1 Driver files

This file implements some of the currently supported drivers. If the driver you use is not in this list then a ‘.def’ file may be distributed with this graphics bundle, or may be distributed with your driver.

If not, send us some details of the driver’s \special syntax, and we will try to produce a suitable file.

Note that some of these files are for drivers to which we have no access, so they are untested. Please send any corrections to the latexbugs address.

2 Colour

Most of the drivers that support colour use one of three methods.

- color1: ‘dvips’ style colour specials.
- color2: ‘textures’ style colour specials.
- color3: Colour implemented via literal PostScript specials.
- color4: Colour implemented by specials that only support RGB, i.e., Red Green Blue specified as integers in the range 0–255. Other models converted to this within \TeX.

Some drivers do not use any of these modules and have their own code. Note that drivers using the ‘color3’ code can not fully support the \LaTeX colour commands.

\begin{verbatim}
\def\c@lor@arg#1{\dimen@#1\p@}
\ifdim\dimen@<\z@\dimen@\maxdimen\fi
\ifdim\dimen@>\p@\PackageError{color}{Argument '#1' not in range [0,1]}\@ehd
\fi
\end{verbatim}

*Version v3.0m, revised 2016/06/17
Need to make sure of a trailing .0 for textures. Apparently it is OK to always add a . as 1.3. is accepted by textures. textures gray special is reversed, so just use rgb instead.

\def\color@gray#1#2{\c@lor@arg{#2}\langle color4 \rangle \c@lor@rgb@RGB \@tempa \langle color1 \rangle \edef#1{gray #2} \langle color2 \rangle \edef#1{rgb #2. #2. #2.} \langle color3 \rangle \edef#1{#2 setgray} \langle color4 \rangle \edef#1{\@tempa\@tempa\@tempa} }

\def\color@cmyk#1#2{\c@lor@@cmyk#2\@@#1}
\def\c@lor@@cmyk#1,#2,#3,#4\@@#5{\c@lor@arg{#4}\langle color4 \rangle \dimen@ii #4\p@ \c@lor@arg{#1}\langle color4 \rangle \c@lor@cmyk@RGB \@tempa \c@lor@arg{#2}\langle color4 \rangle \c@lor@cmyk@RGB \@tempb \c@lor@arg{#3}\langle color4 \rangle \c@lor@cmyk@RGB \@tempc \langle color1 \rangle \edef#5{cmyk #1 #2 #3 #4} \langle color2 \rangle \edef#5{cmyk #1. #2. #3. #4.} \langle color3 \rangle \edef#5{#1 #2 #3 setcmykcolor} \langle color4 \rangle \edef#5{\@tempa\@tempb\@tempc} }

A 0–1 range value will have been left in \dimen@ by \c@lor@arg. The black value (0–1) will be stored in \dimen@ii. Covert to 0–255 integer, and leave in #1.

\def\c@lor@cmyk@RGB#1{\advance\dimen@-\p@ \advance\dimen@\dimen@ii \dimen@-\@cclv\dimen@ \divide\dimen@\p@ \count@\ifdim\dimen@<\z@ \z@ \else\dimen@\fi \edef#1{\the\count@\space}}
\def\color@rgb#1#2{\c@lor@@rgb#2\@@#1}
\def\c@lor@@rgb#1,#2,#3\@@#4{\c@lor@arg{#1}\langle color4 \rangle \c@lor@rgb@RGB \@tempa \c@lor@arg{#2}\langle color4 \rangle \c@lor@rgb@RGB \@tempb \c@lor@arg{#3}\langle color4 \rangle \c@lor@rgb@RGB \@tempc \langle color1 \rangle \edef#4{rgb #1 #2 #3} \langle color2 \rangle \edef#4{rgb #1. #2. #3.} \langle color3 \rangle \edef#4{#1 #2 #3 setrgbcolor} \langle color4 \rangle \edef#4{\@tempa\@tempb\@tempc} }

A 0–1 range value will have been left in \dimen@ by \c@lor@arg. Convert to 0–255 integer, and leave in #1.
\def\c@lor@rgb@RGB#1{\
\dimen@\@cclv\dimen@
\count@\dimen@
\divide\count@\p@
\edef#1{\the\count@\space}
}
\def\color@RGB#1#2{\c@lor@@RGB#2\@@#1}
\def\c@lor@@RGB#1,#2,#3\@@#4{\
\c@lor@RGB@rgb{#1}\@tempa
\c@lor@RGB@rgb{#2}\@tempb
\c@lor@RGB@rgb{#3}\@tempc
\c@lor@@rgb\@tempa,\@tempb,\@tempc\@@#4%
\edef#4{#1 #2 #3}%
}
\def\c@lor@RGB@rgb#1#2{\
\dimen@#1\p@
\divide\dimen@\@cclv
\edef#2{\strip@pt\dimen@}}
\def\color@hsb#1#2{\c@lor@@hsb#2\@@#1}
\def\c@lor@@hsb#1,#2,#3\@@#4{\
\c@lor@arg{#1}\
\c@lor@arg{#2}\
\c@lor@arg{#3}\
\edef#4{hsb #1 #2 #3}%
\edef#4{#1 #2 #3 sethsbcolor}%
}
\def\color@named#1#2{\c@lor@@named#2,,\@@#1}
\def\c@lor@@named#1,#2,#3\@@#4{\
\@ifundefined{col@#1}{\PackageError{color}{Undefined color \texttt{#1}}{\@ehd}}{\edef#4{ #1}}\
\edef#4{ #1 \if!#2!\else #2.\fi}\
\edef#4{\csname col@#1\endcsname}}
\def\color\@\special{\special{setrgbcolor}}
\def\c@lor@to@ps#1 #2\@@{\csname c@lor@ps@#1\endcsname#2 \@@}
\def\c@lor@to@ps#1\@@{#1}
\def\c@lor@to@ps#1#2 #3 #4\@@{\
#1#2 255 div #3 255 div #4 255 div setrgbcolor}

Convert 0–255 integer, \texttt{#1}, to 0–1 real, and leave in \texttt{#2}.
\begin{verbatim}
102 (*color1*)
103 def\c\l\o\r\p\s\#1 \#2\@0\{TeXDict begin \#1 end\}
104 def\c\l\o\r\p\s\r\g\b\#1\@0\{setrgbcolor\}
105 def\c\l\o\r\p\s\h\s\b\#1\@0\{sethsbcolor\}
106 def\c\l\o\r\p\s\c\m\y\k\#1\@0\{setcmykcolor\}
107 def\c\l\o\r\p\s\g\r\y\#1\@0\{setgray\}
108 (/color1)
109 (*color2*)
110 def\c\l\o\r\to\p\s\#1 \#2\@0\{\csname c\l\o\r\p\s\#1\endcsname \#2 \@0\}
111 def\c\l\o\r\p\s\#1 \#2\@@{\expandafter\expandafter\expandafter
112 \c\l\o\r\to\p\s@\csname col@#1\expandafter\endcsname \space#2. \@@{#1}}
113 def\c\l\o\r\p\s\rgb#1. #2. #3. #4\@@{#1 #2 #3 setrgbcolor}
114 def\c\l\o\r\p\s\rgb@#1. #2. #3. #4. #5. #6\@@#7{#1 #2 #3 setcmykcolor}
115 def\c\l\o\r\p\s\c\m\y\k@#1. #2. #3. #4. #5. #6\@@#7{#1 #2 #3 #4 setcmykcolor}
116 def\c\l\o\r\p\s\rgb#1. #2. #3. #4\@@{#1 #2 #3 setrgbcolor}
117 def\c\l\o\r\p\s\rgb@#1. #2. #3. #4. #5. #6\@@#7{#1 #2 #3 #4 setcmykcolor}
118 \if@firstofone\@5!1 \else\@5 \fi findcustomcmykcolor
119 \if!\@firstofone\@5!1 \else\@5 \fi setcustomcolor
120 (/color2)
121 (color1&dvipsone)\def\c\l\o\r\p\s\#1{ Black}
122 (color1 &dvipsone)\def\c\l\o\r\p\s\gray{0}
123 (color2)\def\c\l\o\r\p\s\rgb{0. 0. 0.}
124 (color3)\def\c\l\o\r\p\s\setgray{0}
125 (color4)\def\c\l\o\r\p\s\setgray{0 0 0}
126 (*color1)
127 \def\set@color{%
128 (dvipsone&dvipdf) \special{color push \current@color
129 (dvipsone) \special{color push} \special{color \current@color
130 (dvipdf) \special{pdf: /C \current@color\space<<
131 )\aftergroup\reset@color}
132 \def\reset@color{\special{%
133 (dvipdf) \color pop}}
134 (dvipdf) \pdf: /C >> }}
135 \def\set@page@color{\c\l\o\r\p\s\special{s\ixt@@n{background \current@color}}}
136 \def\define@color@named#1#2{\c\l\o\r\p\s\special{s\ixt@@n{color define #1 #2}}}
137 \\aftergroup\reset@color}
138 \def\define@color@named#1#2{%
139 (dvipsone) \expandafter\let\csname col@#1\endcsname \@nil}
140 (dvipsone) \expandafter\edef\csname col@#1\endcsname {#2}
141 (dvips) \def\no@page@color{\special{background \string"newpath clip}}
142 (color1)
143 (*color2)
144 \def\set@color{%
145 \special{color push}%
146 \special{color \current@color}%
147 \aftergroup\reset@color}
148 \def\reset@color{\special{color pop}}
149 \def\set@page@color{\c\l\o\r\p\s\sixt@@n{s\ixt@@n{background \current@color}}}
150 \def\define@color@named#1#2{%
151 \AtBeginDvi{\special{color define #1 #2}}
152 \expandafter\edef\csname col@#1\endcsname {#2}
153 (/color2)
154 (*color3)
\end{verbatim}
\def\set@color{\Gin@PS@raw{\current@color}\aftergroup\reset@color}
\def\reset@color{\Gin@PS@raw{\current@color}}
\langle/color3\rangle
\langle/*color4\rangle
\def\set@color{\special{textcolor: \current@color}\aftergroup\reset@color}
\def\reset@color{\special{textcolor: \current@color}}
\langle/color4\rangle
\langle/*color3|color4\rangle
\def\set@page@color{\c@lor@special\sixt@@n{background color ignored: \current@color}}
\define@color@named#1#2{\expandafter\edef\csname col@#1\endcsname{#2}}
\langle/color3|color4\rangle
\langle/*colorfix\rangle
\AtBeginDocument{\let\@ldc@l@r\color\def\color{\if@inlabel\leavevmode\fi\@ldc@l@r}\let\@lduseb@x\usebox\def\usebox#1{\@lduseb@x{#1}\set@color}}
\langle/colorfix\rangle
\langle/*dvipsnames\rangle
\DefineNamedColor{named}{GreenYellow} {cmyk}{0.15,0,0.69,0}
\DefineNamedColor{named}{Yellow} {cmyk}{0,0,1,0}
\DefineNamedColor{named}{Goldenrod} {cmyk}{0.0,0.10,0.84,0}
\DefineNamedColor{named}{Dandelion} {cmyk}{0.0,0.29,0.84,0}
\DefineNamedColor{named}{Apricot} {cmyk}{0.0,0.32,0.52,0}
\DefineNamedColor{named}{Peach} {cmyk}{0.0,0.50,0.70,0}
\DefineNamedColor{named}{Melon} {cmyk}{0.0,0.46,0.50,0}
\DefineNamedColor{named}{YellowOrange} {cmyk}{0.0,0.42,0,0}
\DefineNamedColor{named}{Orange} {cmyk}{0.0,0.61,0.87,0}
\DefineNamedColor{named}{BurntOrange} {cmyk}{0.0,0.51,1,0}
\DefineNamedColor{named}{Bittersweet} {cmyk}{0.0,0.75,1,0.24}
\DefineNamedColor{named}{RedOrange} {cmyk}{0.0,0.77,0.87,0}
\DefineNamedColor{named}{Mahogany} {cmyk}{0.0,0.85,0.87,0.35}
\DefineNamedColor{named}{Maroon} {cmyk}{0.0,0.87,0.68,0.32}
\DefineNamedColor{named}{BrickRed} {cmyk}{0.0,0.89,0.94,0.28}
\DefineNamedColor{named}{Red} {cmyk}{0,1,1,0}
\DefineNamedColor{named}{OrangeRed} {cmyk}{0,1,0.50,0}
\DefineNamedColor{named}{RubineRed} {cmyk}{0,1,0.13,0}
\DefineNamedColor{named}{WildStrawberry} {cmyk}{0,0.96,0.39,0}
\DefineNamedColor{named}{Salmon} {cmyk}{0,0.53,0.38,0}
\DefineNamedColor{named}{CarnationPink} {cmyk}{0,0.63,0,0}
\DefineNamedColor{named}{Magenta} {cmyk}{0,1,0,0}
\DefineNamedColor{named}{VioletRed} {cmyk}{0,0.81,0,0}
\DefineNamedColor{named}{Rhodamine} {cmyk}{0,0.82,0,0}
\DefineNamedColor{named}{Mulberry} {cmyk}{0,0.34,0.90,0,0.02}
\DefineNamedColor{named}{RedViolet} {cmyk}{0,0.07,0.90,0,0.34}
\DefineNamedColor{named}{Fuchsia} {cmyk}{0.47,0.91,0,0.08}
\DefineNamedColor{named}{Lavender} {cmyk}{0,0.48,0,0}
\DefineNamedColor{named}{Thistle} {cmyk}{0.12,0.59,0,0}
\DefineNamedColor{named}{Orchid} {cmyk}{0.32,0.64,0.0,0}
\DefineNamedColor{named}{DarkOrchid} {cmyk}{0.40,0.80,0.20,0}
\DefineNamedColor{named}{Purple} {cmyk}{0.45,0.86,0.0,0}
\DefineNamedColor{named}{Plum} {cmyk}{0.50,1.0,0,0}
\DefineNamedColor{named}{Violet} {cmyk}{0.79,0.88,0.0,0}
\DefineNamedColor{named}{RoyalPurple} {cmyk}{0.75,0.90,0.0,0}
\DefineNamedColor{named}{BlueViolet} {cmyk}{0.86,0.91,0.0,0.04}
\DefineNamedColor{named}{Periwinkle} {cmyk}{0.57,0.55,0.0,0}
\DefineNamedColor{named}{CadetBlue} {cmyk}{0.62,0.57,0.23,0}
\DefineNamedColor{named}{CornflowerBlue}{cmyk}{0.65,0.13,0,0}
\DefineNamedColor{named}{MidnightBlue} {cmyk}{0.98,0.13,0,0.43}
\DefineNamedColor{named}{NavyBlue} {cmyk}{0.94,0.54,0,0}
\DefineNamedColor{named}{RoyalBlue} {cmyk}{1.0,0.50,0,0}
\DefineNamedColor{named}{Blue} {cmyk}{1.1,0.0,0}
\DefineNamedColor{named}{Cerulean} {cmyk}{0.94,0.11,0,0}
\DefineNamedColor{named}{Cyan} {cmyk}{1.0,0,0,0}
\DefineNamedColor{named}{ProcessBlue} {cmyk}{0.96,0,0,0}
\DefineNamedColor{named}{SkyBlue} {cmyk}{0.62,0,0.12,0}
\DefineNamedColor{named}{Turquoise} {cmyk}{0.85,0,0.20,0}
\DefineNamedColor{named}{TealBlue} {cmyk}{0.86,0,0.34,0.02}
\DefineNamedColor{named}{Aqua}{cmyk}{0.82,0,0.30,0}
\DefineNamedColor{named}{BlueGreen} {cmyk}{0.85,0,0.33,0}
\DefineNamedColor{named}{Emerald} {cmyk}{1.0,0.50,0,0}
\DefineNamedColor{named}{JungleGreen} {cmyk}{0.99,0,0.52,0}
\DefineNamedColor{named}{SeaGreen} {cmyk}{0.69,0,0.50,0}
\DefineNamedColor{named}{Green} {cmyk}{1.0,0,0,0}
\DefineNamedColor{named}{ForestGreen} {cmyk}{0.91,0,0.88,0.12}
\DefineNamedColor{named}{PineGreen} {cmyk}{0.92,0,0.59,0.25}
\DefineNamedColor{named}{LimeGreen} {cmyk}{0.50,0,1,0}
\DefineNamedColor{named}{YellowGreen} {cmyk}{0.44,0,0.74,0}
\DefineNamedColor{named}{SpringGreen} {cmyk}{0.26,0,0.76,0}
\DefineNamedColor{named}{OliveGreen} {cmyk}{0.64,0,0.95,0.40}
\DefineNamedColor{named}{SpringGreen} {cmyk}{0.72,1,0.45}
\DefineNamedColor{named}{Sepia} {cmyk}{0.83,1,0.70}
\DefineNamedColor{named}{Brown} {cmyk}{0.81,1,0.60}
\DefineNamedColor{named}{Tan} {cmyk}{0.14,0.42,0.56,0}
\DefineNamedColor{named}{Gray} {cmyk}{0.0,0.0,0.50}
\DefineNamedColor{named}{Black} {cmyk}{0.0,0,0,0}
\DefineNamedColor{named}{White} {cmyk}{0.0,0,0,0}

3 \dvips

A \dvips\ \LaTeX\ 2\reflect@x\ graphics driver file for Tom Rokicki's \dvips\ driver; tested with version 5.58f.

3.1 Colour

Uses the generic ‘color1’ code.
3.2 File inclusion

\Ginclude@eps #1 input file (or command)
249 \def\Ginclude@eps#1{%
250 \message{<#1>}%
251 \bgroup

dvips likes to work with its own pixel resolution, so mangle the sizes slightly.
252 \def\@tempa{!}%
253 \dimen\Gin@req@width
254 \dimen\Gin@llx.1bp%
255 \divide\dimen\dimen@i
256 \@tempdim@\Gin@req@height
257 \divide\@tempdim@\dimen@i
258 \special{PSfile="#1"\space
259 llx=\Gin@llx\space
260 lly=\Gin@lly\space
261 urx=\Gin@urx\space
262 ury=\Gin@ury\space
263 \ifx\Gin@scalex\@tempa\else rwi=\number\dimen@\space\fi
264 \ifx\Gin@scaley\@tempa\else rhi=\number\@tempdim@\space\fi
265 \if\Gin@clip clip\fi}%
266 \egroup

\Ginclude@bmp #1 input file; if zero size is requested, the graphic will come at ‘natural’ size.
267 \def\Ginclude@bmp#1{%
268 \message{<#1>}%
269 \dimen\Gin@req@height
270 \advance\dimen by-\Gin@lly bp
271 \kern-\Gin@llx bp\raise\Gin@req@height\hbox{%
272 \ifdim\Gin@urx bp=\z@ 273 \ifdim\Gin@ury bp=\z@ 274 \special{em: graph #1}% 275 \else 276 \special{em: graph #1,\Gin@urx bp}% 277 \fi 278 \else 279 \special{em: graph #1,\Gin@urx bp,\Gin@ury bp}% 280 \fi 281 }%
282 }

\Ginclude@pict \Ginclude@pntg \oztex@include
PICT/PNTG format from the Mac. Actually only currently supported by the
version of dvips distributed with OzTEX, and with the built in OzTEX drivers,
but put here anyway as it is not much code and increases portability between the
systems as now [dvips] and [oztex] share the same back end.
283 \def\oztex@include#1#2{% 284 \dimen1bp% 285 \divide\Gin@req@width\dimen0 286 \divide\Gin@req@height\dimen0 287 \special{#1=#2\space 288 \@width=\number\Gin@req@width \space 289 \@height=\number\Gin@req@height}}
3.3 Rotation

\def\Grot@start{\special{ps: gsave currentpoint currentpoint translate \Grot@angle\space neg rotate neg exch neg exch translate}}
\def\Grot@end{\special{ps: currentpoint grestore moveto}}

3.4 Scaling

\def\Gscale@start{\special{ps: currentpoint currentpoint translate \Gscale@x\space \Gscale@y\space scale neg exch neg exch translate}}
\def\Gscale@end{\special{ps: currentpoint translate 1 \Gscale@x\space div 1 \Gscale@y\space div scale neg exch neg exch translate}}

4 Literal Postscript

Raw PostScript code, no save/restore.
\def\Gin@PS@raw#1{\special{ps: #1}}

PostScript code, to be surrounded by save/restore by the driver. Coordinate system standard PostScript, but with origin at current (\TeX) position.
\def\Gin@PS@restored#1{\special{" #1}}

PostScript code to be inserted in the Header section of the final PostScript. Must be issued on the first page of a document.
\def\Gin@PS@literal@header#1{\AtBeginDvi{\special{! #1}}}

Name of external file, the contents of which are to be inserted in the Header section of the final PostScript. Must be issued on the first page of a document.
\def\Gin@PS@file@header#1{\AtBeginDvi{\special{header=#1}}}

5 Page Size

\@ifundefined{ifGin@setpagesize}
{\expandafter\let\csname ifGin@setpagesize\expandafter\endcsname
  {\expandafter\let\csname iftrue\expandafter\endcsname}}

\def\Gin@setpagesize{\ifx\paperwidth\@undefined
  \AtBeginDocument{\AtBeginDvi{\begingroup
    \ifx\stockwidth\@undefined
      \paperwidth\stockwidth
      \paperheight\stockheight
    \fi
    \ifdim\paperwidth>\z@}
    \ifdim\paperheight>\z@}
    \special{papersize=\the\paperwidth,\the\paperheight}}\fi}

6 dvipdf

A \LaTeX{} 2\epsilon graphics driver file for dvipdf driver.

6.1 Colour

Uses the generic ‘color1’ code.

6.2 File inclusion

\texttt{\Ginclude@eps} #1 input file (or command)
\begin{verbatim}
def\Ginclude@eps#1{\message{<#1>}\bgroup
dvips likes to work with its own pixel resolution, so mangle the sizes slightly.
def@tempa(!)\dimen@\Gin@req@width\dimen@ii.1bp\divide\dimen@\dimen@ii\@tempdima\Gin@req@height\divide\@tempdima\dimen@ii\special{PSfile="#1"\space llx=\Gin@llx\space lly=\Gin@lly\space urx=\Gin@urx\space ury=\Gin@ury\space \ifx\Gin@scalex@tempa\else rwi=\number\dimen@\space\fi\ifx\Gin@scaley\@tempa\else rhi=\number\@tempdima\space\fi\if\Gin@clip clip\fi}\
\egroup}
\end{verbatim}

\texttt{\Ginclude@bmp} #1 input file; if zero size is requested, the graphic will come at ‘natural’ size.
\begin{verbatim}
def\Ginclude@bmp#1{\message{<#1>}\dimen@\Gin@req@height\advance\dimen@ by-\Gin@lly bp\kern-\Gin@llx bp\raise\Gin@req@height\hbox{\special{pdf: /GRAPH #1}}}\ifdim\Gin@urx bp=\z@\ifdim\Gin@ury bp=\z@\special{pdf: /GRAPH #1 \number\Gin@req@width sp}\else\special{pdf: /GRAPH #1 \number\Gin@req@width sp}\fi\else\special{pdf: /GRAPH #1 \number\Gin@req@width sp}\fi}
\end{verbatim}
6.3 Rotation
\def\Grot@start{\special{pdf: /ROT \Grot@angle\space << }}
\def\Grot@end{\special{pdf: /ROT >> }}

6.4 Scaling
\def\Gscale@start{\special{pdf: /S \Gscale@x\space \Gscale@y\space << }}
\def\Gscale@end{\special{pdf: /S \space >> }}

7 Literal Postscript
Raw PostScript code, no save/restore.
\def\Gin@PS@raw#1{\special{ps: #1}}

PostScript code, to be surrounded by save/restore by the driver. Coordinate system standard PostScript, but with origin at current (\TeX) position.
\def\Gin@PS@restored#1{\special{" #1"}}

PostScript code to be inserted in the Header section of the final PostScript. Must be issued on the first page of a document.
\def\Gin@PS@literal@header#1{\AtBeginDvi{\special{! #1}}}

Name of external file, the contents of which are to be inserted in the Header section of the final PostScript. Must be issued on the first page of a document.
\def\Gin@PS@file@header#1{\AtBeginDvi{\special{header=#1}}}

7.1 File extensions
\@namedef{Gin@rule@.msp}#1{{bmp}{.bb}{#1}}
\@namedef{Gin@rule@.jpg}#1{{bmp}{.bb}{#1}}
\@namedef{Gin@rule@.bmp}#1{{bmp}{.bb}{#1}}

⟨/dvipdf⟩

8 \LaTeX
A \LaTeX\,2ε graphics driver file for \LaTeX\ (versions 1.42 and later), by Andrew Trevorrow.
\def\oztex

8.1 Graphics inclusion
\def\Ginclude@eps{\Oztex@Include{epsf}}
\def\Ginclude@pntg{\Oztex@Include{pntg}}
\def\Ginclude@s散布\Oztex@Include{pict}}
\def\Oztex@Include#1#2{\if\Gin@clip
\typeout{No clipping support in Oz\TeX\}%
\fi
\divide\Gin@req@width by 65781% convert sp to bp

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9 Textures

A \LaTeX\ 2ε graphics driver file for Blue Sky’s Textures

WARNING! There is ongoing work to produce a new version of the
textures support. Do not rely on anything in this file being in the next
version!

9.1 Graphics inclusion

```latex
\PackageInfo{graphics/color}
\{This file uses the advanced color support\MessageBreak
available in textures1.7\MessageBreak
If you are using color with an earlier version\MessageBreak
of textures, edit graphics.ins where marked,\MessageBreak
and re-latex graphics.ins.\MessageBreak\MessageBreak
If you are using textures1.7\MessageBreak
you may want to delete this warning\MessageBreak
from textures.def.\MessageBreak\MessageBreak
The code for scaling/rotation and file inclusion\MessageBreak
in this file is still rudimentary, and does not\MessageBreak
use textures’ full capabilities.\MessageBreak\MessageBreak
A new textures.def is currently being developed\MessageBreak\MessageBreak
\def\Ginclude@eps{\Textures@Include{illustration}}
\def\Ginclude@pict{\Textures@Include{pictfile}}
\def\Textures@Include#1#2{\MessageBreak
\ifx\Gin@scaley!\let\Gin@scaley\Gin@scalex\MessageBreak
\let\Gin@scalex!\MessageBreak\MessageBreak
\if\Gin@clip
\typeout{no clipping support in Textures}\MessageBreak\MessageBreak
\fi\MessageBreak\MessageBreak
\setlength{\tempdima}{\Gin@scalex\tempb}\MessageBreak\MessageBreak
\setlength{\tempdima}{\Gin@scaley\tempb}\MessageBreak\MessageBreak
\ifdim\tempdima>\tempb\MessageBreak\MessageBreak
\let\Gin@scalex\Gin@scaley\MessageBreak\MessageBreak
\fi\MessageBreak\MessageBreak
\if\Gin@clip\MessageBreak\MessageBreak
\typeout{no clipping support in Textures}\MessageBreak\MessageBreak
\fi\MessageBreak\MessageBreak
\special{#1 #2\space scaled \number{\tempdima}}\MessageBreak
}```
9.2 Rotation

This code was written when no unprotected postscript code was allowed; it could almost certainly be rewritten now with ‘rawpostscript’.

\begin{verbatim}
def\Grot@start{\special{postscript 0 0 transform grestore matrix currentmatrix 3 1 roll itransform \Grot@angle space neg rotate neg exch neg exch translate gsave}}
def\Grot@end{\special{postscript grestore setmatrix gsave}}
\end{verbatim}

9.3 Colour

This will only work for versions 1.6 and Version 1.7 uses ‘color2’.

\begin{verbatim}
⟨color3⟩\def\Gin@PS@raw#1{\special{rawpostscript #1}}⟨/textures⟩10 dvialw

A LATE2 graphics driver file for dvialw, by Nelson Beebe
10.1 Rotation

\begin{verbatim}
def\Ginclude@eps#1{%
def\@tempa{!}%\ifx\Gin@scaley\@tempa\let\Gin@scaley\Gin@scalex\else\ifx\Gin@scalex\@tempa\let\Gin@scalex\Gin@scaley\fi\fi\ifGin@clip\typeout{no clipping support in dvialw}%\fi\special{language "PS", literal "\Gin@scalex\space \Gin@scaley\space scale", position = "bottom left", include "#1\space"}%}11 emtex

A LATE2 graphics driver file for Eberhard Mattes’ emTeX
\end{verbatim}

11 emtex

A LATE2 graphics driver file for Eberhard Mattes’ emTeX
458 \langle*{}\rangle \\

11.1 Graphics file inclusion
459 \def\Ginclude@bmp#1{\
460 \raise\Gin@req@height\hbox{\special{em:graph #1}}\
461 \typeout{WARNING: emtex does not permit graphics to be scaled}\
462 }
463 \langle/*emtex\rangle \\

12 dvilaser/ps
A \LaTeX{}\(2\varepsilon\) graphics driver file for Arbortext’s dvilaser/ps
464 \langle/*dvilaser\rangle \\

12.1 Graphic file inclusion
465 \def\Ginclude@eps#1{\
466 \if\Gin@clip
467 \typeout{no clipping support in dvilaser/ps}\
468 \fi
469 \special{ps: epsfile #1\space \the\Gin@req@width}%
470 }
471 \langle/*dvilaser\rangle \\

13 psprint
A \LaTeX{}\(2\varepsilon\) graphics driver file for Trevorrow’s psprint
472 \langle/*psprint\rangle \\

13.1 Graphic file inclusion
473 \def\Ginclude@eps#1{\
474 \def\@tempa{!}\
475 \if\Gin@scaley\@tempa
476 \let\Gin@scaley\Gin@scalex\
477 \else
478 \if\Gin@scalex\@tempa\let\Gin@scalex\Gin@scaley\fi
479 \fi
480 \if\Gin@clip
481 \typeout{no clipping support in psprint}\
482 \fi
483 \special{#1\space
484 \Gin@scalex\space \Gin@scaley\space scale
485 \Gin@llx\space neg
486 \Gin@lly \space neg translate
487 }% 
488 }
489 \langle/*psprint\rangle \\

14 dvipsone
A \LaTeX{}\(2\varepsilon\) graphics driver file for Y&Y’s dvipsone
490 \langle/*dvipsone\rangle
14.1 Graphic file inclusion

PostScript Files.
\def\Ginclude@eps#1{% 
\message{<#1>}% 
\bgroup 
\def\@tempa{!}% 
\dimen@\Gin@req@width 
\dimen@ii.1bp% 
\divide\dimen@\dimen@ii 
\@tempdima\Gin@req@height 
\divide\@tempdima\dimen@ii 
\divide\@tempdima\dimen@ii 
\special{PSfile="#1" \space 
llx=\Gin@llx\space 
lly=\Gin@lly\space 
urx=\Gin@urx\space 
ury=\Gin@ury\space 
\ifx\Gin@scalex\@tempa\else rwi=\number\dimen@ \space \fi 
\ifx\Gin@scaley\@tempa\else rhi=\number\@tempdima \space \fi 
\ifGin@clip clip \space \fi}% 
\egroup}

Tiff files.
\def\Ginclude@tiff#1{% 
\message{<#1>}% 
\special{insertimage: #1 \number\Gin@req@width\space 
\number\Gin@req@height}}

Windows Metafiles.
\def\Ginclude@wmf#1{% 
\message{<#1>}% 
\special{insertmf: #1 0 0 \number\Gin@req@width\space 
\number\Gin@req@height}}

\def\Ginclude@raw#1{\special{ps: #1}}

14.2 Rotation
\def\Grot@start{% 
\special{ps: gsave currentpoint 
currentpoint translate \Grot@angle\space 
rotate neg exch neg exch translate}}
\def\Grot@end{% 
\special{ps: currentfont currentpoint grestore moveto setfont}}

14.3 Scaling
\def\Gscale@start{% 
\special{ps: currentpoint currentpoint translate 
Gscale\space \Gscale@y\space scale neg exch neg exch translate}}
\def\Gscale@end{% 
\special{ps: currentpoint currentpoint translate 
1 \Gscale@x\space div 1 \Gscale@y\space div scale 
neg exch neg exch translate}}

14.4 File Extensions
\@namedef{Gin@rule@.wmf}#1{{wmf}{}{#1}}
15  Literal Postscript

Raw PostScript code, no save/restore.

\def\Gin@PS@raw#1{\special{ps: #1}}

PostScript code, to be surrounded by save/restore by the driver. Coordinate system standard PostScript, but with origin at current \TeX\ position.

\def\Gin@PS@restored#1{\special{" #1}}

PostScript code to be inserted in the Header section of the final PostScript. Must be issued on the first page of a document.

\def\Gin@PS@literal@header#1{\AtBeginDvi{\special{headertext=#1}}}

Name of external file, the contents of which are to be inserted in the Header section of the final PostScript. Must be issued on the first page of a document.

\def\Gin@PS@file@header#1{\AtBeginDvi{\special{header=#1}}}

16  dviwindo

A \LaTeX\ 2\epsilon graphics driver file for Y\&Y’s dviwindo.

This driver now uses the same file as dvipsone.

17  dvitops

A \LaTeX\ 2\epsilon graphics driver file for James Clark’s dvitops

(*dvitops)

17.1  Rotation

\newcount\Grot@count
\Grot@count=\@ne
\def\Grot@start{\special{dvitops: origin rot\the\@tempdima} %
  \special{dvitops: begin rot\the\Grot@count} %
  \def\Grot@end{\special{dvitops: end}} %
  \special{dvitops: rotate rot\the\Grot@count \space %
    \Grot@angle}\%
  \global\advance\Grot@count by\@ne} %
\def\Grot@end{\special{dvitops: end}} %
\def\Grot@start{\special{dvitops: origin rot\the\@tempdima} %
  \special{dvitops: begin rot\the\Grot@count} %
  \def\Grot@end{\special{dvitops: end}} %
  \special{dvitops: rotate rot\the\Grot@count \space %
    \Grot@angle}\%
  \global\advance\Grot@count by\@ne} %

17.2  Graphic file inclusion

\def\Ginclude@eps#1{%
  Any dvitops users out there??
\def\Ginclude@eps#1{%
  These cause an arithmetic overflow, so I’ve commented them out. Presumably they were there for some reason.
  % Any dvitops users out there??
  \multiply\Gin@req@width by \@m
\multiply\Gin@req@height by \@m
  \ifGin@clip
  \typeout{no clipping support in dvitops}%
}
18 dvi2ps

A \LaTeX\ 2\epsilon\ graphics\ driver\ file\ for\ original\ dvi2ps

18.1 Graphic file inclusion

\newcommand{\Ginclude@eps}{\input \the\Gin@req@width\space \the\Gin@req@height\space fill}}

⟨/dvitops⟩

19 pctexps

A \LaTeX\ 2\epsilon\ graphics\ driver\ file\ for\ Personal\ TeX's\ PTI\ Laser/PS; from\ information supplied\ by\ Lance\ Carnes\ and\ Tao\ Wang <pti@crl.com>.

19.1 Graphic file inclusion

\newcommand{\Ginclude@eps}{\message{<#1>}}
\ifGin@clip
\typeout{no\ clipping\ support\ in\ dvi2ps}\fi
\special{psfile=#1\space hscale=\Gin@scalex\space 1000\ mul\ vscale=\Gin@scaley\space 1000\ mul}}

⟨/dvi2ps⟩

\newcommand{\Ginclude@ps}{\message{<#1>}}
\ifGin@clip
\typeout{no\ clipping\ support\ in\ pctexps}\fi
\hbox{\kern-\Gin@llx\space \raise-\Gin@llly\space \hbox{\special{ps:#1}}}
\typeout{^^J---------------------------------------------------------}
.ps graphics without bounding box information cannot be scaled. If the file actually contains the information, please rename the file to .eps file extension.

\def\Gin@extensions{.eps,.ps}
\@namedef{Gin@rule@.ps}{#1}{ps}{.ps}{#1}
\@namedef{Gin@rule@.eps}{#1}{eps}{.eps}{#1}
\def\Gin@PS@raw#1{\special{ps::#1}}
\def\Grot@start{\special{ps::gsave currentpoint translate \Grot@angle space rotate neg exch neg exch translate}}
\def\Grot@end{\special{ps:: gsave grestore moveto}}
\def\Gscale@start{\special{ps:: currentpoint translate \Gscale@x space \Gscale@y space scale neg exch neg exch translate}}
\def\Gscale@end{\special{ps:: currentpoint grestore moveto}}
\def\Ginclude@eps#1{\message{<#1>}\bgroup\def\@tempa{!}\dimen@\Gin@req@width\dimen@ii.1bp\divide\dimen@\dimen@ii\@tempdima\Gin@req@height\divide\@tempdima\dimen@ii\if\Gin@scalex\@tempa\else rwi=\number\dimen@ space\fi\if\Gin@scaley\@tempa\else rhi=\number\@tempdima space\fi\if\Gin@clip clip\fi}%
\egroup}

20 \textit{pctex32}

A \LaTeX\ 2e graphics driver file for Personal TeX’s PC TeX for 32 bit Windows; Code supplied by Tao Wang <pti@crl.com>.

20.1 \textbf{Colour}

Uses the generic ‘color1’ code.

20.2 \textbf{Graphic file inclusion}

% including PostScript graphics
\def\Ginclud@eps{#1}{%\message(#1)}%\bgroup\def\@tempa{!}\dimen@\Gin@req@width\dimen@ii.1bp\divide\dimen@\dimen@ii\@tempdima\Gin@req@height\divide\@tempdima\dimen@ii\if\Gin@scalex\@tempa\else rwi=\number\dimen@ space\fi\if\Gin@scaley\@tempa\else rhi=\number\@tempdima space\fi\if\Gin@clip clip\fi}%\egroup
including BMP graphics
630 \def\Ginclude@bmp#1{% 
631 \message{<#1>}% 
632 \ifGin@clip 
633 \typeout{no clipping support for BMP graphics in PCTeX32}% 
634 \fi 
635 \Gin@req@width.03515\Gin@req@width 
636 \Gin@req@height.03515\Gin@req@height 
637 \special{bmp:#1\space x=\strip@pt\Gin@req@width cm, 
638 y=\strip@pt\Gin@req@height cm}}

including WMF graphics
639 \def\Ginclude@wmf#1{% 
640 \message{<#1>}% 
641 \ifGin@clip 
642 \typeout{no clipping support for WMF graphics in PCTeX32}% 
643 \fi 
644 \Gin@req@width.03515\Gin@req@width 
645 \Gin@req@height.03515\Gin@req@height 
646 \special{wmf:#1\space x=\strip@pt\Gin@req@width cm, 
647 y=\strip@pt\Gin@req@height cm}}

20.3 Scaling and Rotating
PostScript rotation and scaling
648 \def\Grot@start{%
649 \special{ps:: gsave currentpoint 
650 currentpoint translate \Grot@angle\space neg 
651 rotate neg exch neg exch translate}}
652 \def\Grot@end{
653 \special{ps:: currentpoint grestore moveto}}
654 \def\Gscale@start{
655 \special{ps:: currentpoint currentpoint translate 
656 \Gscale@x\space \Gscale@y\space scale neg exch neg exch translate}}
657 \def\Gscale@end{
658 \special{ps:: currentpoint currentpoint translate 
659 1 \Gscale@x\space div 1 \Gscale@y\space div scale 
660 neg exch neg exch translate}}
661 \def\Gin@PS@raw#1{\special{ps: #1}}
662 \def\Gin@PS@restored#1{\special{" #1}}

20.4 Default Extensions
663 \def\Gin@extensions{.eps,.ps,.wmf,.bmp} 
664 \@namedef{Gin@rule@.ps}#1{{eps}{.ps}{#1}}
665 \@namedef{Gin@rule@.eps}#1{{eps}{.eps}{#1}}
666 \@namedef{Gin@rule@.bmp}#1{{bmp}{#1}}
667 \@namedef{Gin@rule@.wmf}#1{{wmf}{#1}}
668 (/pctex32)

21 pctexwin
A BT\TeX\,2\^{} graphics driver file for Personal TeX’s PC TeX for Windows; from
information supplied by Lance Carnes and Tao Wang <pti@crl.com>.
669 (*pctexwin)
21.1 Graphic file inclusion

\def\Ginclude@eps#1{%  
  \message{<#1>}%  
  \ifGin@clip  
  \typeout(no clipping support in pctexwin)\fi%  
  \Gin@req@width.03515\Gin@req@width%  
  \Gin@req@height.03515\Gin@req@height%  
  \special{eps:#1\space x=\strip@pt\Gin@req@width cm,  
    y=\strip@pt\Gin@req@height cm}}%  
\def\Ginclude@ps#1{%  
  \message{<#1>}%  
  \ifGin@clip  
  \typeout(no clipping support in pctexwin)\fi%  
  \hbox{\kern-\Gin@llx bp\raise-\Gin@lly bp\hbox{\special{ps:#1}}}%  
  \typeout(^^J%  
  ---------------------------------------------------------^^J%  
  .ps graphics without bounding box information cannot be%  
  scaled. If the file actually contains the information,“^^J%  
  please rename the file to .eps file extension.”^^J%  
  ---------------------------------------------------------^^J%  
}\def\Ginclude@bmp#1{%  
  \message{<#1>}%  
  \ifGin@clip  
  \typeout(no clipping support in pctexwin)\fi%  
  \Gin@req@width.03515\Gin@req@width%  
  \Gin@req@height.03515\Gin@req@height%  
  \special{bmp:#1\space x=\strip@pt\Gin@req@width cm,  
    y=\strip@pt\Gin@req@height cm}}%  
\def\Ginclude@wmf#1{%  
  \message{<#1>}%  
  \ifGin@clip  
  \typeout(no clipping support in pctexwin)\fi%  
  \Gin@req@width.03515\Gin@req@width%  
  \Gin@req@height.03515\Gin@req@height%  
  \special{wmf:#1\space x=\strip@pt\Gin@req@width cm,  
    y=\strip@pt\Gin@req@height cm}}%  
\def\Gin@extensions{.eps,.ps,.wmf,.bmp}  
\@namedef{Gin@rule@.bmp}#1{{bmp}{}{#1}}%  
\@namedef{Gin@rule@.wmf}#1{{wmf}{}{#1}}%  
\@namedef{Gin@rule@.ps}#1{{ps}{.ps}{#1}}%  
\@namedef{Gin@rule@.eps}#1{{eps}{.eps}{#1}}%  
⟨/pctexwin⟩

22 pctexhp

A \TeX\,2e graphics driver file for Personal TeX’s PTI Laser/HP; from information supplied by Lance Carnes and Tao Wang <pti@crl.com>.
22.1 Graphic file inclusion

\def\Ginclude@pcl#1{\message{<#1>}\ifGin@clip\typeout{no clipping support in pctexhp}\fi\hbox{\kern-\Gin@llx bp\raise-\Gin@lly bp\hbox{\special{pcl:#1}}}\typeout{WARNING: pctexhp does not permit graphics to be scaled}}
\@namedef{Gin@rule@.pcl}#1{{pcl}{}{#1}}
\def\Gin@extensions{.pcl}
\@namedef{Gin@rule@.ps}#1{{ps}{.ps}{#1}}
\@namedef{Gin@rule@.eps}#1{{ps}{.eps}{#1}}
\let\Ginclude@eps\Ginclude@bmp

The only exception is EPS files, as they may be read for BoundingBox
\@namedef{Gin@rule@.ps}#1{{eps}{.ps}{#1}}
\@namedef{Gin@rule@.eps}#1{{eps}{.eps}{#1}}
\let\Ginclude@eps\Ginclude@bmp

Add a few default extensions so \includegraphics{a} will pick up a.eps or a.wmf. This list can be reset with \DeclareGraphicsExtensions. Other extensions not in the list may be used explicitly, eg \includegraphics{a.gif}

23 pubps

A \LaTeX\ graphics driver file for Arbortext’s PUBps; information from Peter R Wilson pwilson@rdrc.rpi.edu.

23.1 Rotation

\def\Grot@start{\special{ps: gsave currentpoint translate \Grot@angle\space rotate neg exch neg exch translate}}
\def\Grot@end{\special{ps: currentpoint grestore moveto}}

24 dviwin

A \LaTeX\ graphics driver file for Hippocrates Sendoukas’ dviwin

24.1 Graphic file inclusion

Dviwin sorts out the graphics type itself based on extension. They all use the same \special, so as far as graphics.sty is concerned they are all the same ‘type’. Use ‘bmp’ for the type as that is as good a name as any. Make this the default.
\@namedef{Gin@rule@*}#1{{bmp}{}{#1}}
\def\Ginclude@bmp#1{\raise\Gin@req@height\hbox{\special{anisoscale #1, \the\Gin@req@width\space \the\Gin@req@height}}}
should work as long as dviwin has access to a gif filter. If .gif is added using \DeclareGraphicsExtensions then \includegraphics{a} would also find a.gif.

\def\Gin@extensions{.eps,.ps,.wmf,.tif}
\langle/dviwin\rangle

25 ln

A \TeX graphics driver file for B Hamilton Kelly's ln03 driver. Untested, but based on the graphics macros distributed with the driver.

\langle*ln\rangle

25.1 Graphic file inclusion

\def\Ginclude@sixel#1{\special{ln03:sixel #1}}
\langle/ln\rangle

26 truetex

A \TeX graphics driver file for Kinch ‘truetex’ driver.

\langle*truetex\rangle

26.1 Colour

Uses the ‘color4’ colour code.

26.2 Graphic file inclusion

EPS File inclusion: DVIPS style.
\def\Ginclude@eps#1{%
 \message{<#1>}%
 \bgroup
 \def\@tempa{!}%
 \dimen@.1bp%
 \divide\dimen@2%
 \special{PSfile="#1"%}

\def\Ginclude@bmp#1{%
 \message{<#1>}%
 \special{bmpfile #1}}

\langle/bmp\rangle
26.3 Literal PostScript

This is not supported, so uses ‘nops’ code.

26.4 Default Rules

Support (e)ps, tif and bmp, default to eps.

27 tcidvi

A \TeX{} 2e graphics driver file for Scientific Word/Workplace. Actually for the Kinch truetex driver, augmented with extra \special{} handling with the DLL supplied with SW.

27.1 Colour

Uses the ‘color4’ colour code.

The above colours are handled by the Kinch-supplied dll The TCI dll adds support for \colorbox{}, but only grey scale The code below accepts any color model, but only the red component is used.
27.2 Graphic file inclusion

EPS File inclusion.
\def\Ginclude@eps#1{%
\message{<#1>}%
\raise\Gin@req@height\hbox{
If the bounding box has been changed by a trim or viewport key then need to
calculate the crop ratios based on the original bb coordinates. (This assumes that
clip key is also used).
\ifx\Gin@ollx\@undefined%
\else
\@tempdimb \Gin@ourx bp%
\advance\@tempdimb-\Gin@ollx bp%
\@tempdima\Gin@llx bp%
\advance\@tempdima-\Gin@ollx bp%
\Gscale@div\TCI@cropleft\@tempdima\@tempdimb
\@tempdima\Gin@urx bp%
\advance\@tempdima-\Gin@ollx bp%
\Gscale@div\TCI@cropright\@tempdima\@tempdimb
\@tempdimb \Gin@oury bp%
\advance\@tempdimb-\Gin@olly bp%
\@tempdima\Gin@lly bp%
\advance\@tempdima-\Gin@olly bp%
\Gscale@div\TCI@cropbottom\@tempdima\@tempdimb
\@tempdima\Gin@ury bp%
\advance\@tempdima-\Gin@olly bp%
\Gscale@div\TCI@croptop\@tempdima\@tempdimb
\fi
\special{%
language \TCI@language;%
type \TCI@type;%
valid_file \TCI@validfile;%
width \the\Gin@req@width;%
height \the\Gin@req@height;%
depth 0pt;%
original-width \the\Gin@nat@width;%
original-height \the\Gin@nat@height;%
cropleft "\TCI@cropleft";%
croptop "\TCI@croptop";%
cropright "\TCI@cropright";%
cropbottom "\TCI@cropbottom";%
filename '##1';%
\ifx\TCI@temp\@empty\else tempfilename \TCI@temp;\fi
}}}

Default values so documents produced elsewhere should work
\def\TCI@language{"Scientific Word"}
\def\TCI@type{"GRAPHIC"}
\def\TCI@validfile{'F'}
\def\TCI@cropleft{0}
\def\TCI@croptop{1}
\def\TCI@cropright{1}
\def\TCI@cropbottom{0}
\let\TCI@temp\@empty
Non PS Graphic files.
File inclusion macro is always the same. Use a different name though as LaTeX thinks it can read eps files for BoundingBox.
\let\Ginclude@bmp\Ginclude@eps

27.3 Literal PostScript
This is not supported, so uses ‘nops’ code.

27.4 Default Rules
SW always gives the full name with extension. So leave this list empty.
\def\Gin@extensions{}
\ps .PS .eps .EPS are (E)PS rest are ‘bmp’ which is a catch all type for anything that the import filter can handle.
\n\namedef{Gin@rule@.ps}#1{{eps}{.ps}{#1}}
\namedef{Gin@rule@.eps}#1{{eps}{.eps}{#1}}
\namedef{Gin@rule@.PS}#1{{eps}{.PS}{#1}}
\namedef{Gin@rule@.EPS}#1{{eps}{.EPS}{#1}}
\namedef{Gin@rule@*}#1{{bmp}{\Gin@ext}{#1}}
⟨/tcidvi⟩

28 Literal Postscript
Most drivers writing to PostScript allow some form of ‘literal’ PostScript \special that inserts code into the final PostScript output. However Non-PS drivers can not support this (and some PS one’s can’t either). The code here makes all these commands no ops. Individual driver sections may define the commands to do something useful.
\n\"nops\"
Raw PostScript code, no save/restore. Coordinate system unspecified.
\def\Gin@PS@raw#1{}
PostScript code, to be surrounded by save/restore by the driver. Coordinate system standard PostScript, but with origin at current (T\TeX) position.
\def\Gin@PS@restored#1{}
PostScript code to be inserted in the Header section of the final PostScript. Must be issued on the first page of a document.
\def\Gin@PS@literal@header#1{}
Name of external file, the contents of which are to be inserted in the Header section of the final PostScript. Must be issued on the first page of a document.
\def\Gin@PS@file@header#1{}
⟨/nops⟩
29 Graphics Inclusion Rules

\def\Gin@extensions{.eps,.ps}
\@namedef{Gin@rule@.ps}{#1}{eps}{.ps}{#1}
\@namedef{Gin@rule@.eps}{#1}{eps}{.eps}{#1}
\@namedef{Gin@rule@*}{#1}{eps}{\Gin@ext}{#1}
\def\Gin@extensions{.eps,.ps,.eps.gz,.ps.gz,.eps.Z,.mps}
\@namedef{Gin@rule@.ps}{#1}{eps}{.ps}{#1}
\@namedef{Gin@rule@.eps}{#1}{eps}{.eps}{#1}
\@namedef{Gin@rule@.mps}{#1}{eps}{.mps}{#1}
\@namedef{Gin@rule@.pz}{#1}{eps}{.bb}{#1}
\@namedef{Gin@rule@.eps.Z}{#1}{eps}{.eps.bb}{#1}
\@namedef{Gin@rule@.ps.Z}{#1}{eps}{.ps.bb}{#1}
\@namedef{Gin@rule@.ps.gz}{#1}{eps}{.ps.bb}{#1}
\@namedef{Gin@rule@.eps.gz}{#1}{eps}{.eps.bb}{#1}
\@namedef{Gin@rule@*}{#1}{eps}{\Gin@ext}{#1}
\def\Gin@extensions{.eps,.ps,.eps.gz,.ps.gz,.eps.Z,.mps}
\@namedef{Gin@rule@.ps}{#1}{eps}{.ps}{#1}
\@namedef{Gin@rule@.eps}{#1}{eps}{.eps}{#1}
\@namedef{Gin@rule@.mps}{#1}{eps}{.mps}{#1}
\@namedef{Gin@rule@.msp}{#1}{eps}{.bb}{#1}
\@namedef{Gin@rule@.ps.Z}{#1}{eps}{.ps.bb}{#1}
\@namedef{Gin@rule@.ps.gz}{#1}{eps}{.ps.bb}{#1}
\@namedef{Gin@rule@.eps.gz}{#1}{eps}{.eps.bb}{#1}
\@namedef{Gin@rule@*}{#1}{eps}{\Gin@ext}{#1}
\def\Gin@extensions{.eps,.ps,.pcx,.bmp}
\@namedef{Gin@rule@.pcx}{#1}{bmp}{}{#1}
\@namedef{Gin@rule@.bmp}{#1}{bmp}{}{#1}
\@namedef{Gin@rule@.msp}{#1}{bmp}{}{#1}
\def\Gin@extensions{.eps,.ps,.pict}
\@namedef{Gin@rule@.ps}{#1}{eps}{.ps}{#1}
\@namedef{Gin@rule@.eps}{#1}{eps}{.eps}{#1}
\@namedef{Gin@rule@.pict}{#1}{pict}{}{#1}
\@namedef{Gin@rule@.pntg}{#1}{pntg}{}{#1}
\@namedef{Gin@rule@.pict}{#1}{pict}{}{#1}
\@namedef{Gin@rule@.pntg}{#1}{pntg}{}{#1}
\def\Gin@extensions{.eps,.ps,.tiff}
\@namedef{Gin@rule@.tiff}{#1}{tiff}{}{#1}