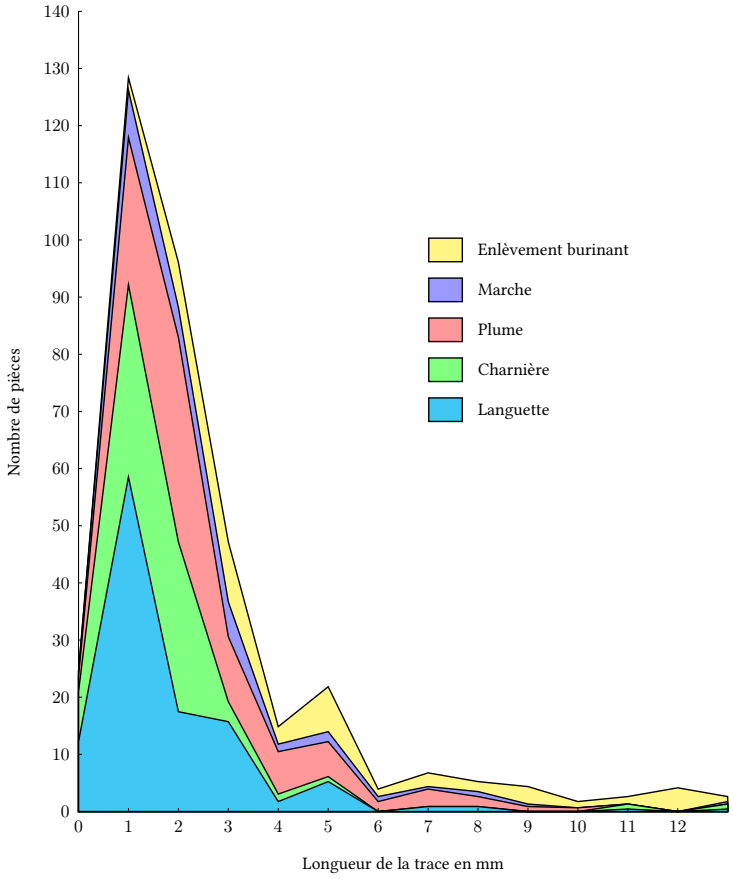

Figure 36.13: Overlays of filled areas

36-00-14

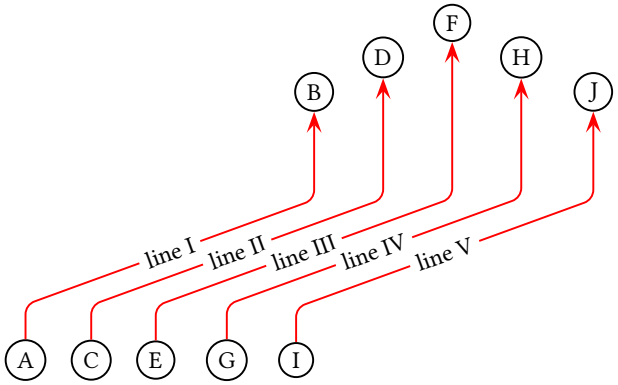

Figure 36.14: Node connections with a constant angle (`pst-node`)

36-00-15

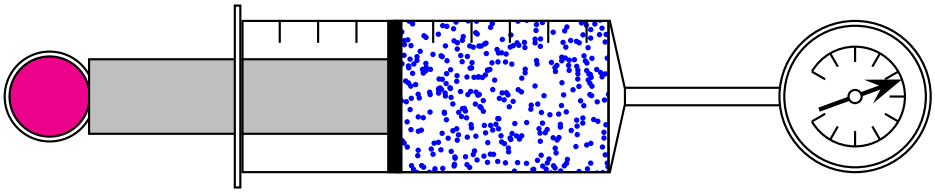

Figure 36.15: Using `\psclip` and the `\random` command (`pstricks`, Manuel Luque)

36-00-16

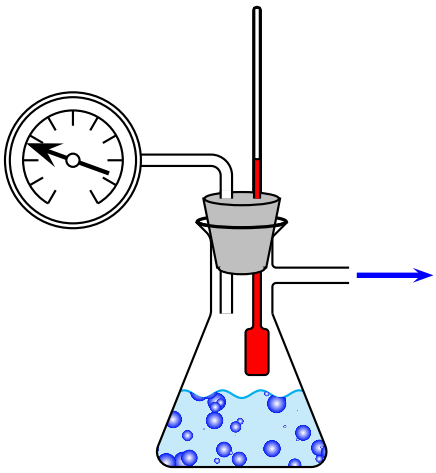

Figure 36.16: Using the `\random` command (`pst-labo`, Manuel Luque).

36-00-17

$$
\begin{aligned}
y &= x^2 + bx + c \\
&= x^2 + 2 \cdot \frac{b}{2} x + c \\
&= \underbrace{x^2 + 2 \cdot \frac{b}{2} x + \left(\frac{b}{2}\right)^2}_{\left(x + \frac{b}{2}\right)^2} - \left(\frac{b}{2}\right)^2 + c \\
&= \left(x + \frac{b}{2}\right)^2 - \left(\frac{b}{2}\right)^2 + c \qquad \left| + \left(\frac{b}{2}\right)^2 - c \right. \\
y + \left(\frac{b}{2}\right)^2 - c &= \left(x + \frac{b}{2}\right)^2 \qquad \left| \text{(Scheitelpunktform)} \right. \\
y - y_S &= (x - x_S)^2 \\
\mathrm{S}(x_S; y_S) \quad \text{bzw.} \quad & \mathrm{S}\left(-\frac{b}{2}; \left(\frac{b}{2}\right)^2 - c\right)
\end{aligned}
$$

Figure 36.17: A grid ...

36-00-18

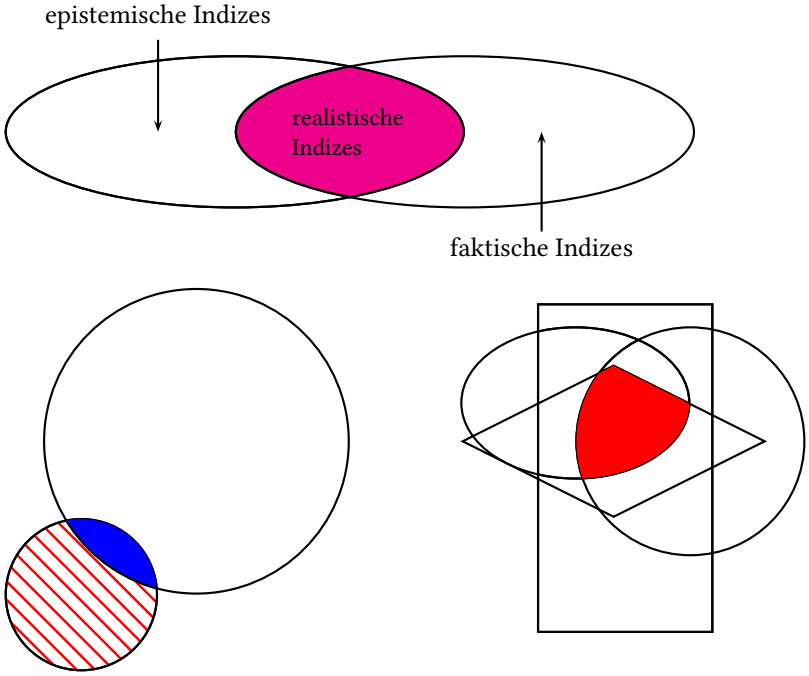

Figure 36.18: Clipping

36-00-19

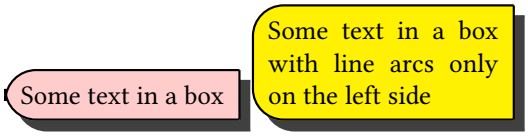

Figure 36.19: Boxes with different corners

36-00-20

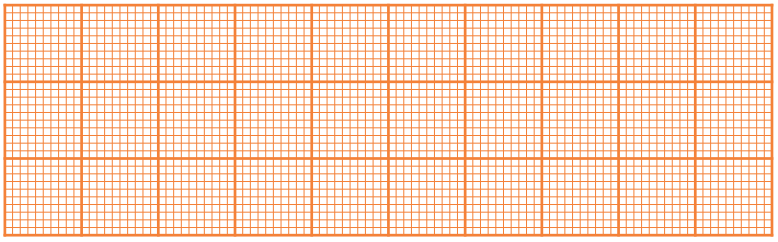

Figure 36.20: Special paper with `\psgrid` and `subgriddiv`

36-00-21

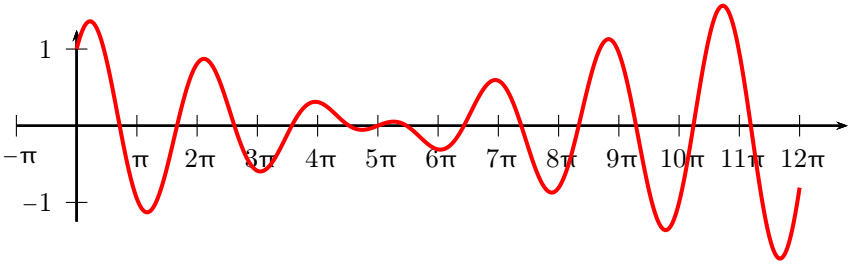

Figure 36.21: Trigonometrical units with `pst-plot`

36-00-22

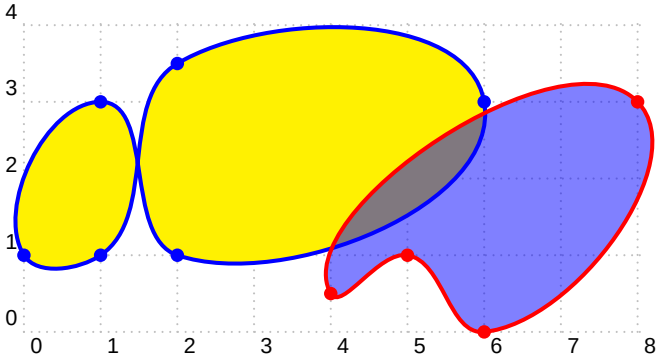

Figure 36.22: Using `\psccurve` with the `eofill` fill style

36-00-23

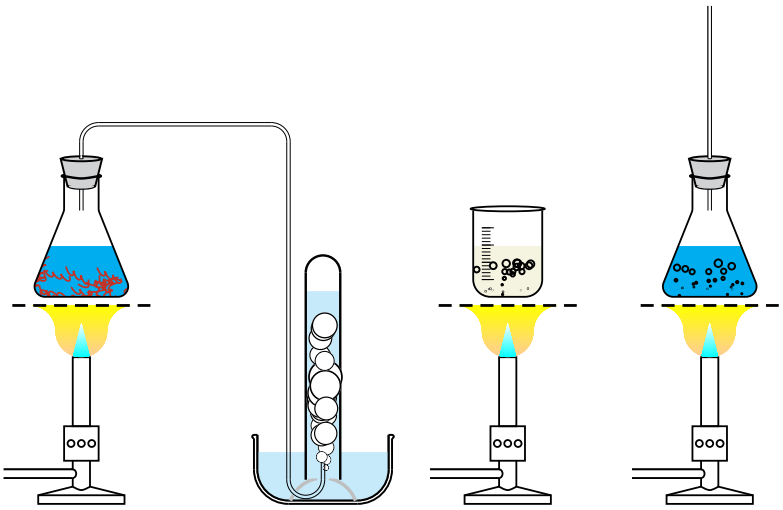

Figure 36.23: Objects from `pst-labo`

36-00-24

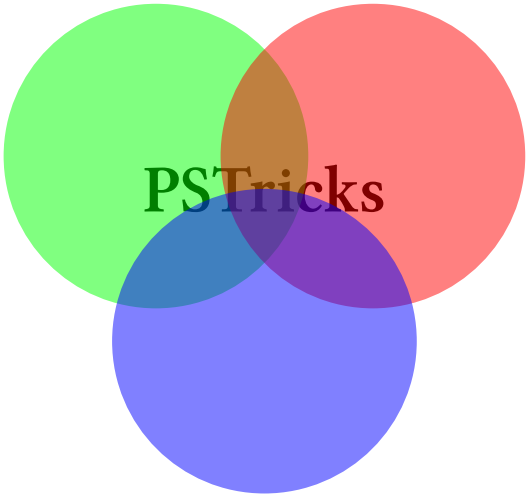

Figure 36.24: Transparency

36-00-25

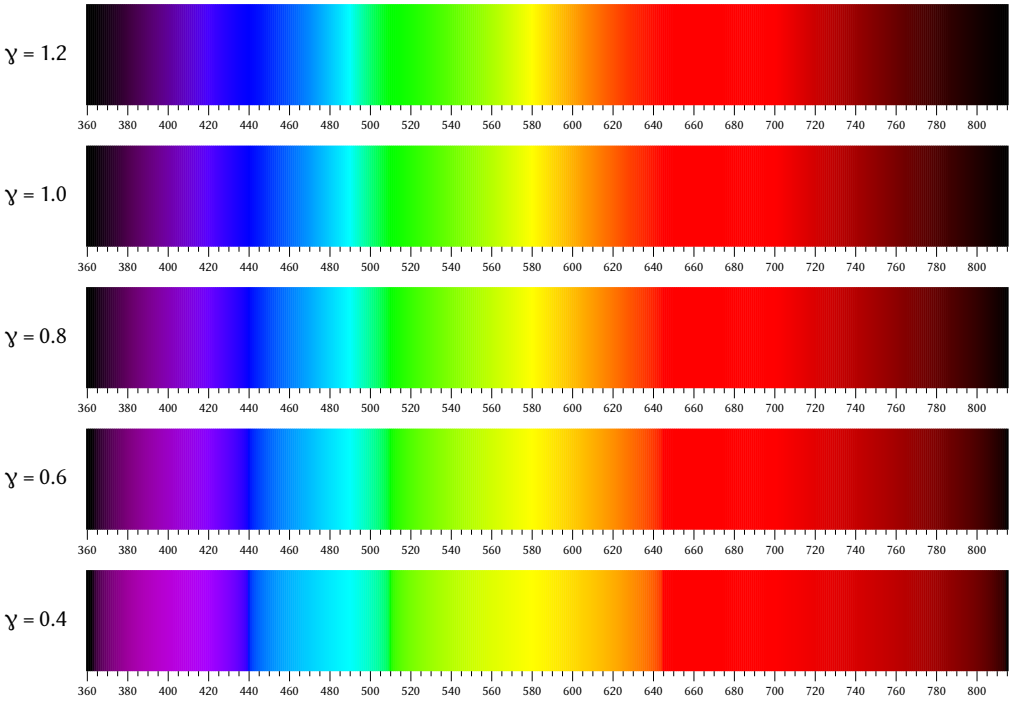

Figure 36.25: Using the wave colour model