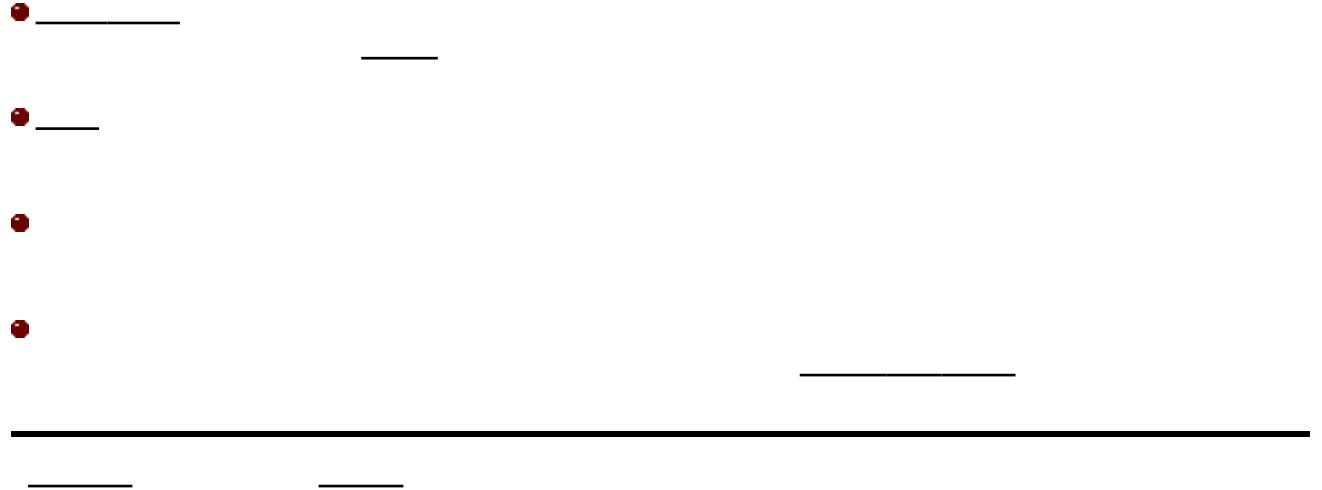


● Mouse Function Ilwa6 73u:

The function of each mouse button is displayed here. This changes with the mode of the operation (drawing, editing, etc.) to reflect the function of each mouse button.

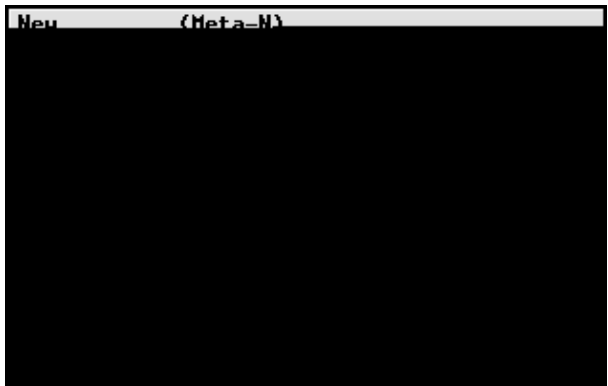
● Rulers:

Graduations in the selected units (e.g. inches e.M 295.2 Td((dx1.8 48opitshorizontalM 29nd sideon.)TTj 0 -





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Below the **Exit** menu entry is a list of recently loaded **Fig** files. The number of files in this list may be set in the **.xfigrc** file in the user's login directory, or from the Global Settings panel. The maximum number of file names saved is 9.





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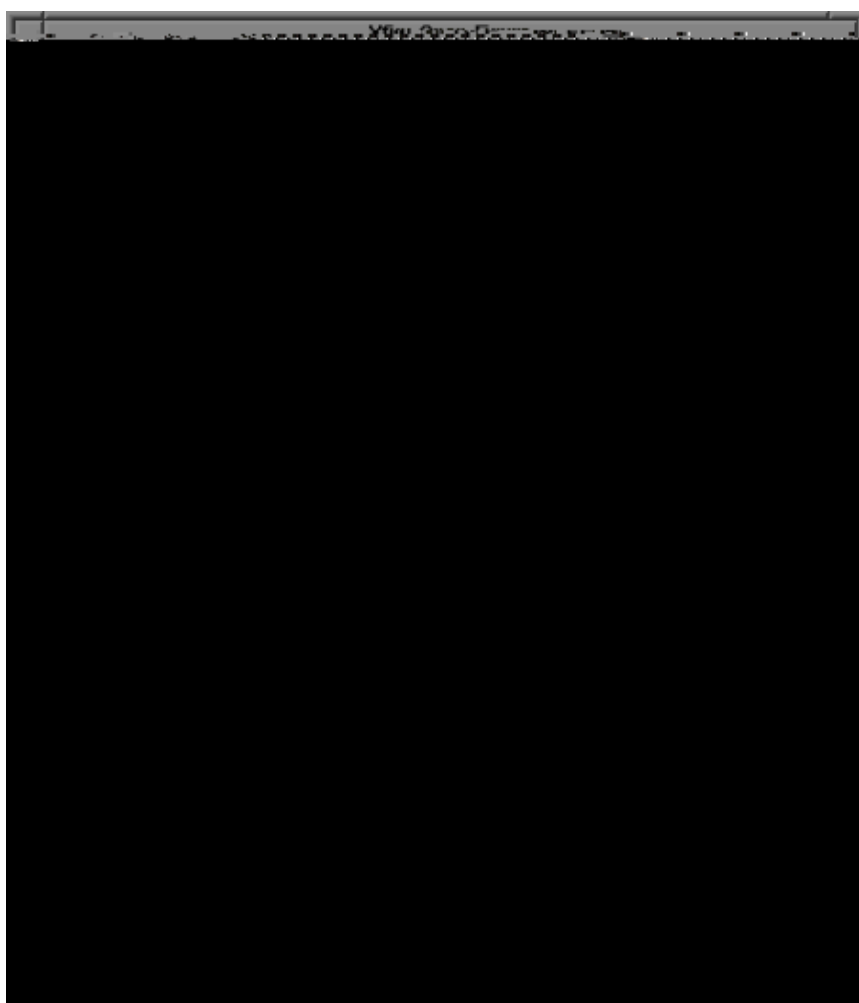
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- *Filename Mask*

Only the files which match this pattern will be listed in the *Fig Files* list. The pattern is similar to the one which is used in the UNIX shell, so it is possible to use meta-characters like "*" or "?". In addition, multiple patterns separated by a space are allowed.

Typing *Return*

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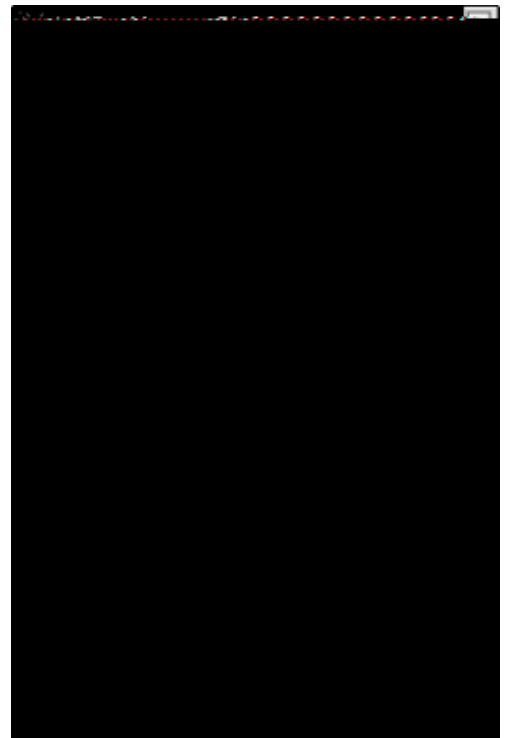
—

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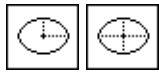
As in *Open*, the figure will be shifted at the amounts specified by *Figure Offset*.

- *Save*

Clicking this button will save the figure to the file specified in the *Filename* field if any, or the file name in *Current File* otherwise. It will save to an existing file other than *Current File*, with the suffix ".bak".

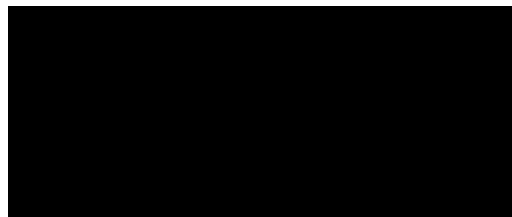


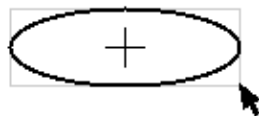




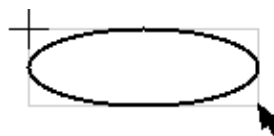
(CIRCLE AND ELLIPSE)

Create circles and ellipses. To draw a circle, mouse button 1 is used. For an ellipse, mouse button 2 is used.



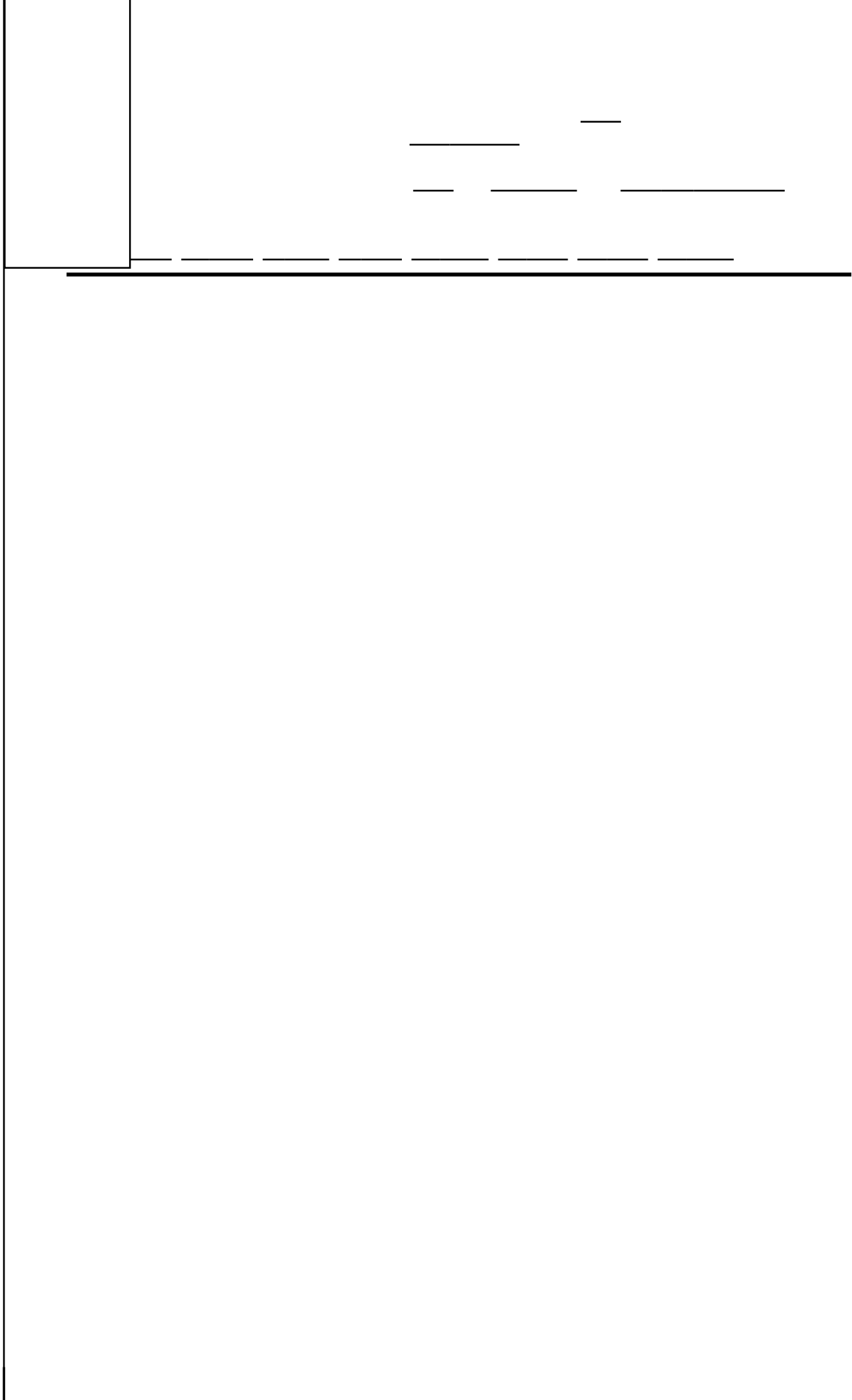


Ellipse by radius



Ellipse by diameter





- CLOSED APPROXIMATED SPLINE

Smooth closed curve which approximates specified points.

- OPEN APPROXIMATED SPLINE

Smooth curve which approximates specified points.

- CLOSED INTERPOLATED SPLINE

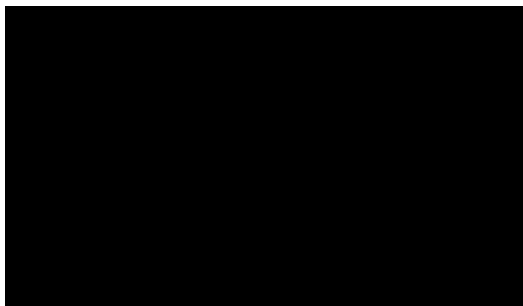
Smooth closed curve which passes through specified points.

- OPEN INTERPOLATED SPLINE

Smooth curve which passes through specified points.

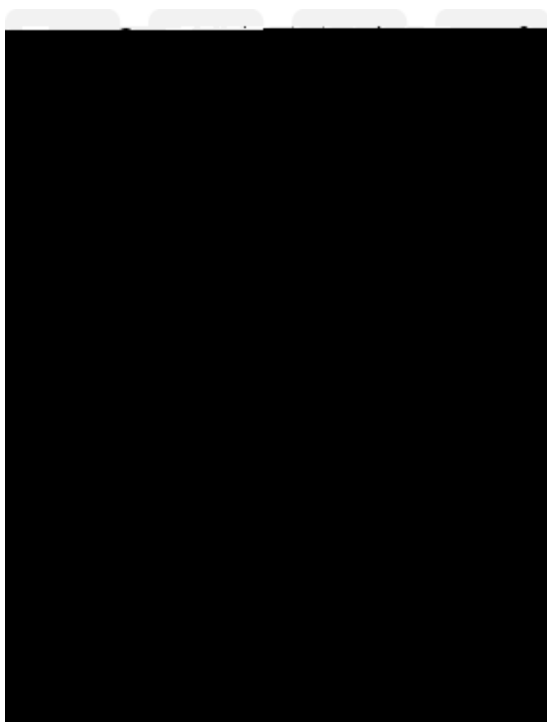


Using splines, curves such as the following may be easily dgeess.About X-Sspline.xfig.'s new X-Ssplin is bit morhe





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Measure Area of Polygons and Ellipses



Glue selected objects and make them a COMPOUND object.

This is useful to move or copy some objects together at the same time. It is also possible to scale part of a figure by scaling a COMPOUND object after making part of the figure COMPOUND.

By clicking on a COMPOUND object, it is possible to click on a COMPOUND object and not on the object it contains. To click on a COMPOUND object, click on the COMPOUND object. To click on the object it contains, click on the object it contains.

Optionally, you can click on a COMPOUND object and not on the object it contains. To click on a COMPOUND object, click on the COMPOUND object. To click on the object it contains, click on the object it contains.







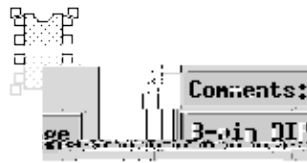




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Clicking mouse button 2 on such an object will add the area to a running sum and report the individual and accumulated areas.

Clicking mouse button 3 will reset the accumulated area to 0.

● The area for polygons that have overlapping parts will not be calculated correctly. This should be fixed in a future version.



● Selecting Objects

Objects may be selected by clicking the *corner markers (handles)* of the object. The corner markers are small square marks which are displayed at the corner point of objects which may be selected for any particular mode.

Most objects may also be selected by clicking on the line connecting corner markers, but it may have a different meaning in some editing modes. For example in the SCALE OBJECT mode, clicking on a corner marker will scale the object proportionally to its horizontal/vertical ratio, but clicking on a line connecting corner markers (edge of the rectangle) will scale the object only in that direction (i.e. horizontally or vertically).

If POINT POSITION is set to other than *Any*, objects which are not on the virtual grid may not be selected.

When object corners or edges are coincident, clicking on the object may not select the desired object but the other object instead. In this case, the desired object may be selected with following operations:

1. Press (and hold) the SHIFT key and click on the object to be selected.



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Indicates which part of the text is placed at the specified point. (see TEXT JUSTIFICATION)

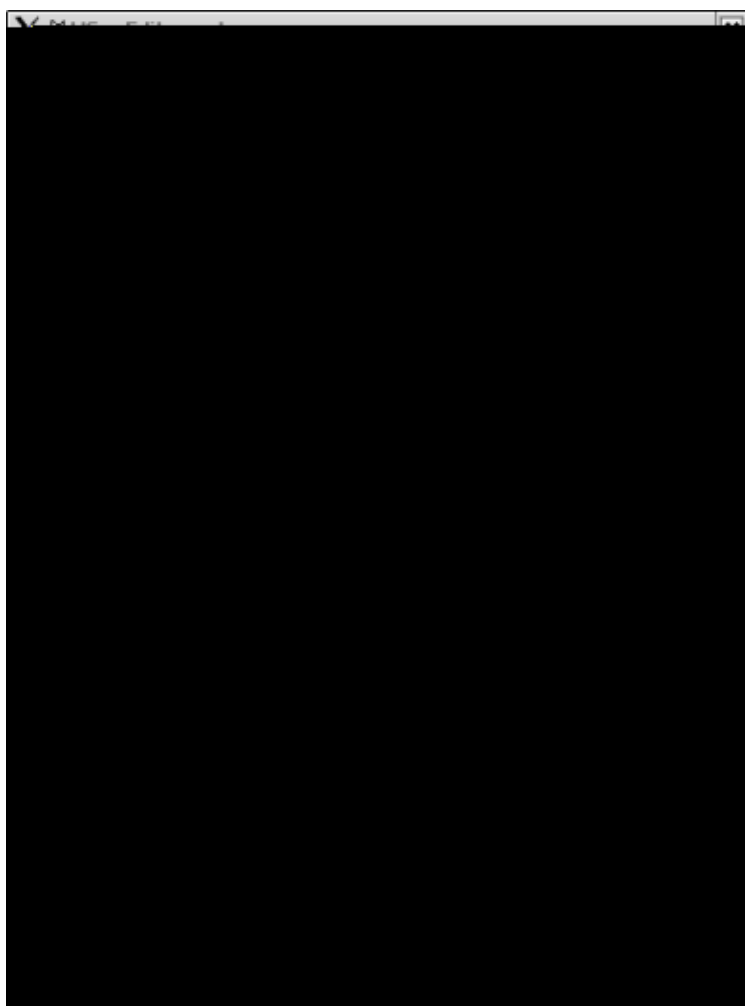
● *Hidden Flag, Rigid Flag, and TeX Flag*

Size Flag specifies point. (see FONTATION) Ctrl-Return Flag inrt oION 9.554 -13. the box willifip downrt ollifip

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panel. When it is not possible to display all the attribute buttons at once, a scrollbar will be added to the



Zoom
3.50



~p EATION ANGLE)





Allow lines to be drawn only at slopes which can be handled by the *vector* command of the LaTeX picture environment. With this setting, lines with slope x/y (here, x and y are integers in the range -4 to 4) may be created.



Manhattan-Mountain

Allow lines to be drawn in the horizontal, vertical or diagonal (45 degrees) direction only.



Manhattan

Allow lines to be drawn in the horizontal or vertical direction only.



Mountain

Allow lines to be drawn in the diagonal (45 degrees) direction only.



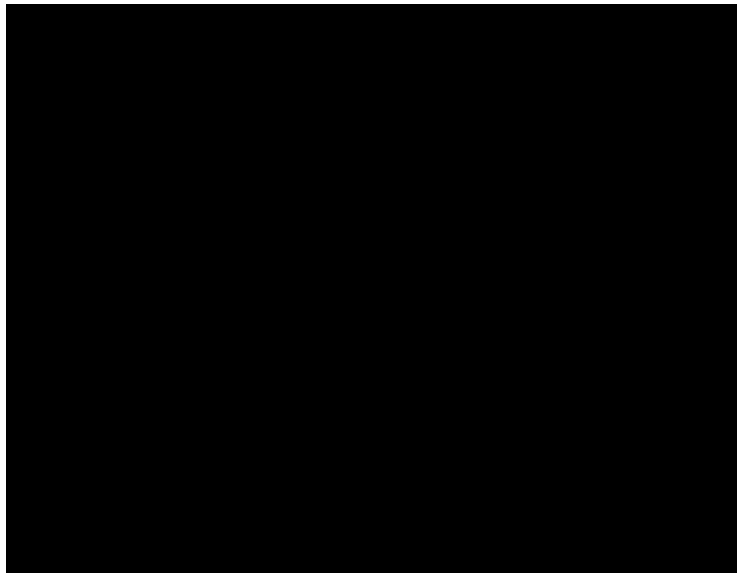
PenColor (PEN COLOR)

in thange egnly.slopoutm onllin see out to he
(PEN CFILLR)




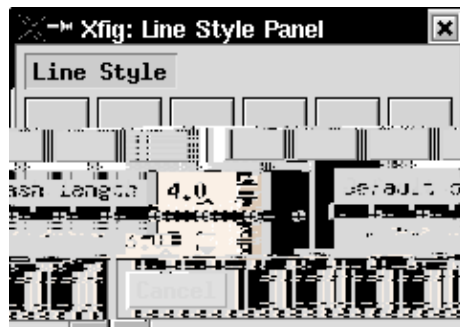
FillColor
Red






Line
Width  4 (LINE WIDTH)
(LINSTYLETH)

Line
Style 

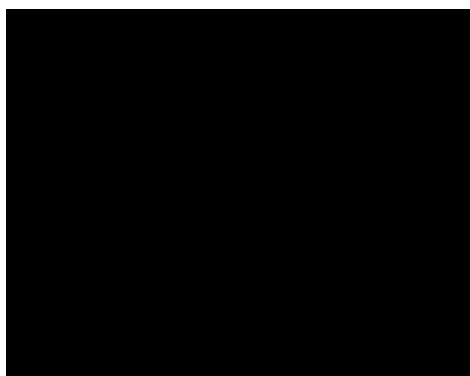


Line
Style 



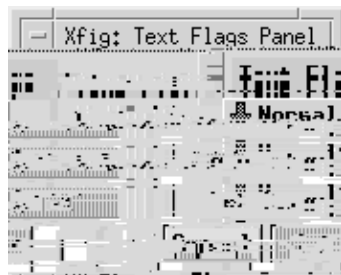


Arrow Size
Thk=1.0





Text Flags
hidden=off...





As you make changes to the settings, the image at the top of the panel shows what the dimension line would look like.

● *Line - This is the main line*

● *Thickness*

This is the thickness of the main dimension line. It may be 0, in which case no line is drawn.

● *Style*

● *Color*

The color of the line. A color panel pops up when this is pressed, to choose the color.

● *Arrows*

● *Types*

When pressed a kulldown menu appears from which the user may select the arrowhead type (or none) for each end of the line.

● *Length*

The length of the arrowheads as a multiple of the main line thickness

● *Width*

The width of the arrowheads as a multiple of the main line thickness

● *Box - This is the box drawn aron0Tam3sa m1T he bo6 6.4rth*



The color used to fill the box. A color panel pops up.

• *Ticks*

• *Show ticks*

Checkbox to show or hide end ticks on main line.

• *Thickness*

The thickness of the ticks

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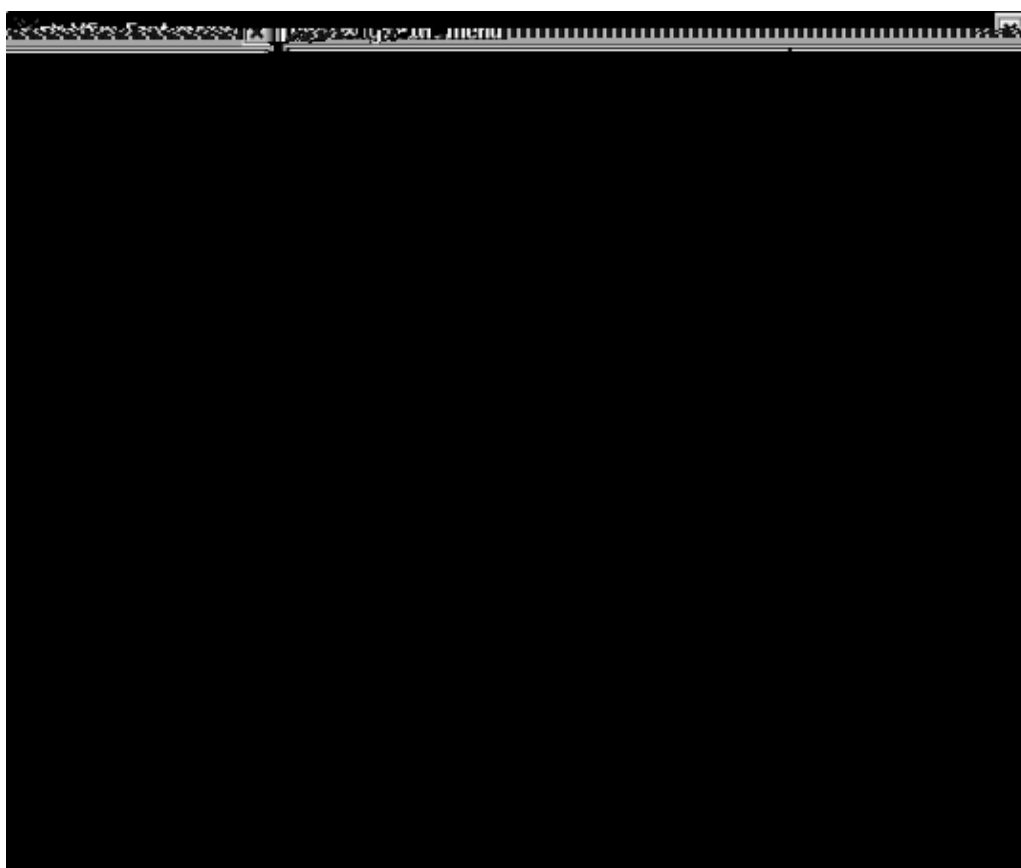
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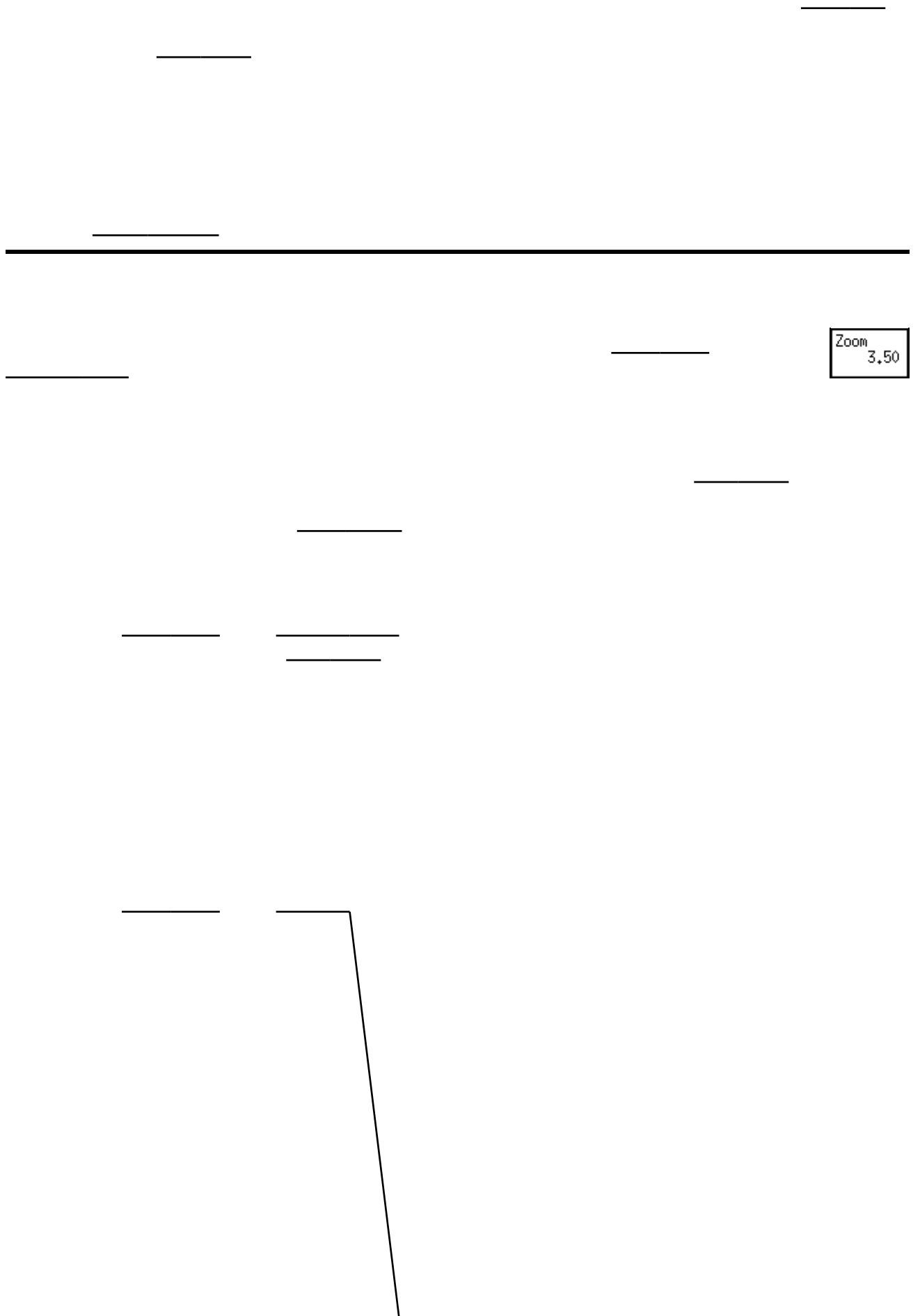
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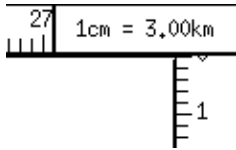






Units

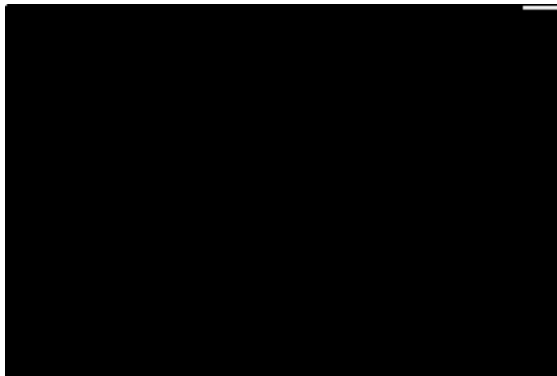
UNIT box



The Units box is placed where the top and side rulers meet. The units of the ruler (*in* or *cm*) and the scale of the drawing (e.g. 1cm=3km) will be displayed here.

Set Units

Clicking on the Units box with mouse button 3 or pressing **Shift-U** ('Set Units/Scale') will pop up a panel to set the units. This panel is also available from the [Edit Menu](#)



● Ruler units

Select ruler unit from *Imperial (fraction)*, *Imperial (decimal)* or *Metric (cm)*. When *Imperial (fraction)* is chosen, then fractions of the units will be shown in measurement messages, e.g. **3-5/8 in**, or **3 ft 7-1/2 in**. For the other choices, decimal values are shown, e.g. **3.3242 cm**.

● Figure units

Select unit which is used to display dimensions when entering or editing object, from *Ruler units* and *User defined*. If *User defined* is selected here, the string entered in *Unit name* will be displayed as the unit of dimension.

● Unit name

Set the name of the unit. This is effective only if *User defined* is selected in *Figure units*.

● Use fractions

If the Ruler units is Imperial (in), you may have **xf** which is used to display dimensions when entering or editing object. If the Ruler units is Imperial (in), you may have **xf** which is used to display dimensions when entering or editing object. If the Ruler units is Imperial (in), you may have **xf** which is used to display dimensions when entering or editing object.

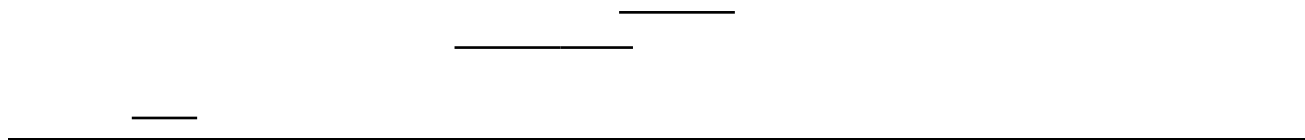


The default values for this panel can be set by [command line options](#) and [resources](#).

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[REDACTED]

Keyboard Coordinate Entry

In any drawing or edit mode, the location of the next point may be specified from the keyboard rather than from the pointer. Pressing Ctrl-k while the pointer is in the canvas will pop up a dialog that allows a coordinate to be entered.

The coordinates may be specified in either rectangular or polar form, either absolutely or relative to the current point, and in either decimal or fractional notation. Rectangular coordinates are specified as

x-coord, y-coord

or

r x-coord, y-coord

where the comma is optional and a leading 'r' (or 'R') indicates that the point specified is relative to the current point. Coordinates may be entered either in decimal form or fraction form like `2-7/8` or `2.875`. The `r` prefix is optional. Examples: `r 2-7/8, 1/2` or `r 2.875, 0.5`.



below, they immediately precede the (resolution,coord_system) line.

(2) The first non-comment line consists of the following:

string	orientation	("Landscape" or "Portrait")
string	justification	("Center" or "Flush Left")
string	units	("Metric" or "Inches")

48 = vertical bricks
 49 = horizontal lines
 50 = vertical lines
 51 = crosshatch
 52 = horizontal "shingles" skewed to the right
 53 = horizontal "shingles" skewed to the left
 54 = vertical "shingles" skewed one way
 55 = vertical "shingles" skewed the other way
 56 = fish scales
 57 = small fish scales
 58 = circles
 59 = hexagons
 60 = octagons
 61 = horizontal "tire treads"
 62 = vertical "tire treads"

The depth field is defined as follows:

0 ... 999 where larger value means object is deeper than (under)
 objecticali dwTeephe dewes:

Tal l_stylepth field is defined as follows:

- 61Defaulleft
 1 0= Solidr)
 61Dashedr)
 62Dottedr)
 53Dash-dottedr)
 54Dash-double-dottedr)
 55Dash-triple-dottedr)

Tstyle_er pth field is defined e o length, in 1/80 inches, of to ton/offr)
 dashed asephashedtal li, anewe This8 T pth fisis:

int	pen_style	(pen style, not used)
int	area_fill	(enumeration type, -1 = no fill)
float	style_val	(1/80 inch, specification for dash/dotted lines)
int	direction	(always 1)
float	angle	(radians, the angle of the x-axis)
int	center_x, center_y	(Fig units)
int	radius_x, radius_y	(Fig units)
int	start_x, start_y	(Fig units; the 1st point entered)
int	end_x, end_y	(Fig units; the last point entered)

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 (3.5) POLYLINE
 =====

First line:

type	name	(brief description)
----	----	-----
int	object_code	(always 2)
int	sub_type	1: polyline 2: box 3: polygon 4: arc-box) 5: imported-picture bounding-box)
int	line_style	(enumeration type, solid, dash, dotted, etc.)
int	thickness	(1/80 inch)
int	pen_color	(enumeration type, pen color)
int	fill_color	(enumeration type, fill color)
int	depth	(enumeration type)
int	pen_style	(pen style, not used)
int	area_fill	(enumeration type, -1 = no fill)
float	style_val	(1/80 inch, specification for dash/dotted lines)
int	join_style	(enumeration type)
int	cap_style	(enumeration type, only used for POLYLINE)
int	radius	(1/80 inch, radius of arc-boxes)
int	forward_arrow	(0: off, 1: on)
int	backward_arrow	(0: off, 1: on)
int	npoints	(number of points in line)

Forward arrow line: same as ARC object

Backward arrow line: same as ARC object

For picture (type 5) the following line follows:

type	name	(brief description)
----	----	-----
boolean	flipped	orientation = normal (0) or flipped (1)
char	file[]	name of picture file to import

Points line(s). The x,y coordinates follow, any number to a line, with as many lines as are necessary:

type	name	(brief description)
----	----	-----
int	x1, y1	(Fig units)

First line:

char string[]	(ASCII characters; starts after a blank character following the last number and ends before the sequence '\001'. This sequence is not part of the string. Characters above octal 177 are represented by \xxx where xxx is the octal value. This permits fig files to be edited with 7-bit editors and sent by e-mail without data loss. Note that the string may contain '\n'.)
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The font_flags field is defined as follows:

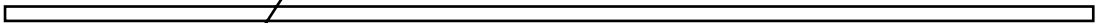
Bit	Description
0	Rigid text (text doesn't scale when scaling compound objects)
1	Special text (for LaTeX)
2	PostScript font (otherwise LaTeX font is used)
3	Hidden text

The font field is defined as follows:

For font_flags bit 2 = 0 (LaTeX fonts):

33	Zapf Chancery Medium Italic
34	Zapf Dingbats

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Changing Fonts on PostScript Output

Fonts used when generating PostScript output are specified in the files like `japanese.ps` in **fig2dev** package, and it is possible to change them by modifying those files.

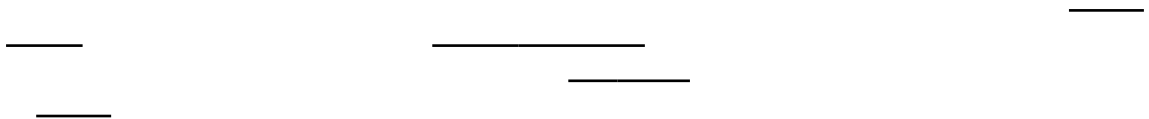
Japanese

By default, `Ryumin-Light` and `GothicBBB-Medium` will be used if they are available, and `HeiseiMin-W3` and `HeiseiKakuGo-W5` otherwise.

Locale name can be one of `japanese`, `ja`, `ja_JP`, `ja_JP.ujis`, `ja_JP.eucJP` and `ja_JP.EUC`.

Korean

By default,





`\includegraphics{fig1.eps}` or `\includegraphics{fig1}`.

Export the figure to two files, partially to eps or pdf or both, partially to a latex file, and include the latex file. The latex file contains the text and includes the eps or pdf file which contains the graphics.

For example, try `\input{fig1.pstex_t}` for latex + eps, `\input{fig1.pdf_t}` for latex +de the or

\newlength\XFigwidth\XFigwidth84mm



Compile your document, then open it. Nifty, isn't it?

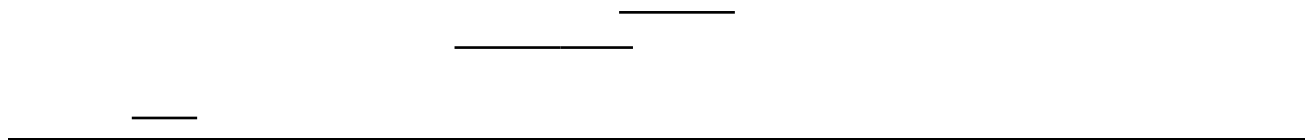
LaTeX has a function `\credits` for this. Nifty, isn't it?

Pros: The only way to insert automatically animations. Benefit of the existing xfig's depth system.

You can adjust it to a defined size by using:

Cons: Are there any?

And to include an animation just put



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[REDACTED]

Keyboard Coordinate Entry

In any drawing or edit mode, the location of the next point may be specified from the keyboard rather than from the pointer. Pressing Ctrl-k while the pointer is in the canvas will pop up a dialog that allows a coordinate to be entered.

The coordinates may be specified in either rectangular or polar form, either absolutely or relative to the current point, and in either decimal or fractional notation. Rectangular coordinates are specified as

x-coord, y-coord


or

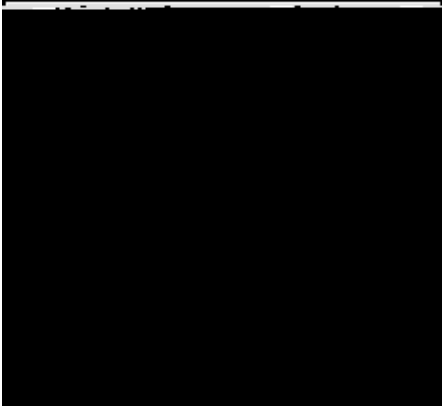
r x-coord, y-coord

where the comma the fractional notation. The 'r' (on a 'R') indicates a relative coordinate. Press as





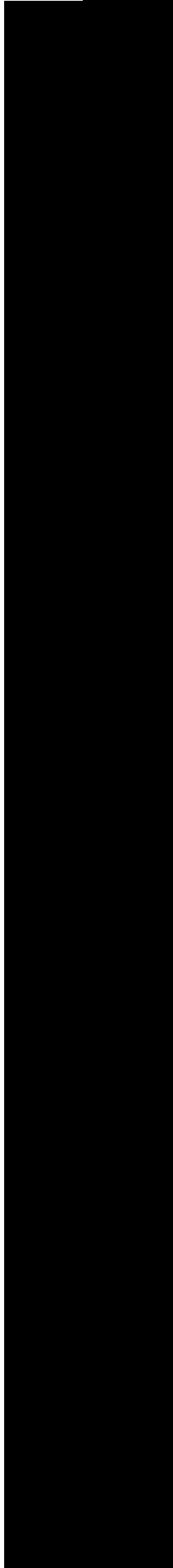
 View





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Use *visualname* as the visual. *visualname* is one of TrueColor, StaticColor, DirectColor, StaticGray, GrayScale, and PseudoColor. **xfig** uses the default visual unless this is specified.
Use the `xdpinfo` command to see which visuals and depths are supported



i18n

i18n

Set the "transparent" color when Exporting to the GIF image format. This is one of the **xfig** colors,

Resources for the Size of Windows, etc.

`but_per_row` (`But_per_row`)

Specify the number of buttons wide the mode panel should be.

Option: `-but_per_row`

Default: 2

flipvisualhints (Hints)

Setting this *ON* will flip the left/right mouse indicator messages for mice whose buttons have been switched.

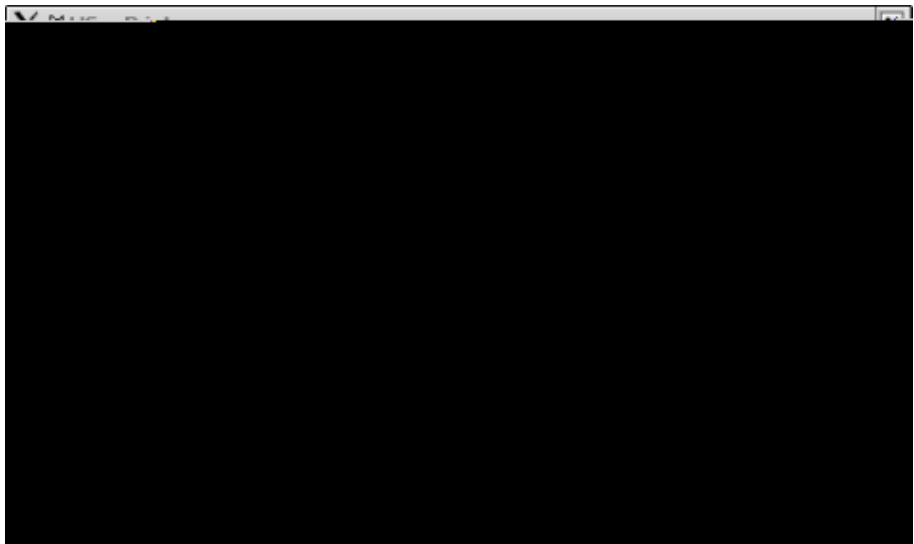
Option: -flipvisualhints

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- *Print Job Params*
The string specified here will be passed as command-line options when executing `lpr` (lp on System V system). If `%f` is included in the string, (it may appear more than once) it will be replaced by the name of the figure.

The default is empty, but it may be specified by `Fig*job_params*string` resource.

- *Figures in batch*
This indicator shows how many figures have been put in the *batch file* for printing. Figures may be printed into the *batch file* by *Print FIGURE to Batch*, and those figures may be sent to the printer as one print job by clicking on *Print BATCH to Printer*.

- *Dismiss*
Clicking this button will close the Print panel. The accelerator Met
Dismiss
Dismiss.

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File. The accelerator `Meta-X` will also perform this function.

When trying to export to an existing file other than *Default File*, popup panel will appear and the user will be asked to confirm the export operation. If the figure is exported to a file other than *Default File*, then *Default File* will be set to the actual export file name.

Generating an HTML Image Map

It is possible to generate image map (clickable map) of HTML 3.2 by selecting *HTML Image Map* as Language on the Export panel.

To use this facility, using *Comments* on the Edit panel, comment like:

```
HREF="url" ALT="string"
```

must be set for objects you want to make interactive. Here, *url*

`\includegraphics{fig1.eps}` or `\includegraphics{fig1}`.

Export the figure to two files, partially to eps or pdf or both, partially to a latex file, and include the latex file. The latex file contains the text and includes the eps or pdf file which contains the graphics.

For example, try

\newlength\XFigwidth\XFigwidth84mm





- *Print Job Params*
The string specified here will be passed as command-line options when executing `lpr` (lp on System V system). If `%f` is included in the string, (it may appear more than once) it will be replaced by the name of the figure.
- The default is empty, but it may be specified by `Fig*job_params*string` resource.
- *Figures in batch*
This indicator shows how many figures have been put in the *batch file* for printing. Figures may be printed into the *batch file* by *Print FIGURE to Batch*, and those figures may be sent to the printer as one print job by clicking on *Print BATCH to Printer*.
- *Dismiss*
Clicking this button will close the Print panel. The accelerator Met
- Dismiss.
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File. The accelerator `Meta-X` will also perform this function.

When trying to export to an existing file other than *Default File*, popup panel will appear and the user will be asked to confirm the export operation. If the figure is exported to a file other than *Default File*, then *Default File* will be set to the actual export file name.

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```
HREF="url" ALT="string"
```

must be set for objects you want to make interactive. Here, *url*

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- On Cygwin, needed to double-escape PRINTER environment when backslashes in name
 - w_library.c had incompatible pointer type in call to ScanLibraryDirectory
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- Incorrect header files used for SmeBSB resulted in either segfault or none of the command panel entries being underlined
 - Drawing very large splines (e.g. at zoom = 0.01) caused integer roundoff errors, making xfig loop indefinitely
 - Bug where a line that had a zero width or length arrowhead was not redrawn after being moved, copied, canvas redraw, etc.
 - The page border and axis lines would obscure Fig objects when moving, copying etc. other objects on the canvas.
 - In the popup picture editor, if the relative position of the corners of the picture were changed, the rotation field was not updated (this bug was in 3.2.5-alpha3 only)
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Bugs Fixed in *xfig 3.2.5-alpha3*

- Missing #ifdef XAW3D in SimpleMenu.c

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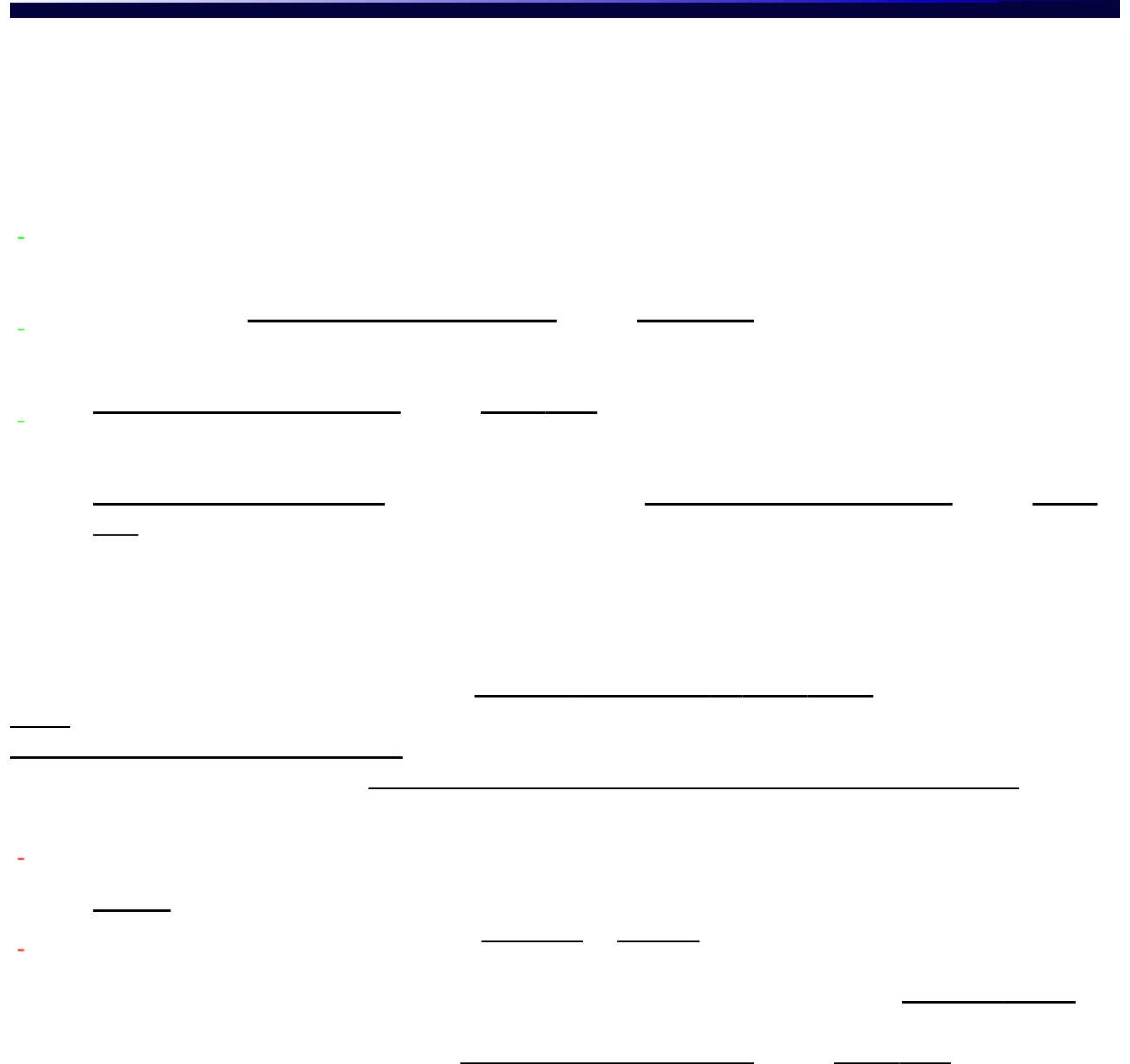
```
$ cp /usr/share/ghostscript/fonts/*.pfb /usr/X11R6/lib/X11/fonts/Type1
```

Append the file `/usr/share/ghostscript/fonts/fonts.scale` to `Type1/fonts.scale`. The first line in the latter file contains is the number of fonts listed in that file. Change that number to include the additional fonts.

Now run `mkfontdir(1)` to update the font database:

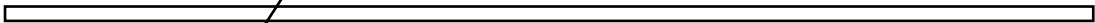
```
$ mkfontdir
```

If your operating system has the `chkfontpath` command, alternative is to add the Ghostscript font

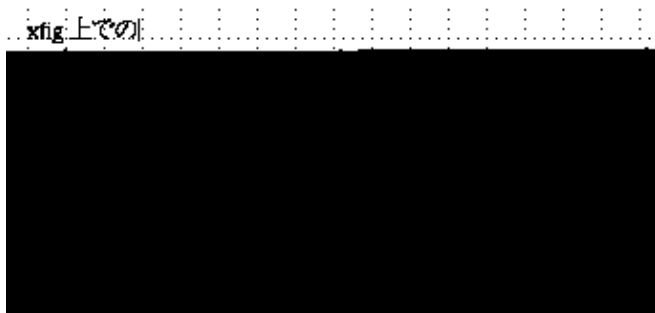


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The text under conversion will displayed in a separate window. Customization of the display font
The text under conversion will be displayed at the position where it will end up. But the display may
be somewhat strange because it will be displayed with a different font. Also, it may lead to somewhat
unusual behavior, or the display on the canvas may get confused.



Changing Fonts on PostScript Output

Fonts used when generating PostScript output are specified in the files like `japanese.ps` in **fig2dev** package, and it is possible to change them by modifying those files.

Japanese

By default, `Ryumin-Light` and `GothicBBB-Medium` will be used if they are available, and `HeiseiMin-W3` and `HeiseiKakuGo-W5` otherwise.

Locale name can be one of `japanese`, `ja`, `ja_JP`, `ja_JP.ujis`, `ja_JP.eucJP` and `ja_JP.EUC`.

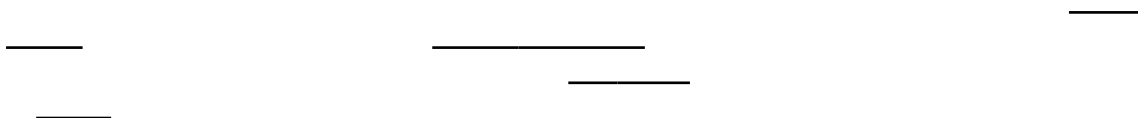
Korean

By default, `Munhwa-Regular` and `MunhwaGothic-Bold` will be used if they are available, and `HLaTeX-Myoungjo-Regular` and `HLaTeX-Gothic-Regular` otherwise.

Locale name can be one of `korean`, `ko`, `ko_KR`, `ko_KR.ujis`, `ko_KR.eucKR` and `ko_KR.EUC`.

Another Languages

Because configuration file for languages other than Japanese and Korean is not prepared, you must make the file for the language and available fonts.



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below, they immediately precede the (resolution,coord_system) line.

(2) The first non-comment line consists of the following:

string	orientation	("Landscape" or "Portrait")
string	justification	("Center" or "Flush Left")
string	units	("Metric" or "Inches")
string	papersize	("Letter", "Legal", "Ledger", "Tabloid", "A", "B", "C", "D", "E", "A4", "A3", "A2", "A1", "A0" and "B5")
float	magnification	(export and print magnification, %)
string	multiple-page	("Single" or "Multiple" pages)
int	transparent color	(color number for transparent color for GIF)

The `pen_style` field is unused.
These values may be defined in some future version of Fig.
The two color.

48 = vertical bricks
49 = horizontal lines
50 = vertical lines
51 = crosshatch
52 = horizontal "shingles" skewed to the right
53 = horizontal "shingles" skewed to the left
54 = vertical "shingles" skewed one way
55 = vertical "shingles"skewed the other way
56 = fish scales
57 = small fish scales
58 = circles
59 = hexagons
60 = octagons
61 = horizontal "tire treads"
62 = vertical "tire treads"

The depth field is defined aorogows:s"

int	pen_style	(pen style, not used)
int	area_fill	(enumeration type, -1 = no fill)

char string[]

(ASCII characters; starts after a blank character following the last number and ends before the sequence '\001'. This

33	Zapf Chancery Medium Italic
34	Zapf Dingbats



Caveat: Because spline models of previous versions (quadratic B-splines and Bezier with hidden

```
Fig*iconPixmap:  your_lib_area/fig.icon.X
```

in your `.Xdefaults` file and copy the file `fig.icon.X` into directory
your_lib_area.

On HP machines, the capitalization of some letters in the edit text

20. **LaTeX asks for missing macro \k or the ogonek diacritic mark isn't visible.**

POSSIBLE CAUSE AND SOLUTION:

Define the macro `\def\k#1{\c{#1}}` before the `\begin{document}` directive in your LaTeX document.

21. **Text is positioned differently when exported than it is on the screen**

POSSIBLE CAUSE AND SOLUTION:

Your X server (screen) fonts may not be the same as the PostScript fonts that fig2dev uses when exporting. If you use the ghostscript fonts in your X server things will improve. To do this, see [Installing Ghostscript's Type1 fonts under X.](#)

I cannot type anything into the popup dialogs in xfig when I use the fvwm window manager

POSSIBLE CAUSE AND SOLUTION:



Use +O2 instead of +O3 or get patch from HP for the compiler; connect to
<http://support.mayfield.hp.com/> and choose **Patch Browsing and Downloading**.