

# MFPIC Quick Reference

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This information was prepared for version 1.10 of mfpic.

## Preamble commands

Load mfpic package (L <sup>A</sup> T <sub>E</sub> X)	<code>\usepackage[<i>options</i>]{mfpic}</code>
Options	<code>metafont   metapost, mplabels, overlaylabels, centeredcaptions, raggedcaptions, clip, truebbox, draft, final, nowrite, mfpreadlog</code>
Load mfpic; activate options (plainL <sup>A</sup> T <sub>E</sub> X)	<code>\input mfpic. \usemetafont   \usemetapost, \usemplabels, \overlaylabels \usecenteredcaptions, \useraggedcaptions, \clipmfpic, \settruebbox, \mfpicdraft, \mfpicfinal, \mfpicnowrite, \mfpreadlog</code>
Turn off some options	<code>\nomplabels, \nooverlaylabels, \nocenteredcaptions, \noraggedcaptions, \noclipmfpic, \notruebbox</code>
Set up/close the output file	<code>\opengraphsfile{<i>base name</i>}...\closegraphsfile</code>

## The mfpic environment

Start an mfpic figure	<code>\mfpic[<i>xscale</i>][<i>yscale</i>]{<i>x<sub>min</sub></i>}{<i>x<sub>max</sub></i>}{<i>y<sub>min</sub></i>}{<i>y<sub>max</sub></i>}</code> <code>{<i>mfpic commands</i>}</code> <code>\endmfpic</code>
L <sup>A</sup> T <sub>E</sub> X (optional)	<code>\begin{mfpic} ≡ \mfpic, \end{mfpic} ≡ \endmfpic</code>

## Dimensions (lengths)

<i>Purpose; where used:</i>	<i>Name and default value:</i>
Unit of length; <code>\mfpic</code>	<code>\mfpicunit, 1pt</code>
Size of a symbol; <code>\point</code> , <code>\plot</code> , and <code>\plotsymbol</code>	<code>\pointsize, 2pt</code>
Darkness of shading; <code>\shade</code>	<code>\shadespace, 1pt</code>
Space between dots; <code>\polkadot</code>	<code>\polkadotspace, 10pt</code>
Space between hatch lines; hatching macros	<code>\hatchspace, 3pt</code>
Size of arrowhead; <code>\arrow</code>	<code>\headlen, 3pt</code>
Size of x-, y-axis arrowhead; xy-axes macros	<code>\axisheadlen, 5pt</code>
Size of border axis arrowhead; side axis macros	<code>\sideheadlen, 0pt</code>
Size of marks on axes; axis marks	<code>\hashlen, 4pt</code>
Size of dashes; <code>\dashed</code>	<code>\dashlen, 4pt</code>
Space between dashes; <code>\dashed</code>	<code>\dashspace, 4pt</code>
Size of dots; <code>\dotted</code>	<code>\dotsize, 0.5pt</code>
Space between dots; <code>\dotted</code>	<code>\dotspace, 3pt</code>
Space between symbols; <code>\plot</code>	<code>\symbolspace, 5pt</code>

The following commands are used to change the size of some dimension parameters:

<i>Purpose (default):</i>	<i>Command:</i>
Set diameter of drawing pen (0.5pt)	<code>\penwd{<i>dimen</i>}</code>
Set diameter of shading dots (0.5pt)	<code>\shadewd{<i>dimen</i>}</code>
Set diameter of polkadot (5pt)	<code>\polkadotwd{<i>dimen</i>}</code>
Set diameter of hatching pen (0.5pt)	<code>\hatchwd{<i>dimen</i>}</code>
Multiply <code>\shadespace</code> by 1.2	<code>\lightershade</code>
Divide <code>\shadespace</code> by 1.2	<code>\darkershade</code>

## Colors

Set color for curves	<code>\drawcolor{<i>color</i>}</code>
Set color for fills	<code>\fillcolor{<i>color</i>}</code>
Set color for points, symbols	<code>\pointcolor{<i>color</i>}</code>
Set color for hatching	<code>\hatchcolor{<i>color</i>}</code>
Set color for arrowheads	<code>\headcolor{<i>color</i>}</code>
Set color for tlabels	<code>\tlabelcolor{<i>color</i>}</code>
Set color used by <code>\gclear</code>	<code>\backgroundcolor{<i>color</i>}</code>
L <sup>A</sup> T <sub>E</sub> X syntax	<code>\drawcolor[<i>model</i>]{<i>clrspec</i>}</code> , etc.
Define a color name	<code>\mfpdefinecolor{<i>name</i>}{<i>model</i>}{<i>clrspec</i>}</code>

## Common geometric figures

Drawing commands that operate on a variable length list in braces may be followed by `\datafile{filename}` instead of the list.

### Points

Place a symbol at given point(s)	<code>\plotsymbol[<i>size</i>]{<i>name</i>}{<i>(x<sub>0</sub>, y<sub>0</sub>)</i>, <i>(x<sub>1</sub>, y<sub>1</sub>)</i>, ...}</code>
Available symbol names	Triangle, Square, Circle, Diamond, Star, SolidTriangle, SolidSquare, SolidCircle, SolidDiamond, SolidStar, Plus, Cross, Asterisk
Points (filled or unfilled circles)	<code>\point[<i>size</i>]{<i>(x<sub>0</sub>, y<sub>0</sub>)</i>, <i>(x<sub>1</sub>, y<sub>1</sub>)</i>, ...}</code>
Force filled/open circles in <code>\point</code> :	<code>\pointfilltrue/\pointfillfalse</code>

### Lines

Connect points with lines	<code>\polyline{<i>(x<sub>0</sub>, y<sub>0</sub>)</i>, <i>(x<sub>1</sub>, y<sub>1</sub>)</i>, ...}</code> , or <code>(\lines)</code>
Closed polygon	<code>\polygon{<i>(x<sub>0</sub>, y<sub>0</sub>)</i>, <i>(x<sub>1</sub>, y<sub>1</sub>)</i>, ...}</code>
Concatenate vectors	<code>\turtle{<i>initialpoint</i>}, <i>(v<sub>1</sub>)</i>, <i>(v<sub>2</sub>)</i>, ...}</code>
Rectangle (upright) with given corners	<code>\rect{<i>(x<sub>0</sub>, y<sub>0</sub>)</i>, <i>(x<sub>1</sub>, y<sub>1</sub>)</i>}</code>

### Circles, arcs and ellipses

Circles	
polar form (default):	<code>\circle[p]{<i>center</i>}, <i>(radius)</i>}</code>
three-point form:	<code>\circle[t]{<i>(x<sub>0</sub>, y<sub>0</sub>)</i>, <i>(x<sub>1</sub>, y<sub>1</sub>)</i>, <i>(x<sub>2</sub>, y<sub>2</sub>)</i>}</code>
center-point form:	<code>\circle[c]{<i>center</i>}, <i>(point)</i>}</code>
point-sweep form:	<code>\circle[s]{<i>(x<sub>0</sub>, y<sub>0</sub>)</i>, <i>(x<sub>1</sub>, y<sub>1</sub>)</i>, <i>(angle)</i>}</code>
Arcs	
polar form:	<code>\arc[p]{<i>center</i>}, <i>(θ<sub>1</sub>)</i>, <i>(θ<sub>2</sub>)</i>, <i>(radius)</i>}</code>
three-point form:	<code>\arc[t]{<i>(x<sub>0</sub>, y<sub>0</sub>)</i>, <i>(x<sub>1</sub>, y<sub>1</sub>)</i>, <i>(x<sub>2</sub>, y<sub>2</sub>)</i>}</code>
center-point-angle form:	<code>\arc[c]{<i>center</i>}, <i>(point)</i>, <i>(angle)</i>}</code>
point-sweep form (default):	<code>\arc[s]{<i>(x<sub>0</sub>, y<sub>0</sub>)</i>, <i>(x<sub>1</sub>, y<sub>1</sub>)</i>, <i>(angle)</i>}</code>
Ellipse, center $(x_0, y_0)$ , radii $\langle r_x \rangle$ , $\langle r_y \rangle$ , angle $\langle \theta \rangle$	<code>\ellipse[<i>(θ)</i>]{<i>(x<sub>0</sub>, y<sub>0</sub>)</i>, <i>(r<sub>x</sub>)</i>, <i>(r<sub>y</sub>)</i>}</code>

## General curves

A *(spec)* can be p (for polyline) or s (for smooth) followed by a number for the tension.

Smooth curve through points	<code>\curve[<i>tension</i>]{<i>(x<sub>0</sub>, y<sub>0</sub>)</i>, <i>(x<sub>1</sub>, y<sub>1</sub>)</i>, ...}</code>
Graph of $y = f(x)$	<code>\function[<i>spec</i>]{<i>x<sub>min</sub></i>, <i>x<sub>max</sub></i>, <math>\Delta x</math>}{<i>f(x)</i>}</code>
Graph of parametric curve $(x(t), y(t))$	<code>\parafcn[<i>spec</i>]{<i>t<sub>min</sub></i>, <i>t<sub>max</sub></i>, <math>\Delta t</math>}{<i>(x(t), y(t))</i>}</code>
Graph of $r = f(\theta)$	<code>\plrfcn[<i>spec</i>]{<i>θ<sub>min</sub></i>, <i>θ<sub>max</sub></i>, <math>\Delta \theta</math>}{<i>f(t)</i>}</code>
Interpolate with a smooth <i>function</i>	<code>\fncurve[<i>tension</i>]{<i>(x<sub>0</sub>, y<sub>0</sub>)</i>, <i>(x<sub>1</sub>, y<sub>1</sub>)</i>, ...}</code>
Curve from data in a file	<code>\datafile[<i>spec</i>]{<i>(file)</i>}</code>
Set how <code>\datafile</code> processes a line	<code>\using{<i>read.pattern</i>}{<i>(write.pattern)</i>}</code>
Default is <code>\using{#1 #2 #3}{(#1,#2)}</code>	

## Regions

Curves are not necessarily ‘closed’ even if the start and end are the same. The following are closed (can be filled), as are `\rect`, `\polygon`, `\circle`, and `\ellipse`.

Closed curve through given points	<code>\cyclic[<i>tension</i>](<math>x_1, y_1</math>), (<math>x_2, y_2</math>), ...}</code>
Circular sector (pie slice)	<code>\sector[<i>center</i>], <i>radius</i>, <math>\theta_1</math>, <math>\theta_2</math>]</code>
Region between two functions	<code>\btwnfcn[<i>spec</i>](<math>x_{\min}</math>, <math>x_{\max}</math>, <math>\Delta x</math>){<i>f</i>(<i>x</i>)}{<i>g</i>(<i>x</i>)}</code>
Region in polar coordinates	<code>\plrregion[<i>spec</i>](<math>\theta_{\min}</math>, <math>\theta_{\max}</math>, <math>\Delta\theta</math>){<i>f</i>(<i>t</i>)}</code>
Curves surrounding text	<code>\tlabelrect[<i>radius</i>](<math>\langle x \rangle</math>, <math>\langle y \rangle</math>){<i>text</i>}</code> <code>\tlabeloval[<i>mult</i>](<math>\langle x \rangle</math>, <math>\langle y \rangle</math>){<i>text</i>}</code> <code>\tlabelellipse[<i>ratio</i>](<math>\langle x \rangle</math>, <math>\langle y \rangle</math>){<i>text</i>}</code> <i>radius</i> : round corners. <i>mult</i> : stretch horizontally. <i>ratio</i> : width/height of ellipse

## Prefix macros

### Drawing curves

Dashed path	<code>\dashed[<i>length</i>], <i>gap</i>]</code> ...
Dotted path	<code>\dotted[<i>size</i>], <i>gap</i>]</code> ...
Trace a path with symbols	<code>\plot[<i>size</i>], <i>gap</i>]{<i>symbol</i>}</code> ...
Generalized dashes	<code>\gendashed{<i>patname</i>}</code> ...
Define a named dash pattern	<code>\dashpattern{<i>patname</i>}{<math>\langle len_1 \rangle</math>, <math>\langle len_2 \rangle</math>, ..., <math>\langle len_{2n} \rangle</math>}</code>
Place a symbol at all nodes	<code>\plotnodes[<i>size</i>]{<i>symbol</i>}</code> ...
Solid curve	<code>\draw[<i>color</i>]</code> ...

### Closing a curve

These turn any path into a ‘closed’ path (result can then be filled).

Close with a straight line,	<code>\lclosed...</code>
Close with a smooth join, like <code>\cycle</code> ,	<code>\sclosed...</code>
Close letting METAFONT choose	<code>\bclosed...</code>

### Filling closed curves

These filling prefixes turn off automatic drawing of the curve.

Solid fill	<code>\gfill[<i>color</i>]</code> ...
Unfill	<code>\gclear...</code>
Hatched fills	<code>\thatch[<i>space</i>], <i>angle</i>][<i>color</i>]</code> ...
$\langle angle \rangle = 45$ deg	<code>\rhatch[<i>space</i>][<i>color</i>]</code> ...
$\langle angle \rangle = -45$ deg	<code>\lhatch[<i>space</i>][<i>color</i>]</code> ...
crosshatching	<code>\xhatch[<i>space</i>][<i>color</i>]</code> ...
	<code>\hatch = \xhatch</code>
Shading	<code>\shade[<i>space</i>]</code> ...
Gradients <sup>†</sup>	<code>\gradient{<i>clr</i>}, <i>width</i>, <i>angle</i>}</code> ...
	<code>\areagradient{<i>clr</i>}, <i>h-wd</i>, <i>v-wd</i>}</code> ...
	<code>\radialgradient{<i>clr</i>}, <i>wd</i>, <i>center</i>}</code> ...
Polkadot fill	<code>\polkadot[<i>space</i>]</code> ...
Fill with copies of a tile	<code>\tess{<i>tile</i>}</code> ...
Define a tile*	<code>\tile{<i>name</i>}, <i>unit</i>, <i>width</i>, <i>height</i>, <i>clip</i>}</code> <code><i>drawing commands</i> \endtile</code>

<sup>†</sup> *clr* is a function that returns a color for parameter(s) in (0,1).

\* Creates a mini-mfpic, clipped if `clip = true`.

### Storing and reusing a path

Store a path	<code>\store{<i>name</i>}</code> ...
reusing a stored path	<code>\mfobj{<i>name</i>}</code>

## Subpaths

Subpath by fractions of length	<code>\partpath{<i>frac1</i>}, <i>frac2</i>}</code> ...
Subpath by node numbers	<code>\subpath{<i>m</i>}, <i>n</i>}</code> ...
Cutting by another path	<code>\cutoffafter{<i>obj</i>}</code> ..., <code>\cutoffbefore{<i>obj</i>}</code> ... <i>obj</i> is a name created with <code>\store</code>
Trim the ends of a path	<code>\trimpath{<i>dim1</i>}, <i>dim2</i>}</code> ...

## Modifying a curve

Add arrowhead to the end	<code>\arrow[<i>length</i>][<i>r</i>(<i>angle</i>)]<i>b</i>(<i>backset</i>)]<i>c</i>(<i>color</i>)</code> ...
Define arrowhead shape	<code>\headshape{<i>ratio</i>}{<i>tension</i>}{<i>filled</i>}</code>
Reverse a curve	<code>\reverse...</code>
Double arrow	<code>\arrow\reverse\arrow...</code>
Rotate around a point	<code>\rotatepath{<math>x_0, y_0</math>}, <i>angle</i>}</code> ...
Reflect about a line	<code>\reflectpath{<math>(x_0, y_0)</math>, <math>(x_1, y_1)</math>}</code> ...
Shift	<code>\shiftpath{<i>dx</i>, <i>dy</i>}</code> ...
Scale around a point	<code>\scalepath{<math>x_0, y_0</math>}, <i>scale</i>}</code> ...
xscale about line $x = x_0$	<code>\xscalepath{<math>x_0</math>}, <i>scale</i>}</code> ...
yscale about line $y = y_0$	<code>\yscalepath{<math>y_0</math>}, <i>scale</i>}</code> ...
slant, pivoting on line $y = y_0$	<code>\slantpath{<math>y_0</math>}, <i>slant</i>}</code> ...
yslant, pivoting on line $x = x_0$	<code>\yslantpath{<math>x_0</math>}, <i>slant</i>}</code> ...
Swap x and y	<code>\xyswappath...</code>

## Axes

Draw x- and/or y-axes	<code>\axes[<i>headlen</i>], \xaxis[<i>headlen</i>], \yaxis[<i>headlen</i>]</code>
Draw various axes	<code>\axis[<i>headlen</i>]{<i>axis</i>}</code> , <i>axis</i> is one of x, y, l, b, r, or t.
Draw many axes	<code>\doaxes[<i>headlen</i>]{<i>list</i>}</code> , <i>list</i> of letters, no commas.
Shift border axis inward	<code>\axismargin{<i>axis</i>}{<i>amt</i>}</code> , <i>amt</i> is in graph units.
Add hashmarks to axes	<code>\axismarks{<i>axis</i>}[<i>len</i>]{<math>c_1, c_2, \dots</math>}</code> , $c_j$ are positions. Abbrev. by <code>\xmarks</code> for <code>\axismarks{x}</code> , etc.
Change position of hash marks	<code>\setaxismarks{<i>axis</i>}{<i>pos</i>}</code> <i>pos</i> is one of inside, outside, centered, ontop, onbottom, onleft, or onright.

## Miscellaneous

Text labels	<code>\tlabel[<i>pos</i>](<math>\theta</math>)(<math>\langle x \rangle</math>, <math>\langle y \rangle</math>){<i>TeX text</i>}</code> <code>\tlabels{<i>args1</i>}{<i>args2</i>}...</code> <code>\axislabels{<i>axis</i>}[<i>pos</i>](<math>\theta</math>){<math>\langle txt_1 \rangle</math>}{<math>n_1</math>}, <math>\langle txt_2 \rangle</math>}{<math>n_2</math>}, ...}</code>
	<i>pos</i> is a two-letter sequence, $\theta$ the angle* of rotation in degrees; <i>args<sub>j</sub></i> is an entire set of arguments as in <code>\tlabel</code> ; <i>axis</i> is a letter, <i>txt<sub>j</sub></i> is label, $n_j$ is coordinate on axis
Clipping to a path	<code>\gclip...</code>
Polar conversion	<code>\plr{<math>(r_0, \theta_0)</math>, <math>(r_1, \theta_1)</math>, ...}</code>
Connect paths	<code>\connect{<i>path1</i>}{<i>path2</i>} ... \endconnect</code>
Draw many curves from one datafile	<code>\plotdata[<i>spec</i>]{<i>file</i>}</code> , <i>spec</i> is p or s( <i>num</i> ) where <i>num</i> is the (optional) tension in the smooth curve
Set how <code>\plotdata</code> draws curves <sup>†</sup>	<code>\dashedlines</code> (different dash patterns) <code>\coloredlines</code> (different colors, METAPOST only) <code>\pointedlines</code> (different symbols, like <code>\plot</code> ) <code>\datapointonly</code> (different symbols, like <code>\plotnodes</code> )

\* The angle is optional, and ignored unless option `mplabels` is in effect.

<sup>†</sup> `\plotdata` also respects the `\using` setting (see `\datafile` in section **General curves**).