

Display Graphics

HP-GL subset

AF; Erases the user graphics display.

CS; Turns off the measurement display.

DF; Sets the default values.

DIX,Y; Sets absolute character direction.

x	y	Character direction
1	0	0°
0	0	90°
-1	0	180°
0	-1	270°

LB[*text*][*etx*]; Labels the display, placing the symbols starting at the current pen position. All incoming characters are printed until the *etx* symbol is received. The default *etx* symbol is the ASCII value 3 (not the character 3).

LT*a*; Specifies line type:

<i>a</i>	line
0	solid
1	solid
2	short dashes
3	long dashes

OP; Outputs P1 and P2, the scaling limits: 0,0,5850,4095.

PA*x,y*; Draws from the current pen position to *x,y*. There can be several pairs of *x,y* coordinates within one command. They are separated by commas, and the entire sequence is terminated with a semicolon.

PD; Pen down. A line is drawn only if the pen is down.

PG; Erases the user graphics display.

PR*x,y*; Plot relative: draws a line from the current pen position to a position *y* up and *x* over.

PU; Pen up. Stops anything from being drawn.

RS; Turns on the measurement display.

Sl*h,w*; Sets the character size, for height *h* and width *w* in centimeters:

<i>h</i>	<i>w</i>	size
.16	.20	smallest
.25	.30	
.33	.39	
.41	.49	largest

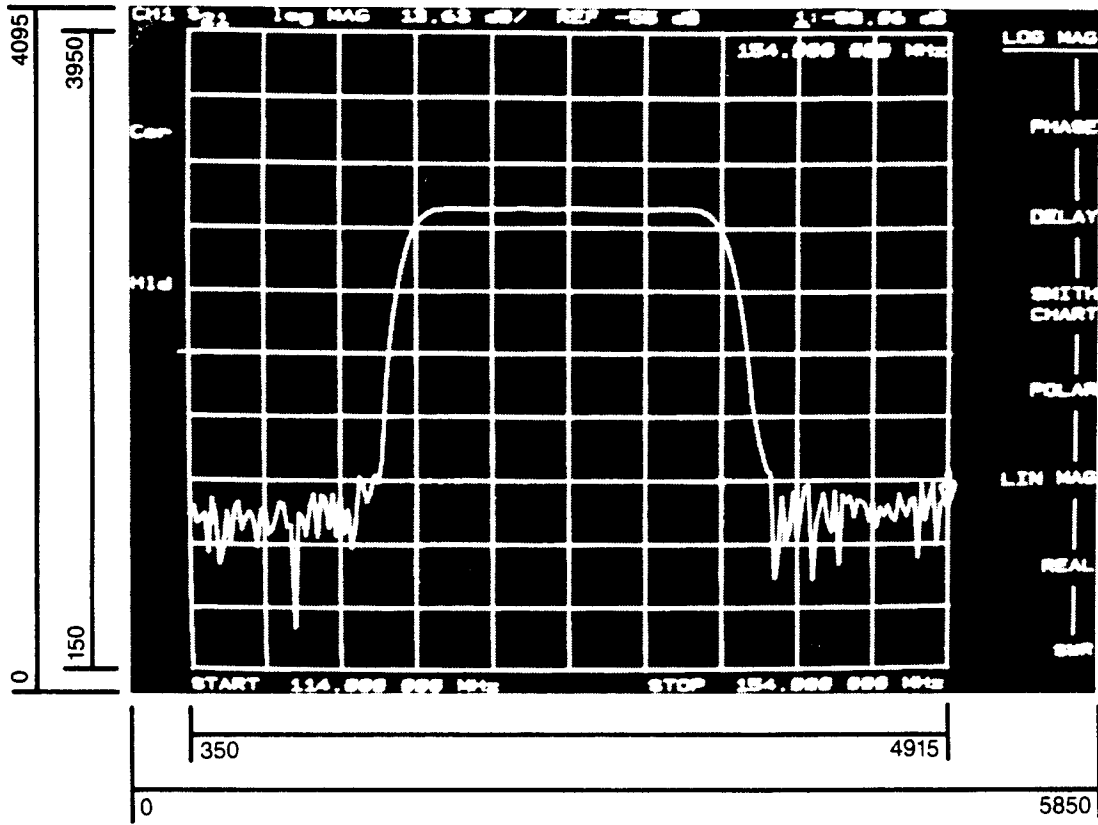
SP*n*; Selects color: $n = 1-7$

COLOR*m*; $m = 1-7$

Accepted but ignored HP-GL commands

IM Input service request mask
IP Input P1, P2 scaling points
IW Input window
OC Output current pen position
OE Output error
OI Output identity
OS Output status
SL Character slant
SR Relative character size

User Graphics Units



Processing Chain

