



PSTricks

Herbert Voß

Einführung in PSTricks

Teil II – Pakete

Herbert Voß

Freie Universität Berlin

7. März 2006



pst-plot

PSTricks

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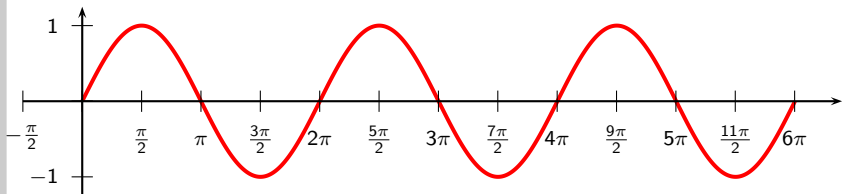
pst-plot

pst-node

pst-tree

pst-3dplot

pst-eucl – Rund
um das Dreieck



```
1 %\usepackage{pstricks-add}
2 \footnotesize
3 \begin{pspicture}(-0.5,-1.25)(10,1.25)
4   \psplot[linecolor=red,linewidth=1.5pt,plotpoints=500]{%
5     {0}{9.424}{ x dup add RadtoDeg sin }
6   \psaxes[xunit=0.785,showorigin=false,%
7     trigLabels]{->}(0,0)(-1,-1.25)(12.8,1.25)
8 \end{pspicture}
```



pst-plot

PSTricks

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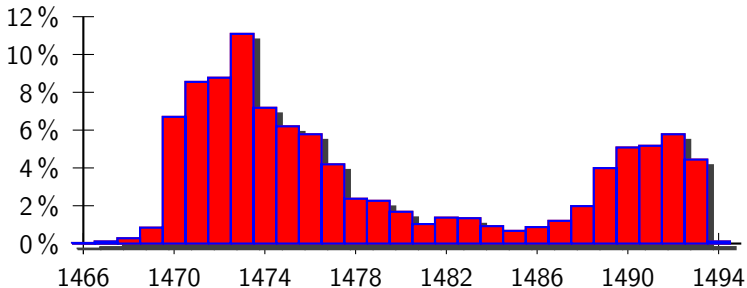
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um das Dreieck



```
1 \psset{xunit=.3cm,yunit=.25cm}
2 \begin{pspicture}(-2.25,-2)(29,12)
3 \psaxes[Ox=1466,Oy=0,Dx=4,Dy=2,ylabelFactor={\,%}](-)(29,12)
4 \listplot[shadow=true,linecolor=blue,plotstyle=bar,%
5   barwidth=0.3cm,fillcolor=red,fillstyle=solid]{\barData}
6 \end{pspicture}
```



pst-plot

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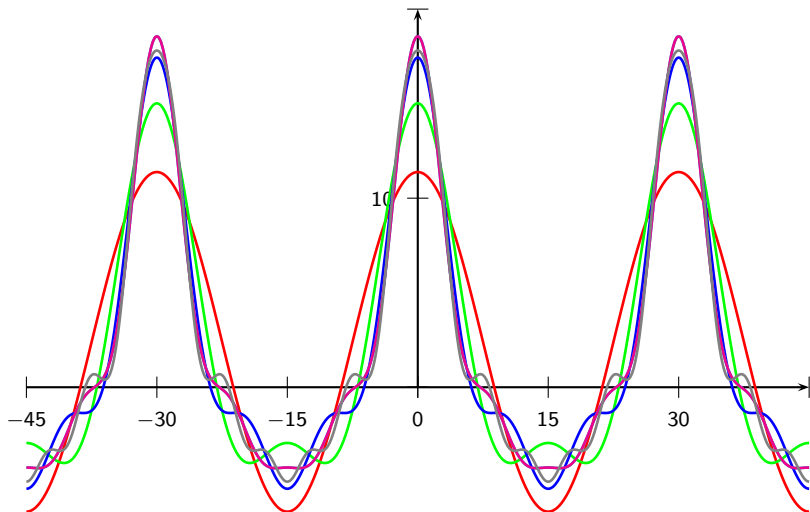
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pst-plot I

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```
1 \makeatletter
2 \pst@addfams{user}
3 \define@key[psset]{user}{nLoop}{\def\psnLoop{#1}}
4 \psset[user]{nLoop=1}
5 \makeatother
6
7 \def\chooseColor#1{%
8   \ifcase#1\or red\or green\or blue\or cyan\or magenta
9     \or gray\fi}
10 \psset{xunit=1.15mm,yunit=2.5mm}
11 \begin{pspicture}(-45,0)(45,20)
12   \psaxes[Dy=10,Dx=15]{->}(0,0)(-45,0)(45,20)%
13   \psstVerb{%
14     /dc 0.2 def /kx 12 def /ky 12 def
15     /si { Pi mul dup RadtoDeg sin exch div } def
16     /Func {
17       /nLoop exch def
18       x kx mul nLoop mul cos
```



pst-plot II

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```
19     nLoop dc mul si mul
20     } def
21 }%
22 \psset{plotpoints=400,linecolor=red,plotstyle=curve}
23 \multido{\iA=1+1}{6}{%
24     \psplot[linecolor=\chooseColor\iA,nLoop=\iA
25     ]{-45}{45}{%
26     /y0 x kx mul cos dc si mul def
27     /y1 0 def
28     1 1 \psnLoop {
29     Func y1 add /y1 exch def
30     } for
31     y1 y0 add
32     dc mul 2 mul
33     dc add
34     ky mul
35     }%
36 }%
\end{pspicture}
```



Knoten

Nichts ist unmöglich ...

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Standard **von hier nach da ...**

Knotentypen Die einzige Einschränkung ist die Tatsache, dass alle
Knoten auf derselben Seite liegen müssen!

Verbatim



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Nichts ist unmöglich ...

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Standard von hier nach da ... `\rnode{B}{hier}` oder zur
Überschrift ...

Knotentypen Die einzige Einschränkung ist die Tatsache, dass alle
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Verbatim



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Knotentypen Die einzige Einschränkung ist die Tatsache, dass alle
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Nichts ist unmöglich ...

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Standard von hier nach da ... `\rnode{B}{hier}` oder zur
Überschrift ...

Knotentypen **Die einzige Einschränkung ist die Tatsache, dass
alle Knoten auf derselben Seite liegen müssen!**

Verbatim



Knoten

Knotentyp \rnode[Position]{Knotenname}{Inhalt}

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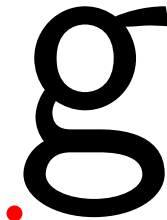
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Knoten

Knotentyp `\rnode[Position]{Knotenname}{Inhalt}`

PSTricks

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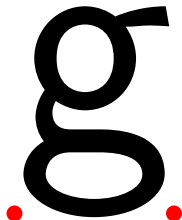
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Knotentyp `\rnode[Position]{Knotenname}{Inhalt}`

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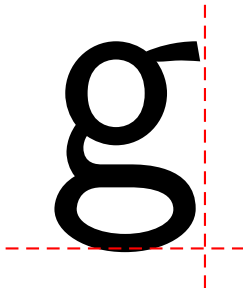
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Knotentyp `\rnode[Position]{Knotenname}{Inhalt}`

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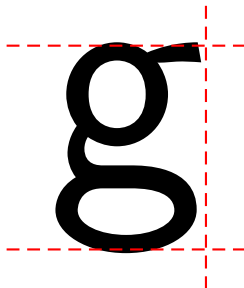
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Knoten

Knotentyp `\rnode[Position]{Knotenname}{Inhalt}`

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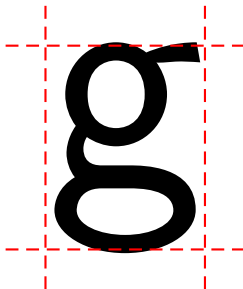
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Knotentyp `\rnode`[Position]{Knotenname}{Inhalt}

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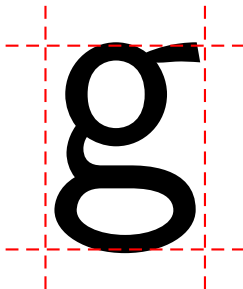
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`\rnode`

```
1 \quad\rnode[lb]{A}{\rnode[rb]{B}{\rnode[rt]{C}{%  
2   \rnode[lt]{D}{\scalebox{12}{g}}}}}  
3 \psset{nodesep=5pt}  
4 \ncline{A}{B}\ncline{B}{C}\ncline{C}{D}\ncline{D}{A}
```



Knoten

Knotentyp `\rnode`[Position]{Knotenname}{Inhalt}

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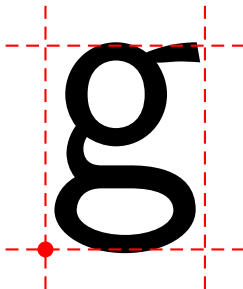
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`\rnode`

```
1 \quad \rnode[lb]{A}{\rnode[rb]{B}{\rnode[rt]{C}{%  
2     \rnode[lt]{D}{\scalebox{12}{g}}}}}  
3 \psset{nodesep=5pt}  
4 \ncline{A}{B}\ncline{B}{C}\ncline{C}{D}\ncline{D}{A}
```



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Knotentyp `\rnode`[Position]{Knotenname}{Inhalt}

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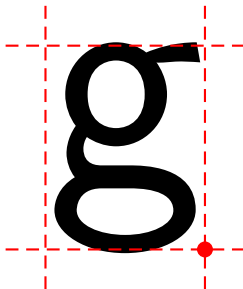
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`\rnode`

```
1 \quad \rnode[lb]{A}{\rnode[rb]{B}{\rnode[rt]{C}{%  
2 \quad \rnode[lt]{D}{\scalebox{12}{g}}}}}  
3 \psset{nodesep=5pt}  
4 \ncline{A}{B}\ncline{B}{C}\ncline{C}{D}\ncline{D}{A}
```



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Knotentyp `\rnode`[Position]{Knotenname}{Inhalt}

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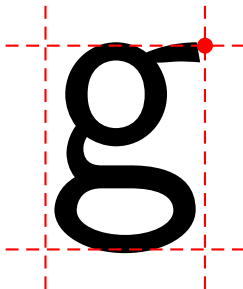
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`\rnode`

```
1 \quad \rnode[lb]{A}{\rnode[rb]{B}{\rnode[rt]{C}{%  
2   \rnode[lt]{D}{\scalebox{12}{g}}}}}  
3 \psset{nodesep=5pt}  
4 \ncline{A}{B}\ncline{B}{C}\ncline{C}{D}\ncline{D}{A}
```



Knoten

Knotentyp \rnode[Position]{Knotenname}{Inhalt}

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pst-euc1 – Rund
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$$\frac{A_1 + B_1 + C_1}{D_1 + E_1 + F_1}$$



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Knotentyp \rnode[Position]{Knotenname}{Inhalt}

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um das Dreieck

$$\frac{A_1 + B_1 + C_1}{D_1 + E_1 + F_1}$$

```
1 \def\DefNodes#1#2{%
2   \rnode[t1]{#1-t1}{\rnode[tr]{#1-tr}{%
3     \rnode[b1]{#1-b1}{\rnode[br]{#1-br}{#2}}}}
4 \[\frac{\DefNodes{A}{A_1}+\DefNodes{B}{B_1}+C_1
5   {\DefNodes{D}{D_1}+\DefNodes{E}{E_1}+\DefNodes{F}{F
6     _1}}\]
7 \psccurve[...](D-b1)(A-t1)(A-tr)([angle=-90,nodesep
8   =0.1]B-b1)
9   ([angle=-90,nodesep=0.1]B-br)(F-tr)(F-br)(F-bl)
   ([angle=90,nodesep=0.1]E-tr)
   ([angle=90,nodesep=0.1]E-t1)(D-br)(D-bl)
```



Knoten

`\cnode[Optionen] (x,y){Radius}{Knotenname}`
`\circlednode[Optionen]{Knotenname}{Inhalt}`

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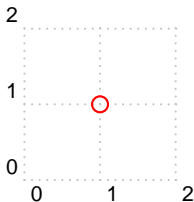
pst-plot

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pst-eucl – Rund
um das Dreieck



```
1 \begin{pspicture}[showgrid=true] (2,2)
2   \cnode[linecolor=red] (1,1){3pt}{B}
3   \visible<2>{\nccurve[arrows=->,linestyle=dashed
4     ]{A}{B}}
5 \end{pspicture}
```



```
1 \psframe[fillcolor=lightgray,%
2   fillstyle=solid] (-0.1,1)
3   (3.75,-0.5)
4 \circlednode[linecolor=red]{A}{A}\
5   hspace{2cm}%
6 \circlednode*{B}{\huge B}
7 \visible<3>{\nccurve[linestyle=dashed,
8   angle=180]{->}{C}{B}}
9 \visible<3>{\nccurve[linestyle=dashed,
10  angleA=180,angleB=100]{->}{C}{A}}
```



Knoten

`\cnode[Optionen] (x,y){Radius}{Knotenname}`
`\circlednode[Optionen]{Knotenname}{Inhalt}`

PSTricks

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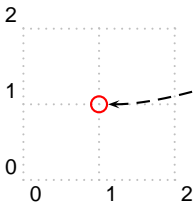
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```
1 \begin{pspicture}[showgrid=true] (2,2)
2   \cnode[linecolor=red] (1,1){3pt}{B}
3   \visible<2>{\nccurve[arrows=->,linestyle=dashed
4     ]{A}{B}}
5 \end{pspicture}
```



```
1 \psframe[fillcolor=lightgray,%
2   fillstyle=solid] (-0.1,1)
3   (3.75,-0.5)
4 \circlednode[linecolor=red]{A}{A}\
5   hspace{2cm}%
6 \circlednode*{B}{\huge B}
7 \visible<3>{\nccurve[linestyle=dashed,
8   angle=180]{->}{C}{B}}
9 \visible<3>{\nccurve[linestyle=dashed,
10  angleA=180,angleB=100]{->}{C}{A}}
```



Knoten

`\cnode[Optionen] (x,y){Radius}{Knotenname}`

`\circlednode[Optionen]{Knotenname}{Inhalt}`

PSTricks

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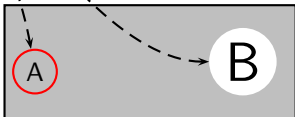
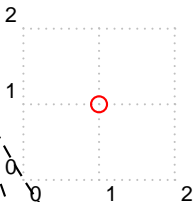
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um das Dreieck



```
1 \begin{pspicture}[showgrid=true] (2,2)
2   \cnode[linecolor=red] (1,1){3pt}{B}
3   \visible<2>{\ncurve[arrows=->,linestyle=dashed
4     ]{A}{B}}
5 \end{pspicture}
```

```
1 \psframe[fillcolor=lightgray,%
2   fillstyle=solid] (-0.1,1)
3   (3.75,-0.5)
4 \circlednode[linecolor=red]{A}{A}\
5   hspace{2cm}%
6 \circlednode*{B}{\huge B}
7 \visible<3>{\ncurve[linestyle=dashed,
8   angle=180]{->}{C}{B}}
9 \visible<3>{\ncurve[linestyle=dashed,
10  angleA=180,angleB=100]{->}{C}{A}}
```



Knoten

`\cnodeput [Optionen] {Rotation} (x,y) {Knotenname} {Inhalt}`
`\ovalnode [Optionen] {Knotenname} {Inhalt}`

PSTricks

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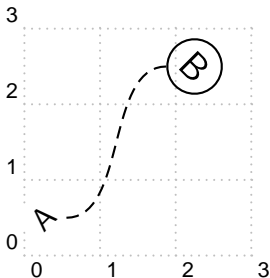
pst-plot

pst-node

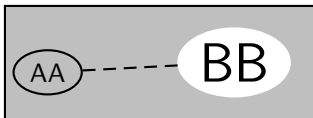
pst-tree

pst-3dplot

pst-eucl – Rund
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```
1 \begin{pspicture}[showgrid=true](3,3)
2   \cnodeput*{45}(0.25,0.5){A}{\large A}
3   \cnodeput{-45}(2.25,2.5){B}{\Large B}
4   \nccurve[linestyle=dashed,angleB=180]{A}{B}
5 \end{pspicture}
```



```
1 \psframe[fillcolor=lightgray,%
2   fillstyle=solid](-0.1,1)(4,-0.5)
3 \ovalnode{A}{AA}\hspace{1.25cm}%
4 \ovalnode*{B}{\huge BB}%
5 \ncline[linestyle=dashed]{A}{B}%
```



Knoten

```
\cnodeput [Optionen] {Rotation} (x,y) {Knotenname} {Inhalt}  
\ovalnode [Optionen] {Knotenname} {Inhalt}
```

PSTricks

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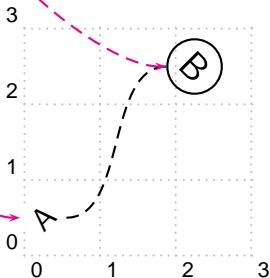
pst-plot

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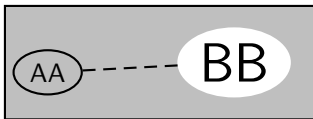
pst-tree

pst-3dplot

pst-eucl – Run
um das Dreieck



```
1 \begin{pspicture} [showgrid=true] (3,3)  
2 \cnodeput*{45}(0.25,0.5){A}{\large A}  
3 \cnodeput{-45}(2.25,2.5){B}{\Large B}  
4 \ncurve [linestyle=dashed,angleB=180]{A}{B}  
5 \end{pspicture}
```



```
1 \psframe [fillcolor=lightgray,%  
2 fillstyle=solid] (-0.1,1) (4,-0.5)  
3 \ovalnode {A}{AA}\hspace{1.25cm}%  
4 \ovalnode*{B}{\huge BB}%  
5 \ncline [linestyle=dashed]{A}{B}%
```



Knoten

`\cnodeput [Optionen] {Rotation} (x,y) {Knotenname} {Inhalt}`

`\ovalnode [Optionen] {Knotenname} {Inhalt}`

PSTricks

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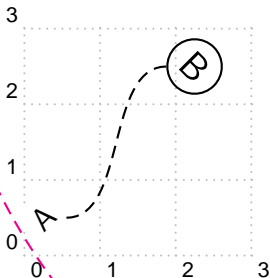
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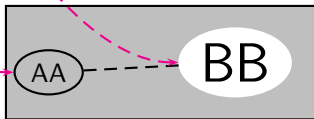
pst-tree

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um das Dreieck



```
1 \begin{pspicture}[showgrid=true](3,3)
2   \cnodeput*{45}(0.25,0.5){A}{\large A}
3   \cnodeput{-45}(2.25,2.5){B}{\Large B}
4   \ncurve[linestyle=dashed,angleB=180]{A}{B}
5 \end{pspicture}
```



```
1 \psframe[fillcolor=lightgray,%
2   fillstyle=solid](-0.1,1)(4,-0.5)
3 \ovalnode{A}{AA}\hspace{1.25cm}%
4 \ovalnode*{B}{\huge BB}%
5 \ncline[linestyle=dashed]{A}{B}%
```



Knoten

Knotentyp `\dianode` und `\trinode`

PSTricks

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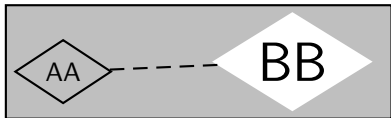
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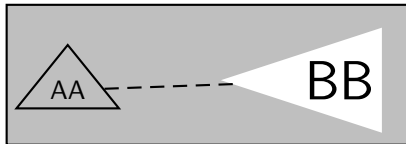
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```
1 \psframe[fillcolor=lightgray,  
2 fillstyle=solid](-0.1,1)  
3 (5,-0.5)  
4 \dianode{A}{AA}\hspace{1.2cm}  
5 \dianode*{B}{\huge BB}%  
6 \ncline[linestyle=dashed]{A}{B}
```



```
1 \psframe[fillcolor=lightgray,  
2 fillstyle=solid](-0.1,1.25)  
3 (5.2,-0.6)  
4 \trinode{A}{AA}\hspace{1.2cm}  
5 \trinode*[trimode=L]{B}{\huge  
6 BB}  
7 \ncline[linestyle=dashed]{A}{  
8 B}
```




Knoten

Knotentyp `\dotnode` und `\fnode`

PSTricks

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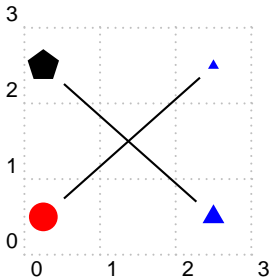
pst-plot

pst-node

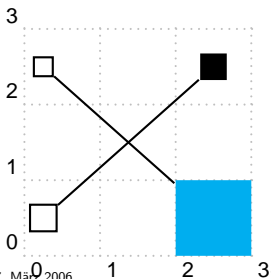
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um das Dreieck



```
1 \begin{pspicture}[showgrid=true](3,3)
2 \rput(0.25,0.5){\dotnode[linecolor=red,%
3 dotscale=3]{A}}
4 \rput(2.5,2.5){\dotnode*[linecolor=blue,%
5 dotstyle=triangle*]{B}}
6 \ncline[nodesep=5pt]{A}{B}
7 \rput(0.25,2.5){\dotnode[dotscale=3,%
8 dotstyle=pentagon*]{A}}
9 \rput(2.5,0.5){\dotnode[linecolor=blue,%
10 dotscale=2,dotstyle=triangle*]{B}}
11 \ncline[nodesep=5pt]{A}{B}
12 \end{pspicture}
```



```
1 \begin{pspicture}[showgrid=true](3,3)
2 \fnode(0.25,0.5){A}\fnode*(2.5,2.5){B}
3 \ncline{A}{B}
4 \fnode[frame size=0.25](0.25,2.5){A}
5 \fnode*[frame size=1,linecolor=cyan
6 ](2.5,0.5){B}
7 \ncline{A}{B}
8 \end{pspicture}
```



Knoten

Beispiel

PSTricks

Herbert Voß

pst-plot

pst-node

pst-tree

pst-3dplot

pst-euc1 – Rund
um das Dreieck

Die Bindungsenergie im Tröpfchenmodell setzt sich aus folgenden Teilen zusammen:

- dem Oberflächenanteil,
- dem Volumenanteil,

$$E = a_v A + - a_f A^{2/3} + - a_c \frac{Z(Z-1)}{A^{1/3}} + - a_s \frac{(A-2Z)^2}{A} + E_p$$

- dem Coulomb-Anteil,
- der Symmetrieenergie,
- sowie einem Paarbildungsbeitrag.



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- sowie einem Paarbildungsbeitrag.



Baumstrukturen

Beispiele

PSTricks

Herbert Voß

pst-plot

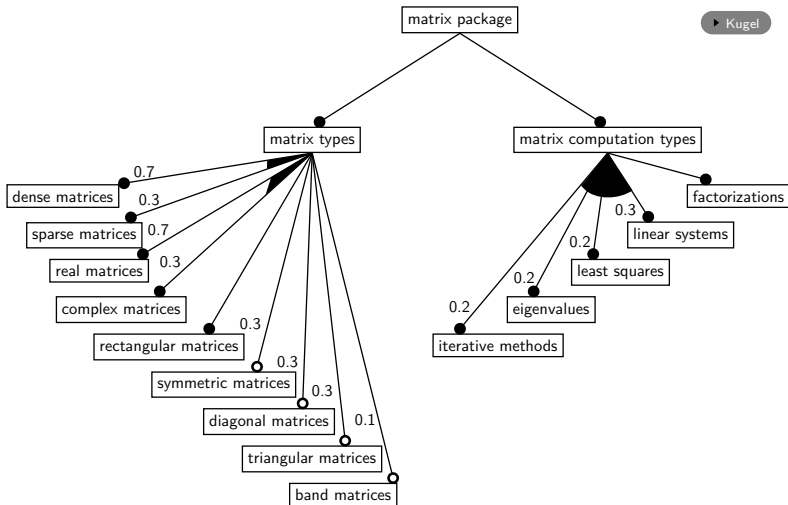
pst-node

pst-tree

pst-3dplot

pst-eucl1 – Rund um das Dreieck

► Kugel





Baumstrukturen I

Beispiele

PSTricks

Herbert Voß

pst-plot

pst-node

pst-tree

pst-3dplot

pst-œucl – Rund
um das Dreieck

```
1 \makeatletter
2 \def\MyNodeA{\@ifnextchar [{\MyNodeA@i}{\MyNodeA@i []}}
3 \def\MyNodeA@i [#1]#2{\Tr [#1]{\psframebox{#2}}}
4 \def\MyNodeB{\@ifnextchar [{\MyNodeB@i}{\MyNodeB@i []}}
5 \def\MyNodeB@i [#1]#2{\TR [#1]{\psframebox{#2}}}
6 \def\MyNodeC{\@ifnextchar [{\MyNodeC@i}{\MyNodeC@i []}}
7 \def\MyNodeC@i [#1]#2#3{\Tr [#1]{\rnode [b]{#2}{\
   psframebox{#3}}}}
8 \makeatother
9 \pstree [arrows={-*}, arrowscale=2, nodesepB=0.1]{\
   MyNodeA [ref=b]{matrix package}}{%
10   \pstree [treesep=-2, levelsep=1.5] {\MyNodeC [ref=t]{
       Types}{matrix types}}{%
11     \psset {levelsep=0.8, labelsep=0.1}%
12     \def \pspred {Types}%
13     \MyNodeB [href=-0.4]{\Rnode [href=-0.4]{Dense}{
        dense matrices}}
14     \tlput [tpos=0.44]{0.7}
15     \skiplevels {1}
```



Baumstrukturen II

Beispiele

PSTricks

Herbert Voß

pst-plot

pst-node

pst-tree

pst-3dplot

pst-eucl – Rund
um das Dreieck

```
16 \MyNodeB{\Rnode{Sparse}{sparse matrices}}
17 \tlput[tpos=0.58]{0.3}
18 \endskiplevels
19 \pspolygon*([nodesep=3.3]{\pspred}Dense)(\
20 \pspred)([nodesep=2.8]{\pspred}Sparse)
21 \skiplevels{2}
22 \MyNodeB[href=0.3]{\Rnode[href=0.3]{Real}{
23 real matrices}}
24 \tlput[tpos=0.65]{0.7}
25 \endskiplevels
26 \skiplevels{3}
27 \MyNodeB[href=0.3]{\Rnode[href=0.3]{
28 Complex}{complex matrices}}
29 \tlput[tpos=0.7]{0.3}
30 \endskiplevels
31 \pspolygon*([nodesep=2.75]{\pspred}Real)(\
32 \pspred)([nodesep=2.3]{\pspred}Complex)
33 \skiplevels{4}
34 \MyNodeB[href=0.4]{rectangular matrices}
35 \endskiplevels
```



Baumstrukturen III

Beispiele

PSTricks

Herbert Voß

pst-plot

pst-node

pst-tree

pst-3dplot

pst-eucl – Rund
um das Dreieck

```
32 \psset{arrows={-o},tpos=0.78}%
33 \skiplevels{5}
34 \MyNodeB[href=0.4]{symmetric matrices}
35 \tlput[tpos=0.74]{0.3}
36 \endskiplevels
37 \skiplevels{6}
38 \MyNodeB[href=0.5]{diagonal matrices}
39 \tlput{0.3}
40 \endskiplevels
41 \skiplevels{7}
42 \MyNodeB[href=0.5]{triangular matrices}
43 \tlput{0.3}
44 \endskiplevels
45 \skiplevels{8}
46 \MyNodeB[href=1]{band matrices}
47 \tlput[labelsep=0]{0.1}
48 \endskiplevels
49 \tspace{6}\Tn%
50 }
51 \pstree[treesep=-3.5,levelsep=1.5]%
```



Baumstrukturen IV

Beispiele

PSTricks

Herbert Voß

pst-plot

pst-node

pst-tree

pst-3dplot

pst-eucl – Rund
um das Dreieck

```
52      {\MyNodeC[ref=t]{Computation}{matrix computation
53          types}}{%
54          \def\pspred{Computation}%
55          \MyNodeB[href=0.6]{factorizations}
56          \psset{levelsep=0.8,labelsep=0.05,tpos=0.8}%
57          \skiplevels{1}
58              \MyNodeB[href=-0.4]{%
59                  \Rnode[href=-0.4]{Linear}{linear systems}}
60                  \tlput[tpos=0.7]{0.3}
61          \endskiplevels
62          \skiplevels{2}
63              \MyNodeB[href=-0.6]{least squares}
64              \tlput[tpos=0.75]{0.2}
65          \endskiplevels
66          \skiplevels{3}
67              \MyNodeB[href=-0.6]{eigenvalues}
68              \tlput{0.2}
69          \endskiplevels
70          \skiplevels{4}
71          \MyNodeB[href=-0.8]{%
```



Baumstrukturen V

Beispiele

PSTricks

Herbert Voß

pst-plot

pst-node

pst-tree

pst-3dplot

pst-eucl – Rund
um das Dreieck

```
71         \Rnode [href=-0.8]{Iterative}{iterative  
72             methods}}  
73         \tlput{0.2}  
74         \endskiplevels  
75         \pnode ([nodesep=0.8]{\pspred}Linear){LinearB}  
76         \pnode ([nodesep=3.3]{\pspred}Iterative){  
77             IterativeB}  
78         \pscustom*[arrows=-]{%  
79             \psline (IterativeB) (\pspred) (LinearB)  
80             \ncarc [arcangle=40]{LinearB}{IterativeB}%  
81         }%  
82     }%
```

► Zurück



pst-3dplot

PSTricks

Herbert Voß

► Quellcode

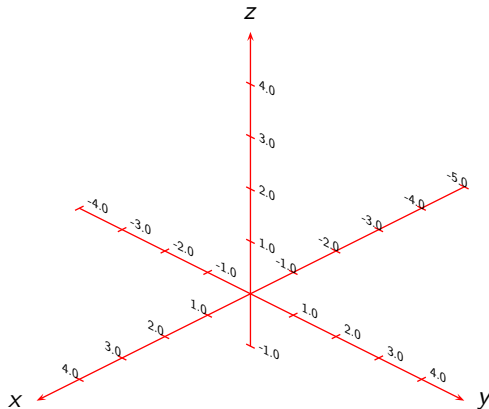
pst-plot

pst-node

pst-tree

pst-3dplot

pst-eucl – Rund
um das Dreieck





pst-3dplot

PSTricks

Herbert Voß

► Quellcode

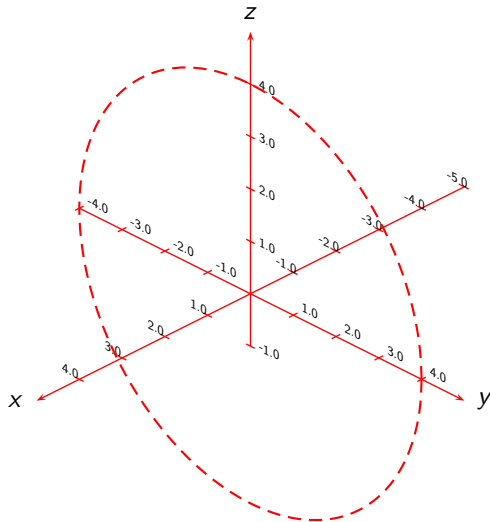
pst-plot

pst-node

pst-tree

pst-3dplot

pst-eucl – Rund
um das Dreieck





pst-3dplot

PSTricks

Herbert Voß

► Quellcode

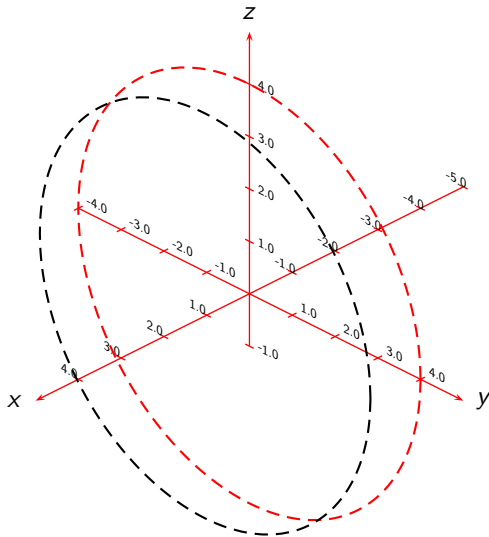
pst-plot

pst-node

pst-tree

pst-3dplot

pst-eucl – Rund
um das Dreieck





pst-3dplot

PSTricks

Herbert Voß

► Quellcode

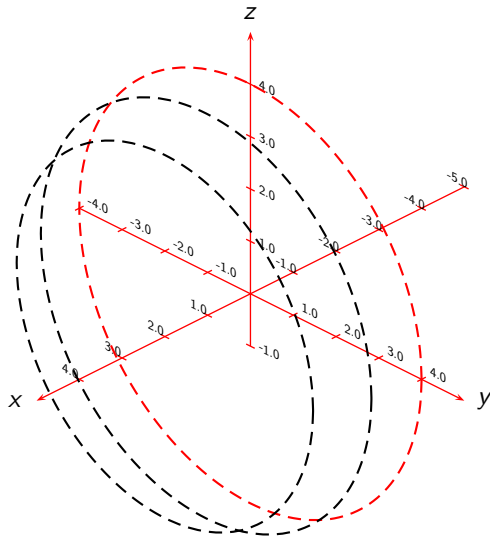
pst-plot

pst-node

pst-tree

pst-3dplot

pst-eucl – Rund
um das Dreieck





pst-3dplot

PSTricks

Herbert Voß

► Quellcode

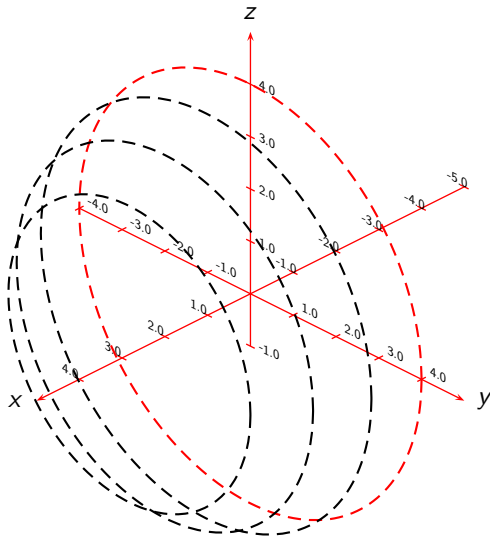
pst-plot

pst-node

pst-tree

pst-3dplot

pst-eucl – Rund
um das Dreieck





pst-3dplot

PSTricks

Herbert Voß

► Quellcode

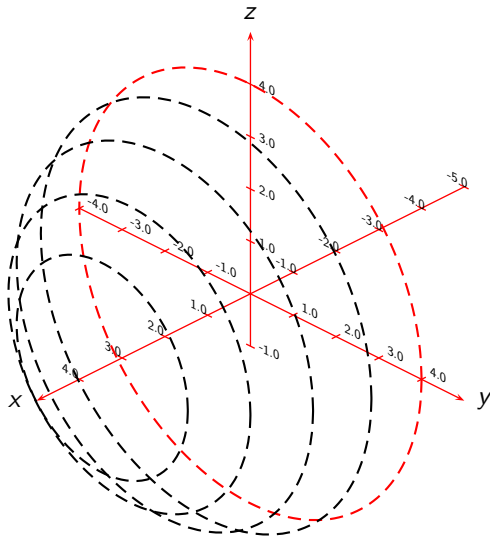
pst-plot

pst-node

pst-tree

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um das Dreieck





pst-3dplot

PSTricks

Herbert Voß

► Quellcode

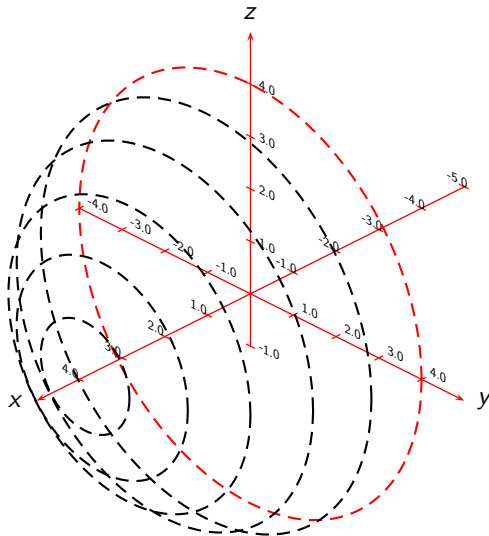
pst-plot

pst-node

pst-tree

pst-3dplot

pst-eucl – Rund
um das Dreieck





pst-3dplot

PSTricks

Herbert Voß

► Quellcode

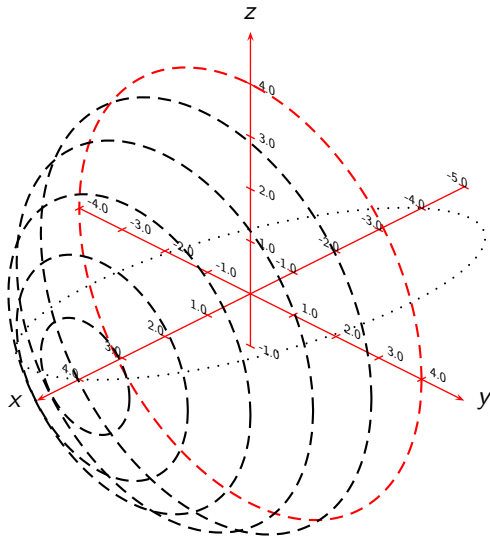
pst-plot

pst-node

pst-tree

pst-3dplot

pst-eucl – Rund
um das Dreieck





pst-3dplot

PSTricks

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► Quellcode

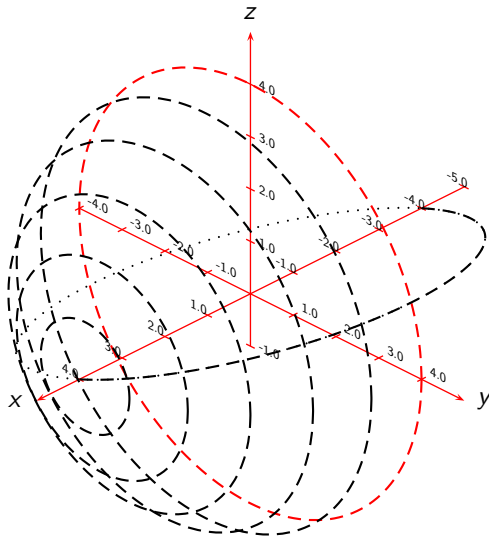
pst-plot

pst-node

pst-tree

pst-3dplot

pst-eucl – Rund
um das Dreieck





pst-3dplot

PSTricks

Herbert Voß

► Quellcode

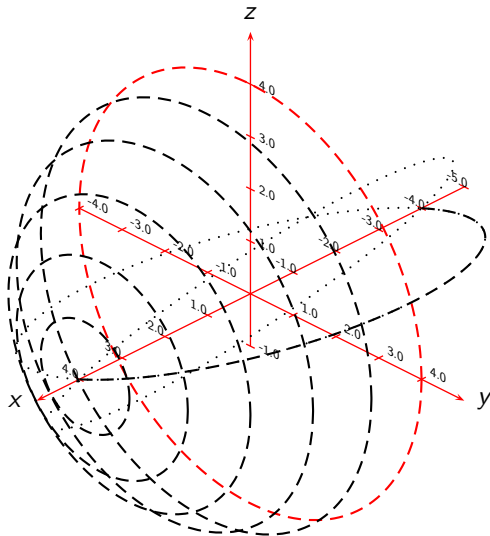
pst-plot

pst-node

pst-tree

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pst-eucl – Rund
um das Dreieck





pst-3dplot

PSTricks

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► Quellcode

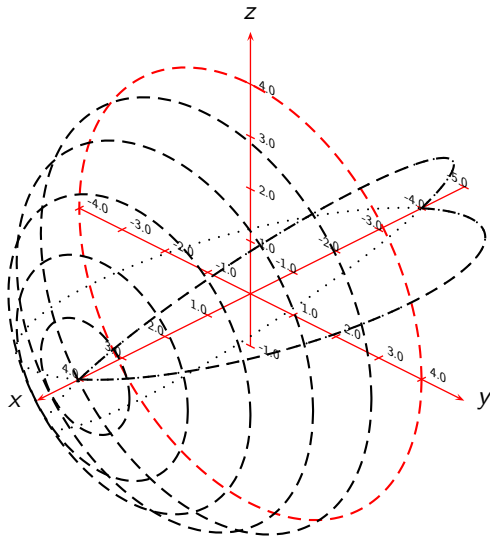
pst-plot

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pst-tree

pst-3dplot

pst-eucl – Rund
um das Dreieck





pst-3dplot

PSTricks

Herbert Voß

► Quellcode

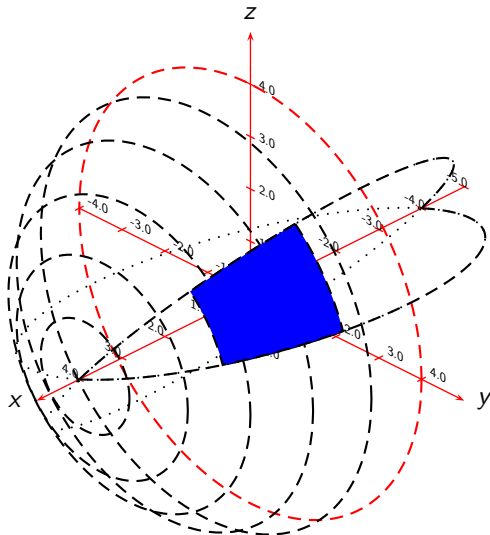
pst-plot

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pst-tree

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pst-eucl – Rund
um das Dreieck





pst-3dplot

PSTricks

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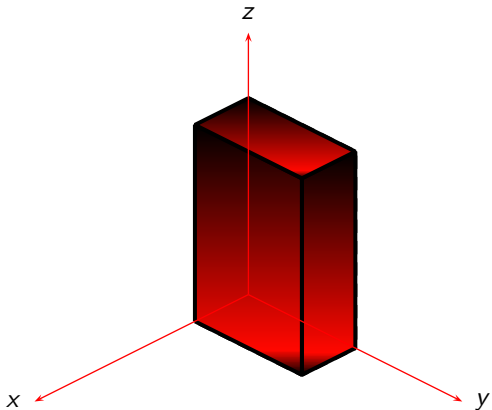
pst-plot

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pst-tree

pst-3dplot

pst-eucl – Rund
um das Dreieck



► Quellcode



pst-3dplot

PSTricks

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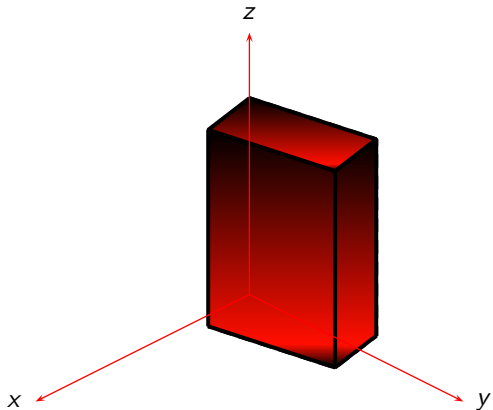
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pst-tree

pst-3dplot

pst-eucl – Rund
um das Dreieck



► Quellcode



pst-3dplot

PSTricks

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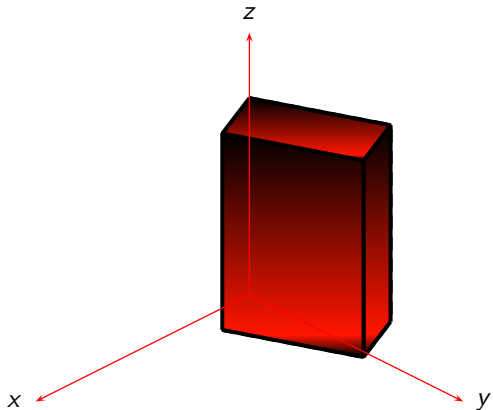
pst-plot

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pst-tree

pst-3dplot

pst-eucl – Rund
um das Dreieck



► Quellcode



pst-3dplot

PSTricks

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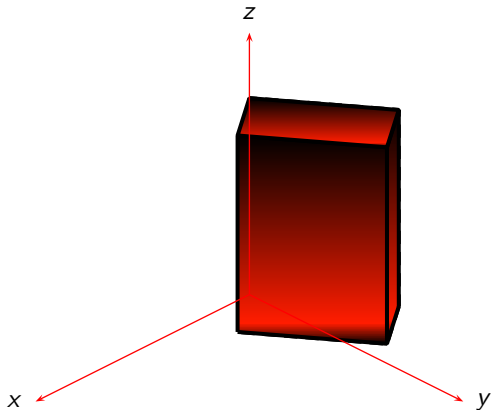
pst-plot

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pst-eucl – Rund
um das Dreieck



► Quellcode



pst-3dplot

PSTricks

Herbert Voß

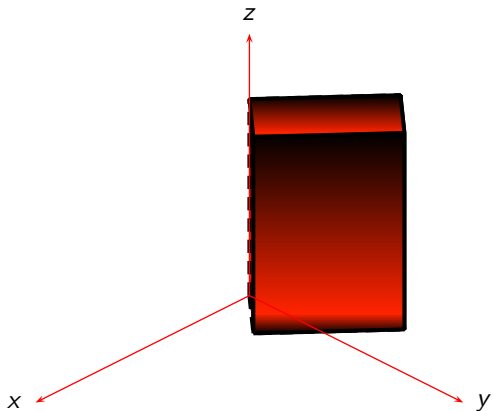
pst-plot

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pst-3dplot

pst-eucl – Rund
um das Dreieck



► Quellcode



pst-3dplot

PSTricks

Herbert Voß

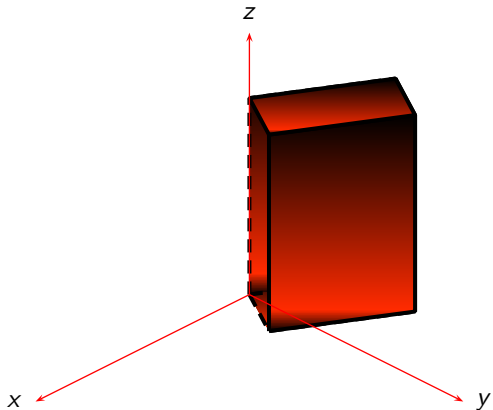
pst-plot

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pst-eucl – Rund
um das Dreieck



► Quellcode



pst-3dplot

PSTricks

Herbert Voß

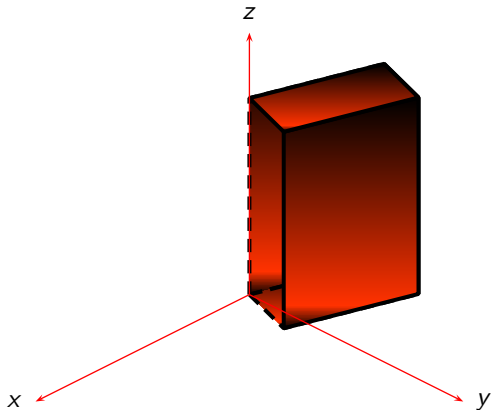
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pst-eucl – Rund
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► Quellcode



pst-3dplot

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Herbert Voß

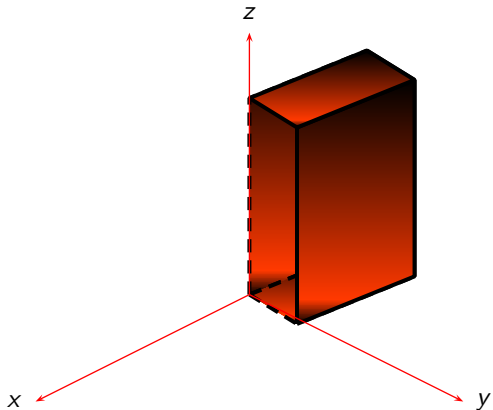
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pst-3dplot

pst-eucl – Rund
um das Dreieck



► Quellcode



pst-3dplot

PSTricks

Herbert Voß

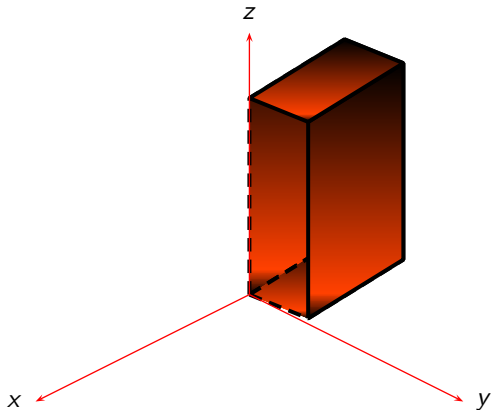
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pst-tree

pst-3dplot

pst-eucl – Rund
um das Dreieck



► Quellcode



pst-3dplot

PSTricks

Herbert Voß

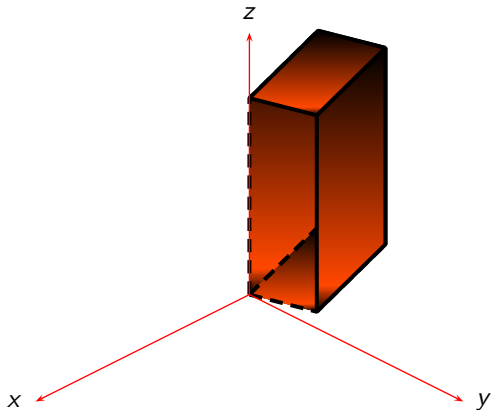
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pst-tree

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pst-eucl – Rund
um das Dreieck



► Quellcode



pst-3dplot

PSTricks

Herbert Voß

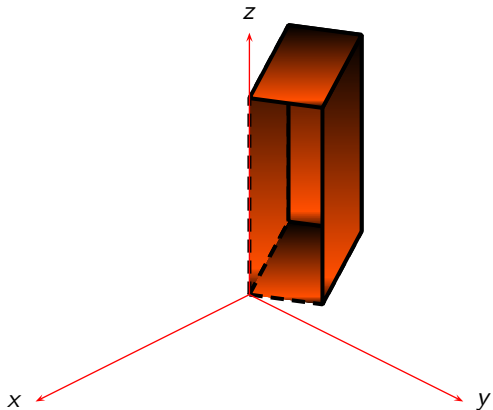
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pst-eucl – Rund
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► Quellcode



pst-3dplot

PSTricks

Herbert Voß

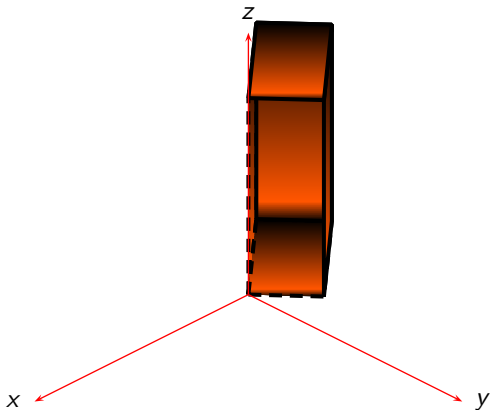
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pst-eucl – Rund
um das Dreieck



► Quellcode



pst-3dplot

PSTricks

Herbert Voß

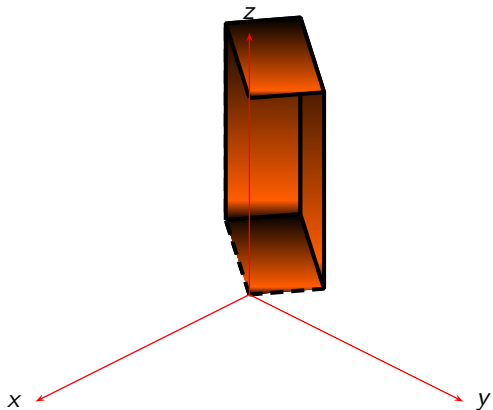
pst-plot

pst-node

pst-tree

pst-3dplot

pst-eucl – Rund
um das Dreieck



► Quellcode



pst-3dplot

PSTricks

Herbert Voß

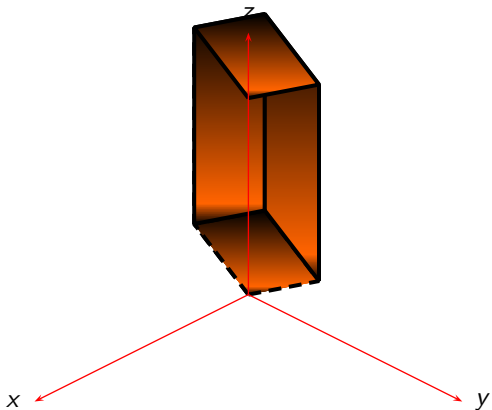
pst-plot

pst-node

pst-tree

pst-3dplot

pst-eucl – Rund
um das Dreieck



► Quellcode



pst-3dplot

PSTricks

Herbert Voß

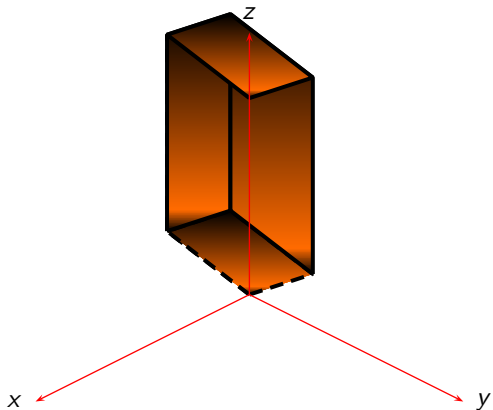
pst-plot

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pst-eucl – Rund
um das Dreieck



► Quellcode



pst-3dplot

PSTricks

Herbert Voß

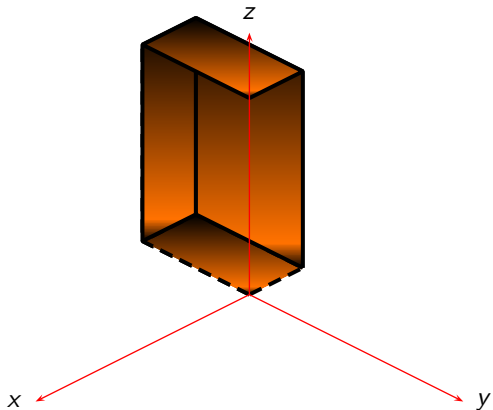
pst-plot

pst-node

pst-tree

pst-3dplot

pst-eucl – Rund
um das Dreieck



► Quellcode



pst-3dplot

PSTricks

Herbert Voß

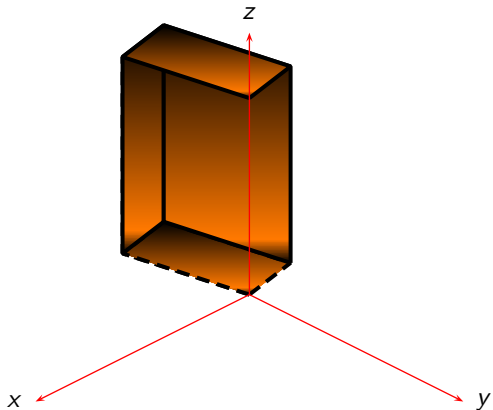
pst-plot

pst-node

pst-tree

pst-3dplot

pst-eucl – Rund
um das Dreieck



► Quellcode



pst-3dplot

PSTricks

Herbert Voß

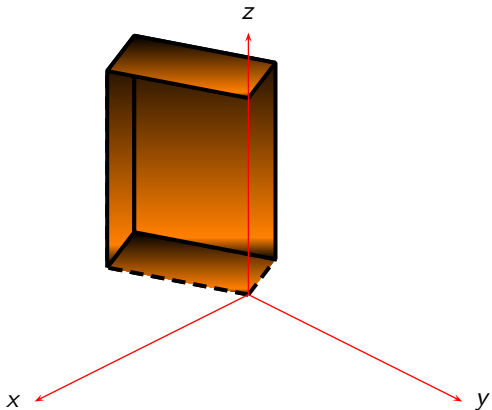
pst-plot

pst-node

pst-tree

pst-3dplot

pst-eucl – Rund
um das Dreieck



► Quellcode



pst-3dplot

PSTricks

Herbert Voß

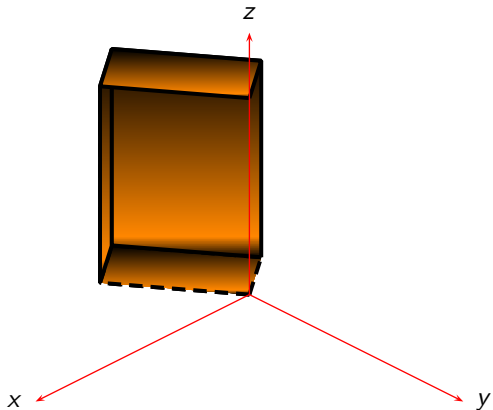
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pst-node

pst-tree

pst-3dplot

pst-eucl – Rund
um das Dreieck



► Quellcode



pst-3dplot

PSTricks

Herbert Voß

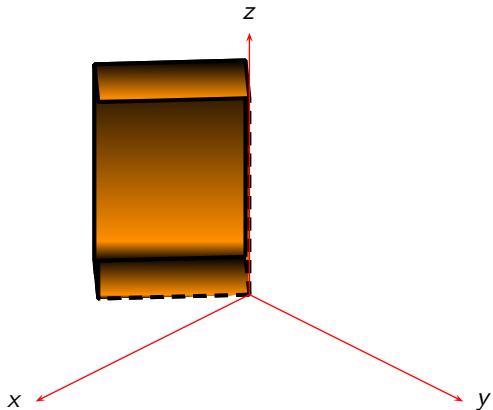
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um das Dreieck



► Quellcode



pst-3dplot

PSTricks

Herbert Voß

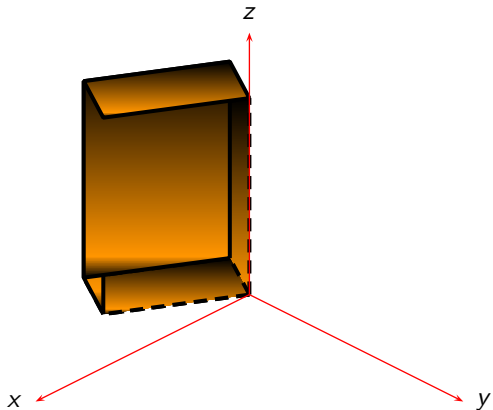
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pst-eucl – Rund
um das Dreieck



► Quellcode



pst-3dplot

PSTricks

Herbert Voß

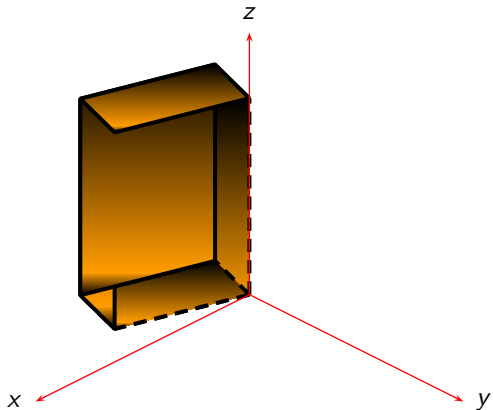
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pst-eucl – Rund
um das Dreieck



► Quellcode



pst-3dplot

PSTricks

Herbert Voß

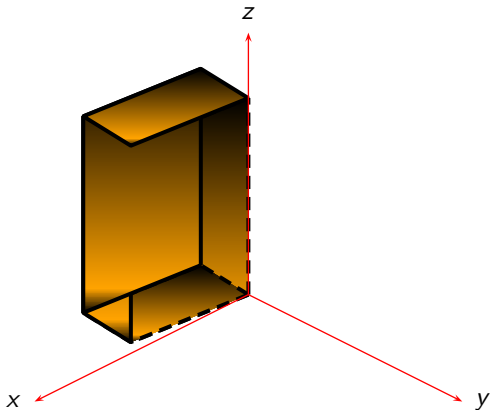
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pst-eucl – Rund
um das Dreieck



► Quellcode



pst-3dplot

PSTricks

Herbert Voß

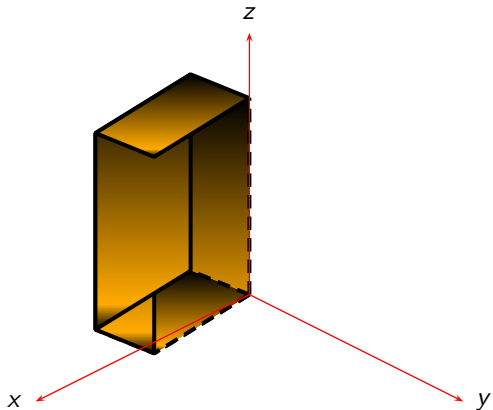
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um das Dreieck



► Quellcode



pst-3dplot

PSTricks

Herbert Voß

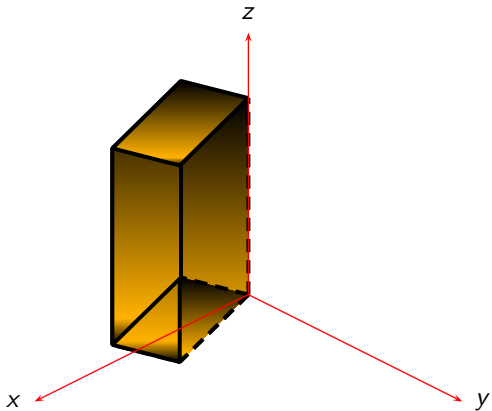
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um das Dreieck



► Quellcode



pst-3dplot

PSTricks

Herbert Voß

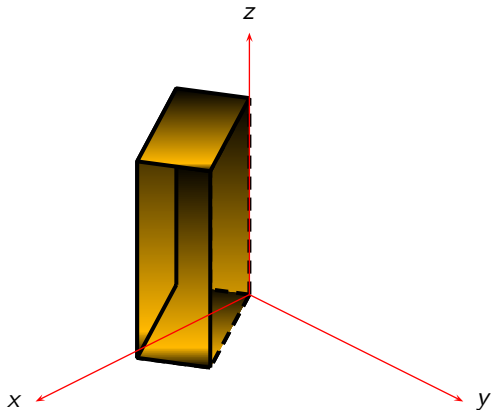
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pst-eucl – Rund
um das Dreieck



► Quellcode



pst-3dplot

PSTricks

Herbert Voß

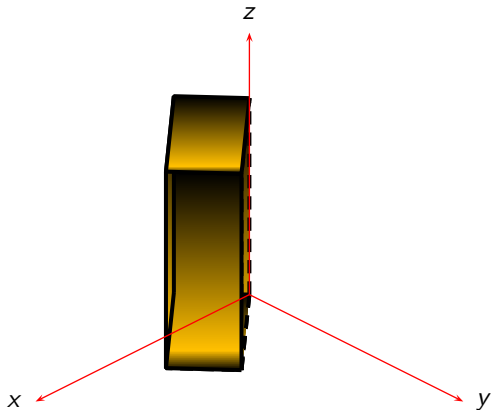
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um das Dreieck



► Quellcode



pst-3dplot

PSTricks

Herbert Voß

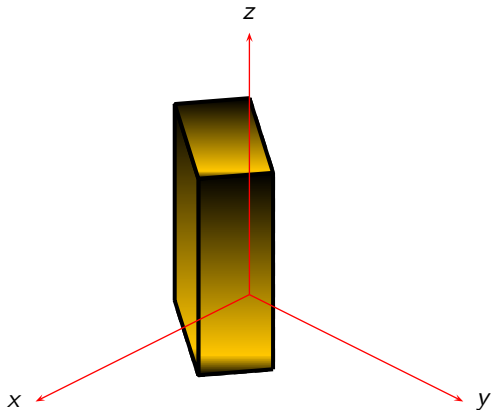
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pst-eucl – Rund
um das Dreieck



► Quellcode



pst-3dplot

PSTricks

Herbert Voß

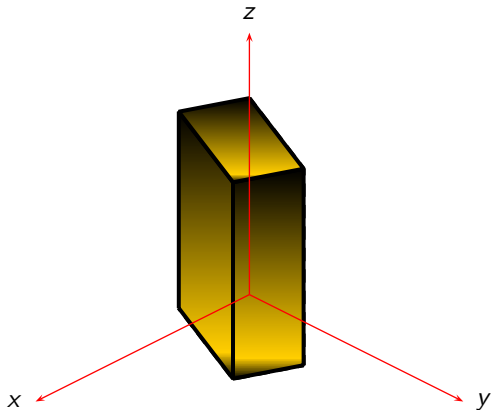
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um das Dreieck



► Quellcode



pst-3dplot

PSTricks

Herbert Voß

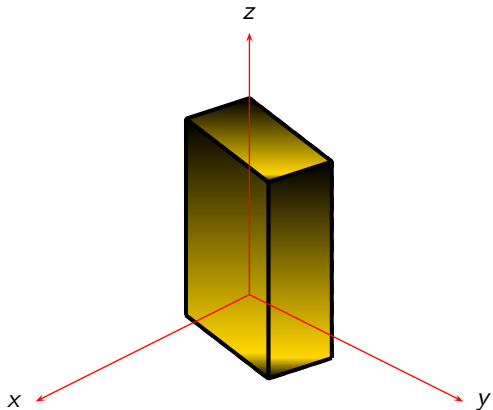
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► Quellcode



pst-3dplot

PSTricks

Herbert Voß

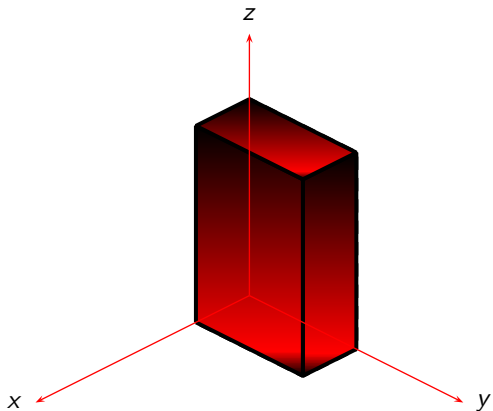
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► Quellcode



pst-3dplot

PSTricks

Herbert Voß

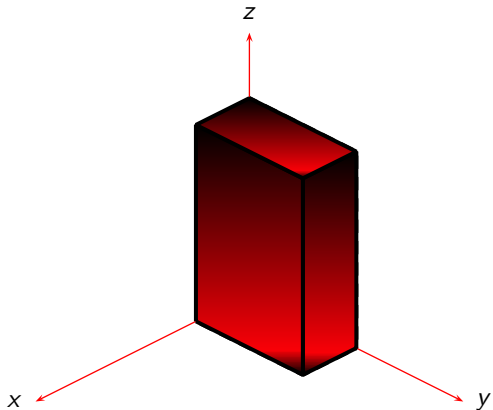
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► Quellcode



pst-3dplot

PSTricks

Herbert Voß

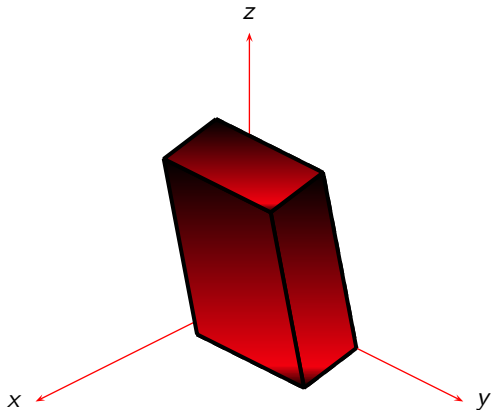
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► Quellcode



pst-3dplot

PSTricks

Herbert Voß

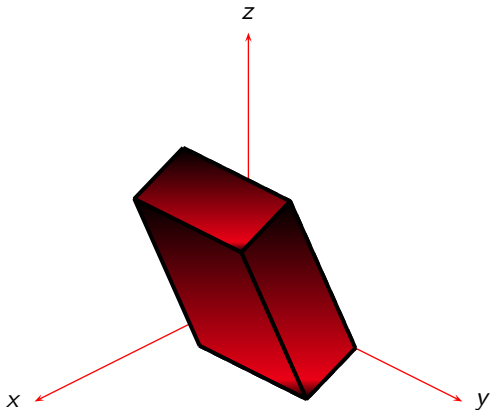
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um das Dreieck



► Quellcode



pst-3dplot

PSTricks

Herbert Voß

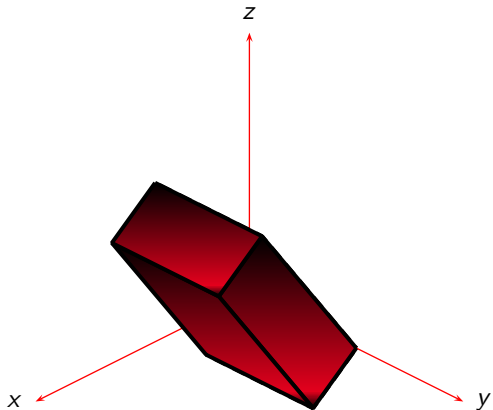
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► Quellcode



pst-3dplot

PSTricks

Herbert Voß

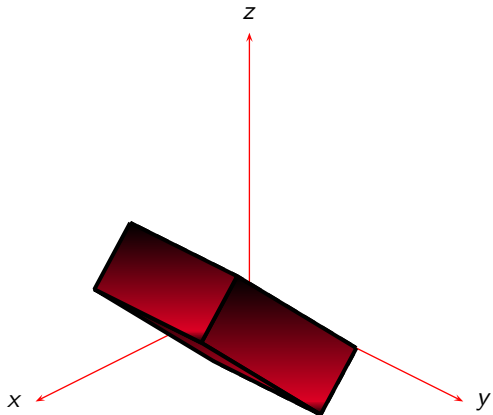
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um das Dreieck



► Quellcode



pst-3dplot

PSTricks

Herbert Voß

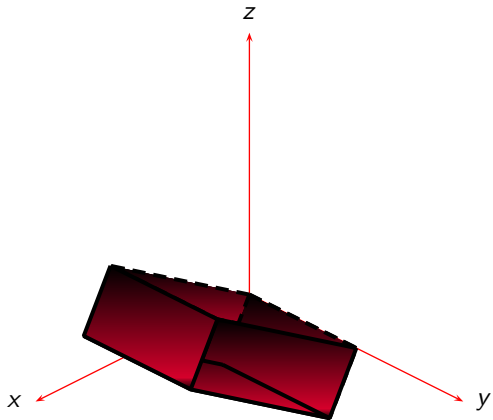
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pst-3dplot

PSTricks

Herbert Voß

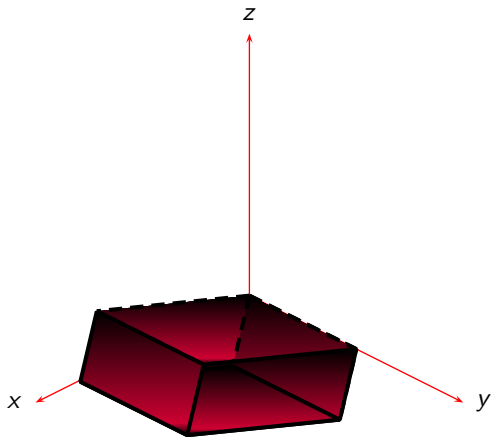
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pst-3dplot

PSTricks

Herbert Voß

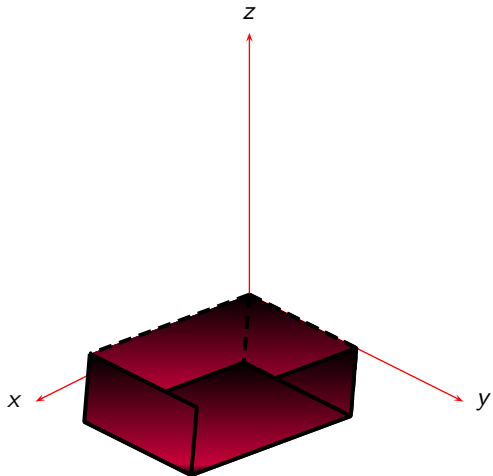
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um das Dreieck



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pst-3dplot

PSTricks

Herbert Voß

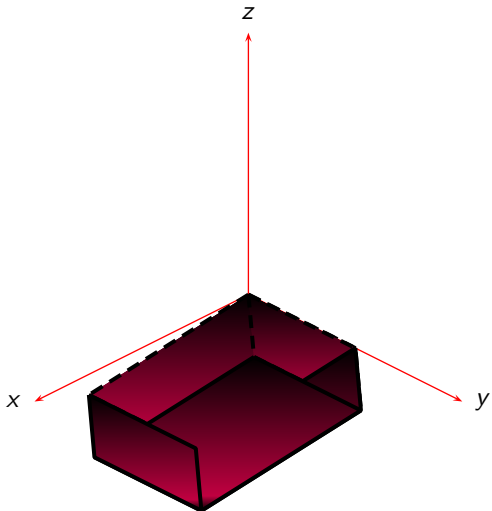
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pst-3dplot

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Herbert Voß

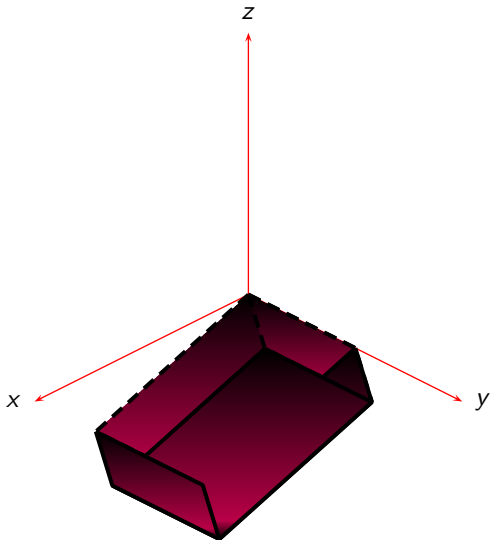
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pst-3dplot

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Herbert Voß

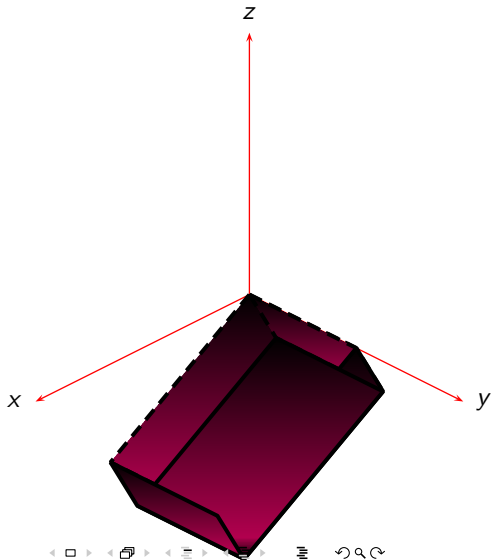
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pst-3dplot

PSTricks

Herbert Voß

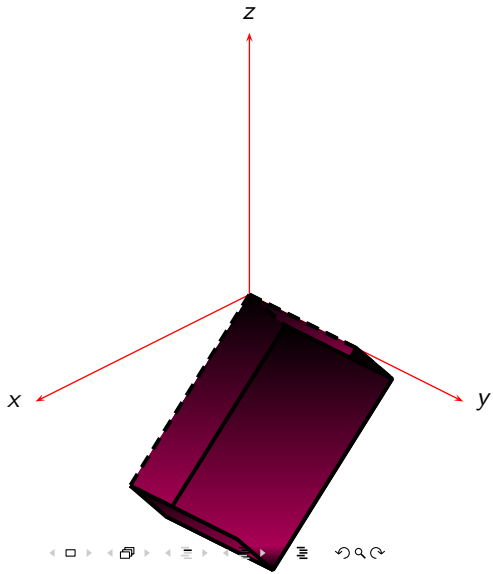
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pst-3dplot

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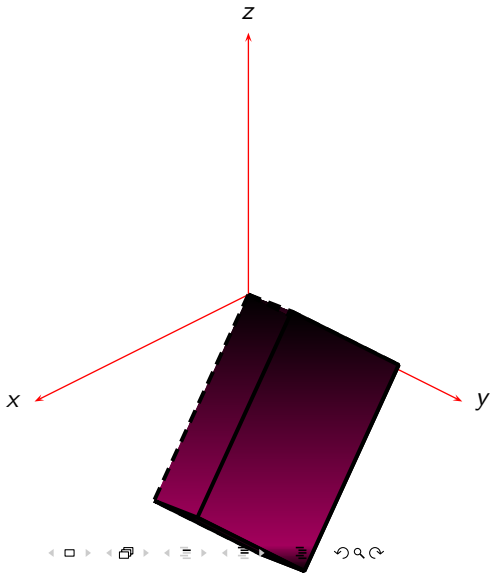
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pst-3dplot

PSTricks

Herbert Voß

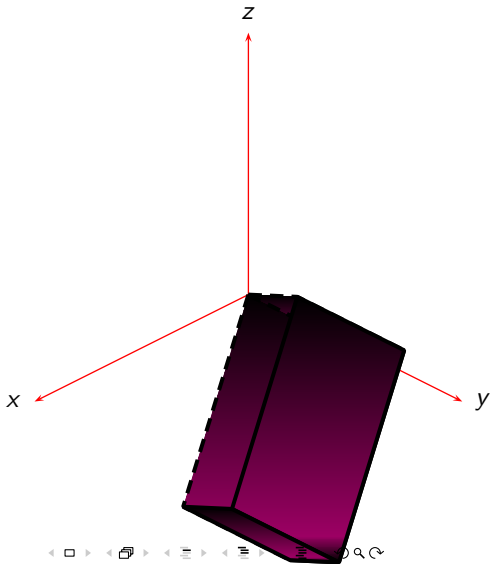
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um das Dreieck



► Quellcode



pst-3dplot

PSTricks

Herbert Voß

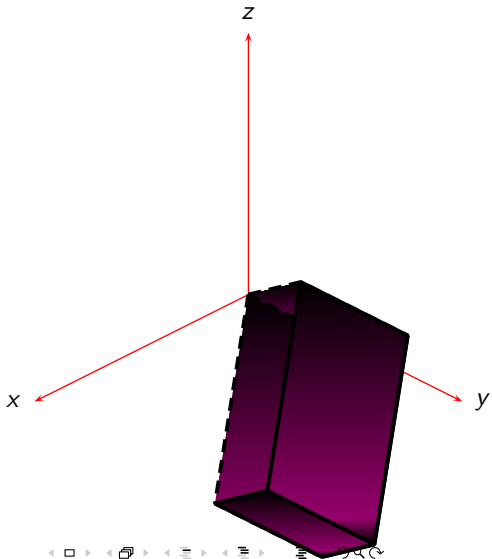
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pst-3dplot

PSTricks

Herbert Voß

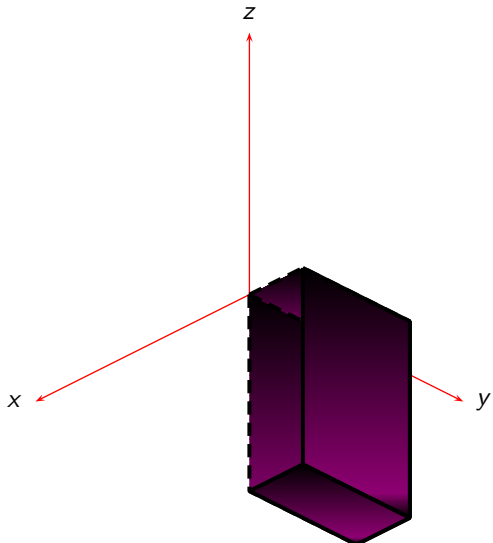
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um das Dreieck



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pst-3dplot

PSTricks

Herbert Voß

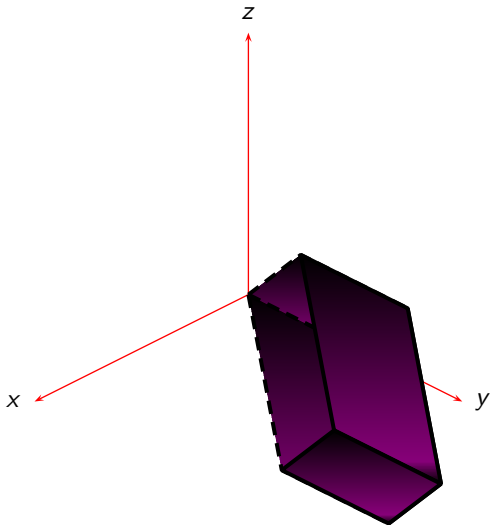
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pst-3dplot

PSTricks

Herbert Voß

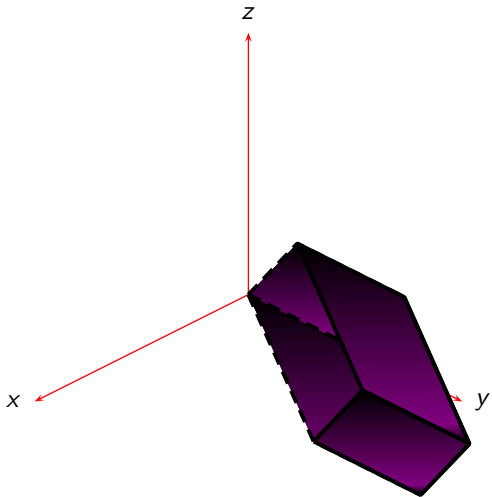
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um das Dreieck



► Quellcode



pst-3dplot

PSTricks

Herbert Voß

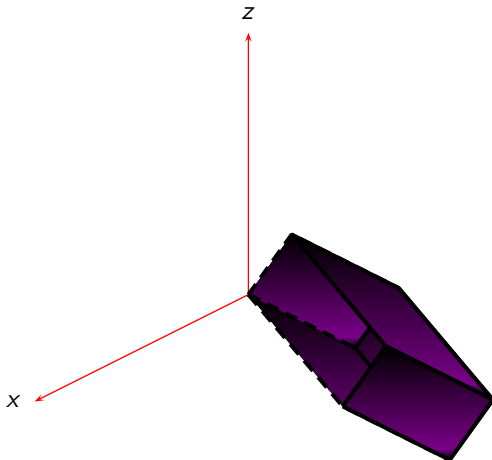
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um das Dreieck



► Quellcode



pst-3dplot

PSTricks

Herbert Voß

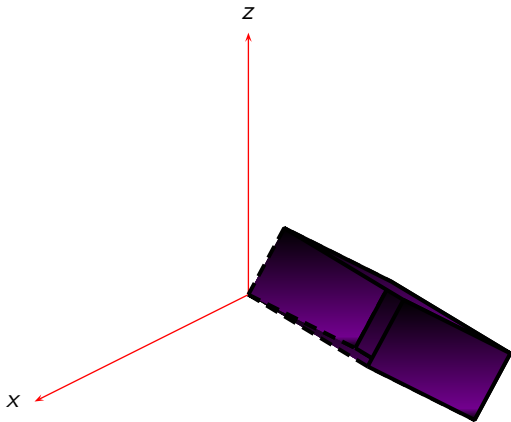
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um das Dreieck



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pst-3dplot

PSTricks

Herbert Voß

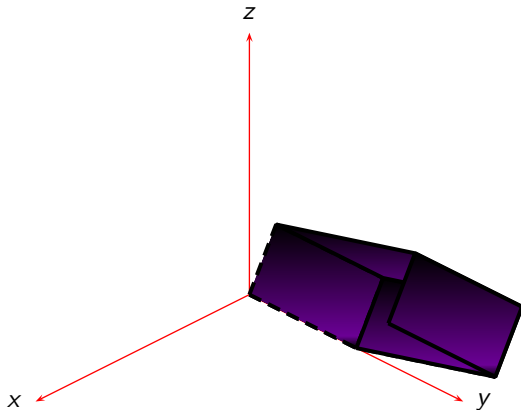
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► Quellcode



pst-3dplot

PSTricks

Herbert Voß

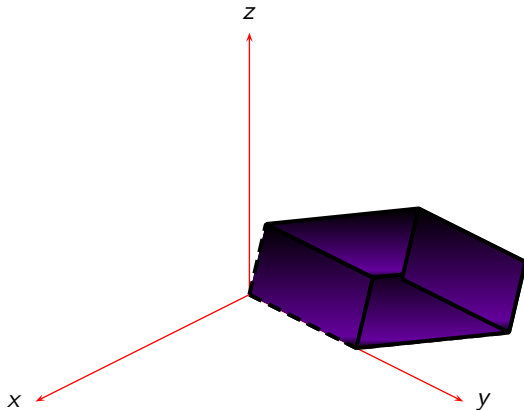
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pst-3dplot

PSTricks

Herbert Voß

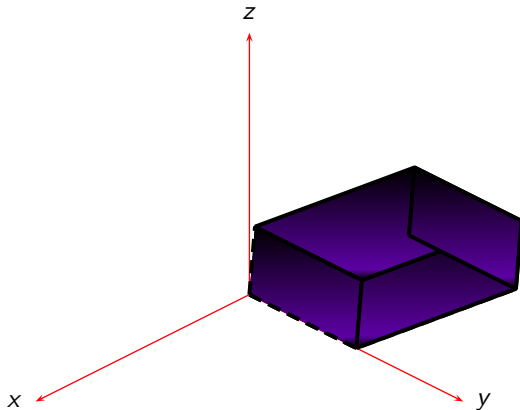
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pst-3dplot

PSTricks

Herbert Voß

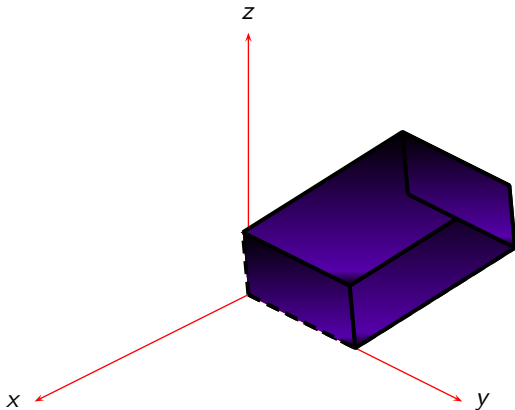
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► Quellcode



pst-3dplot

PSTricks

Herbert Voß

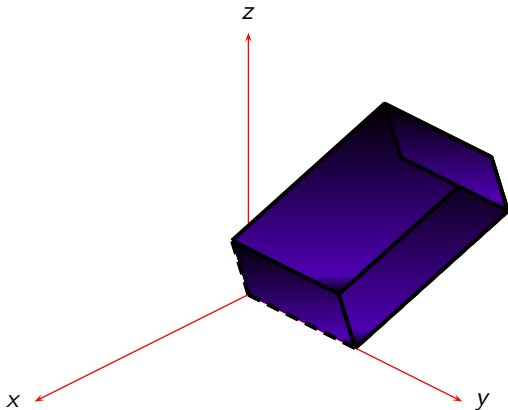
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► Quellcode



pst-3dplot

PSTricks

Herbert Voß

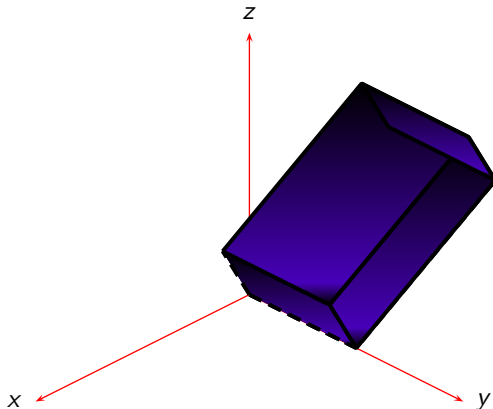
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► Quellcode



pst-3dplot

PSTricks

Herbert Voß

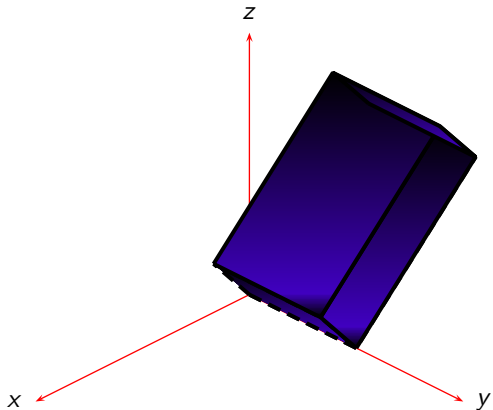
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PSTricks

Herbert Voß

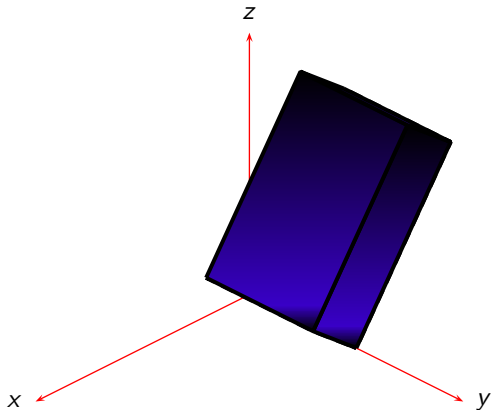
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pst-3dplot

PSTricks

Herbert Voß

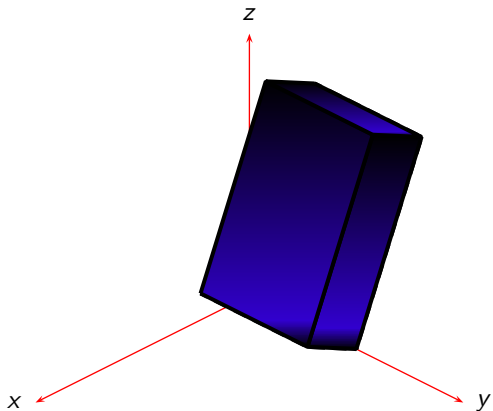
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pst-3dplot

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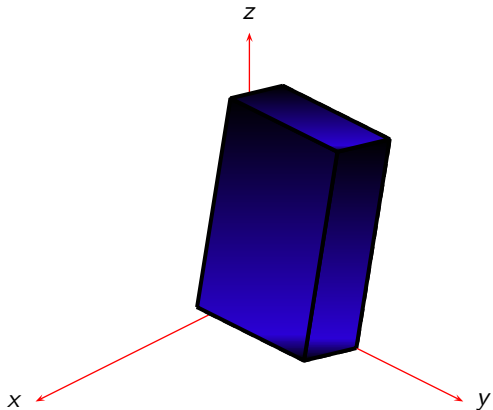
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pst-3dplot

PSTricks

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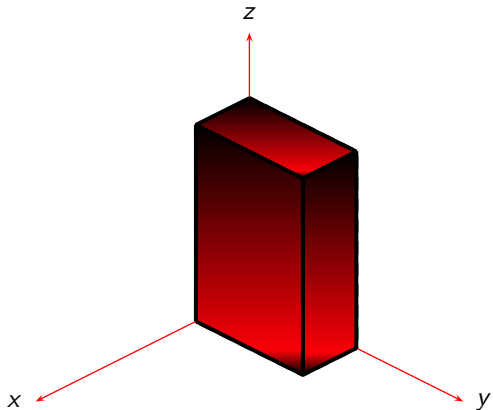
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um das Dreieck



► Quellcode



pst-3dplot

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PSTricks

Herbert Voß

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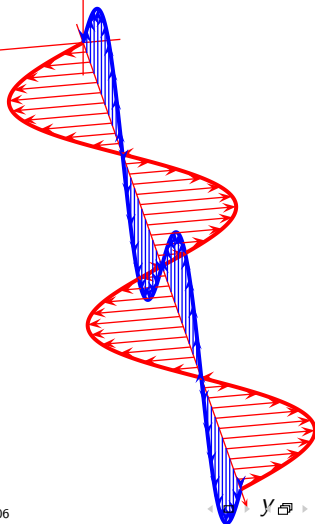
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um das Dreieck





pst-3dplot

PSTricks

Herbert Voß

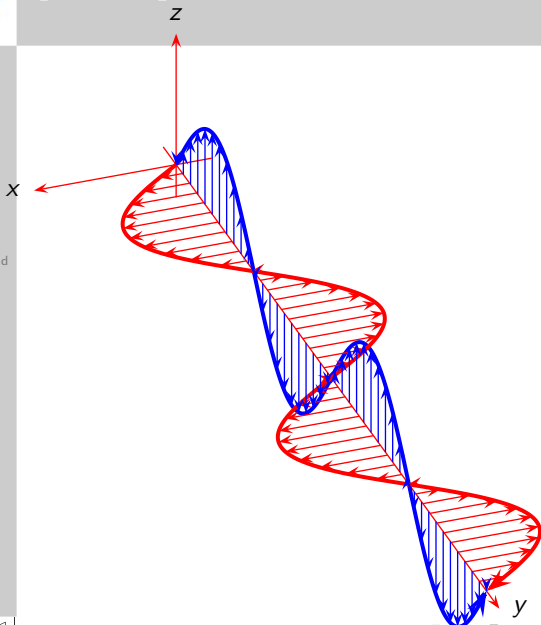
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um das Dreieck





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PSTricks

Herbert Voß

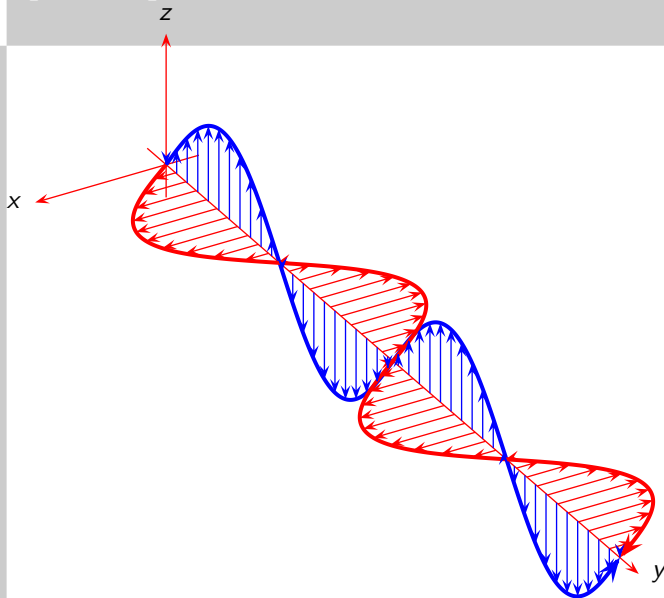
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PSTricks

Herbert Voß

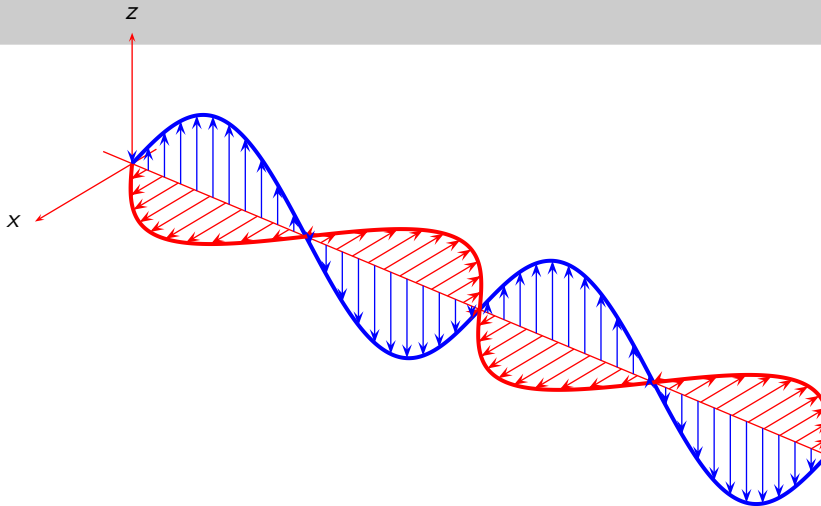
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pst-3dplot

PSTricks

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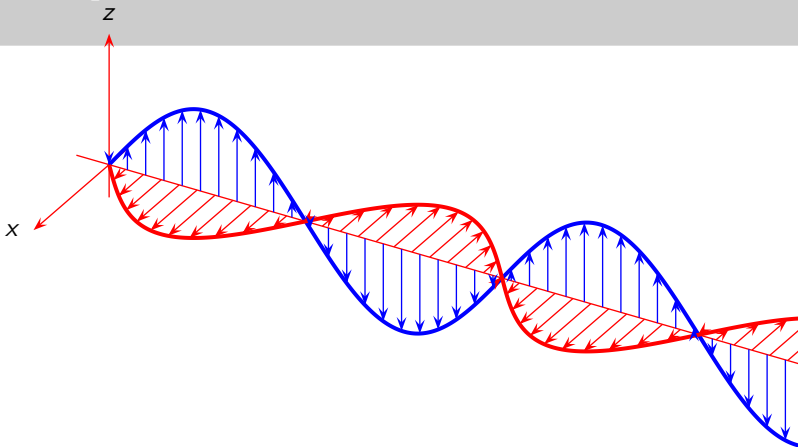
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pst-3dplot

PSTricks

Herbert Voß

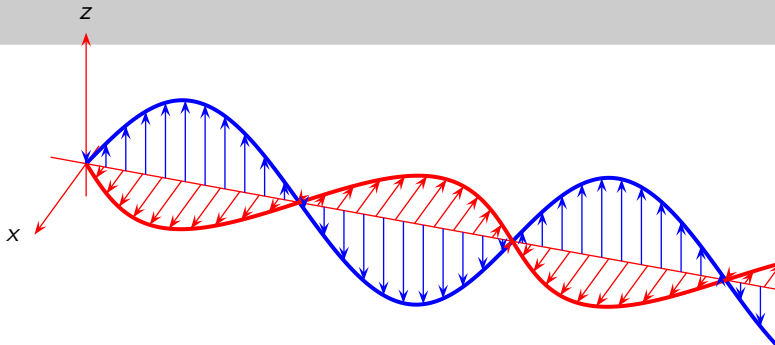
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pst-eucl

PSTricks

Herbert Voß

pst-plot

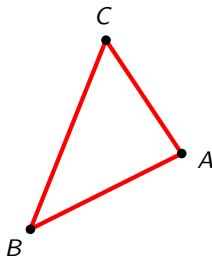
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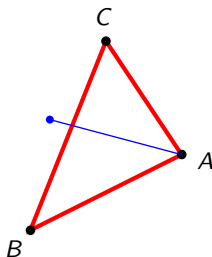
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um das Dreieck

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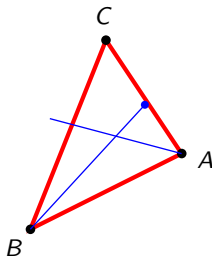


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PSTricks

Herbert Voß

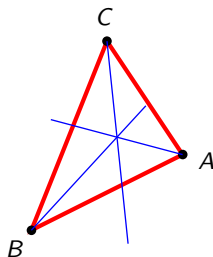
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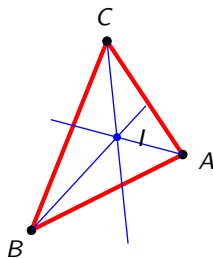
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um das Dreieck



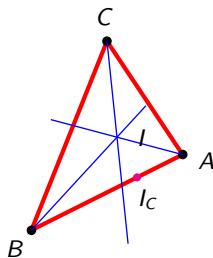


```
\pstInterLL{A}{AB}{B}{BB}{I}
```





```
\pstProjection{A}{B}{I}[I_C]
```





PSTricks

Herbert Voß

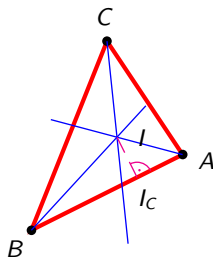
pst-plot

pst-node

pst-tree

pst-3dplot

pst-eucl – Rund
um das Dreieck





PSTricks

Herbert Voß

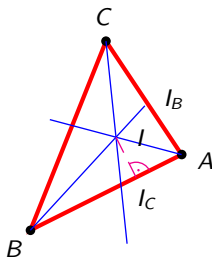
pst-plot

pst-node

pst-tree

pst-3dplot

pst-eucl – Rund
um das Dreieck





PSTricks

Herbert Voß

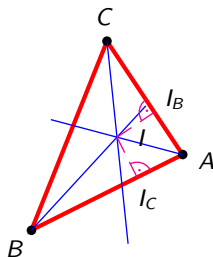
pst-plot

pst-node

pst-tree

pst-3dplot

pst-eucl – Rund
um das Dreieck





PSTricks

Herbert Voß

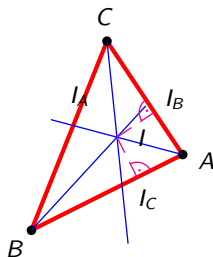
pst-plot

pst-node

pst-tree

pst-3dplot

pst-eucl – Rund
um das Dreieck





PSTricks

Herbert Voß

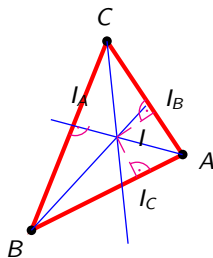
pst-plot

pst-node

pst-tree

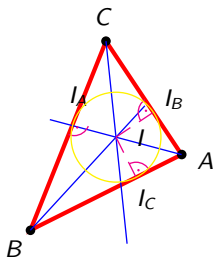
pst-3dplot

pst-eucl – Rund
um das Dreieck





```
\pstCircleOA[linecolor=yellow,linestyle=solid]{I}{I_A}
```





pst-eucl

PSTricks

Herbert Voß

pst-plot

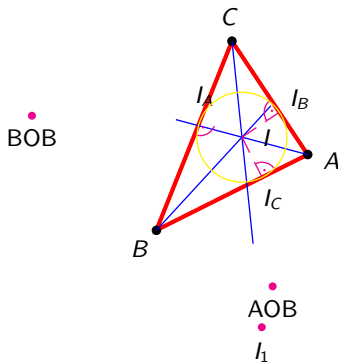
pst-node

pst-tree

pst-3dplot

pst-eucl – Rund
um das Dreieck

```
\pstOutBissectBAC[PointSymbol=none,PointName=none]{C}{A}{B}{AOB}  
\pstOutBissectBAC[PointSymbol=none,PointName=none]{A}{B}{C}{BOB}  
\pstInterLL[PosAngle=-90]{A}{AOB}{B}{BOB}{I_1}
```





PSTricks

Herbert Voß

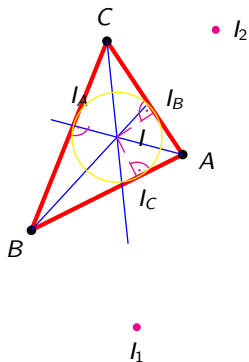
pst-plot

pst-node

pst-tree

pst-3dplot

pst-eucl – Rund
um das Dreieck





PSTricks

Herbert Voß

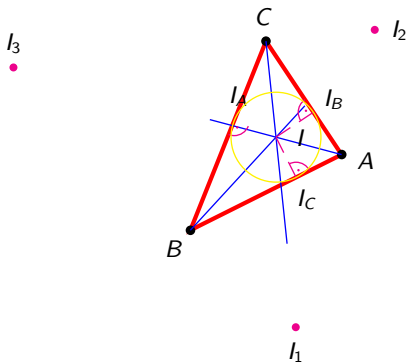
pst-plot

pst-node

pst-tree

pst-3dplot

pst-eucl – Rund
um das Dreieck





PSTricks

Herbert Voß

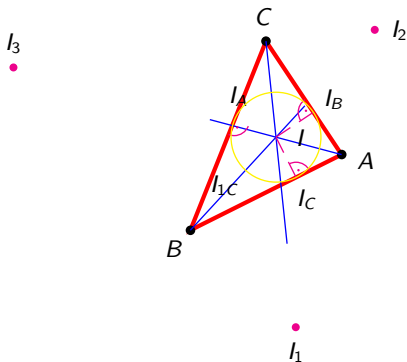
pst-plot

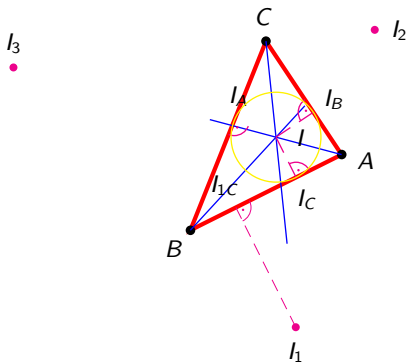
pst-node

pst-tree

pst-3dplot

pst-eucl – Rund
um das Dreieck







PSTricks

Herbert Voß

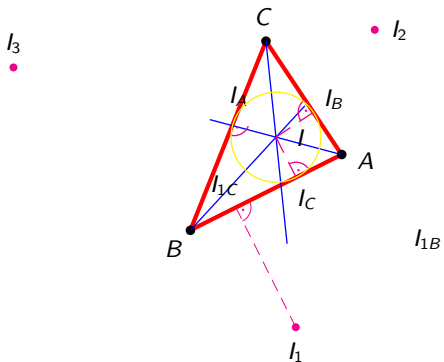
pst-plot

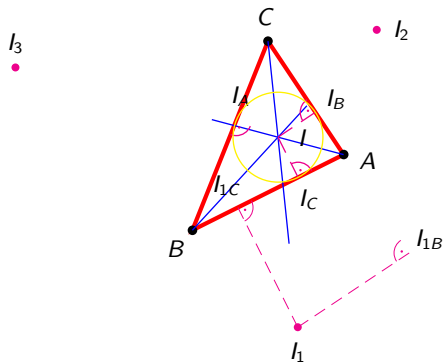
pst-node

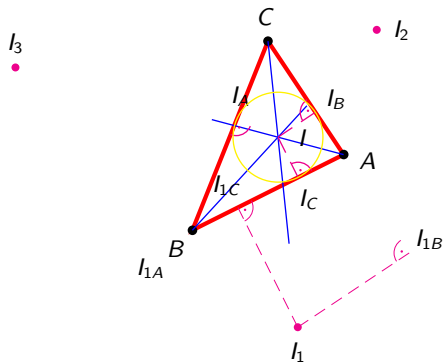
pst-tree

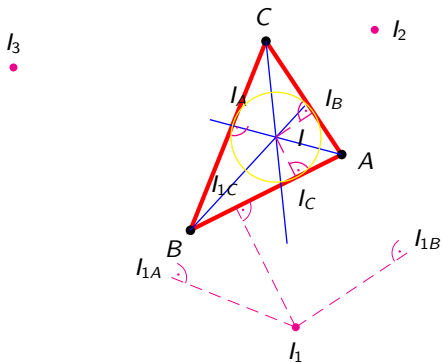
pst-3dplot

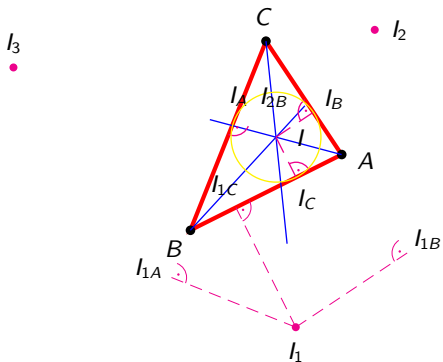
pst-eucl – Rund
um das Dreieck

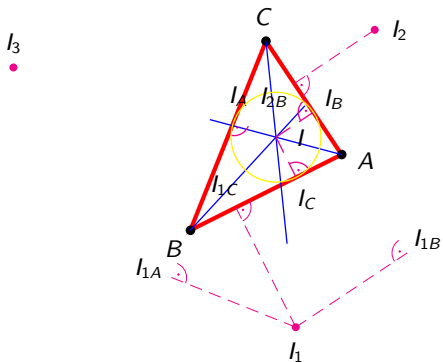














PSTricks

Herbert Voß

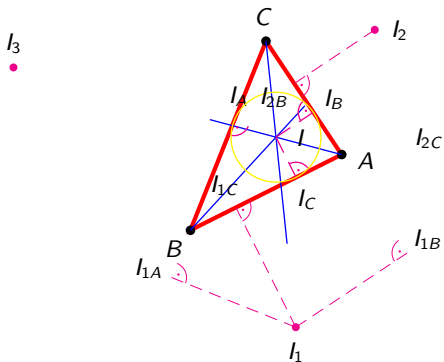
pst-plot

pst-node

pst-tree

pst-3dplot

pst-eucl – Rund
um das Dreieck





PSTricks

Herbert Voß

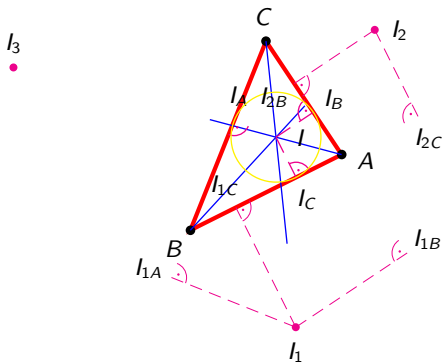
pst-plot

pst-node

pst-tree

pst-3dplot

pst-eucl – Rund
um das Dreieck





PSTricks

Herbert Voß

pst-plot

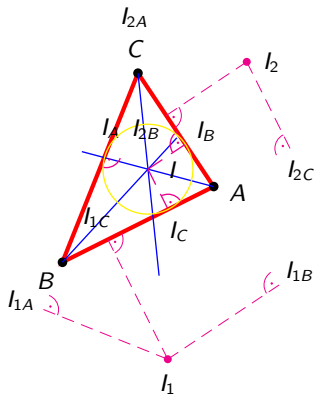
pst-node

pst-tree

pst-3dplot

pst-eucl – Rund
um das Dreieck

l_3





PSTricks

Herbert Voß

pst-plot

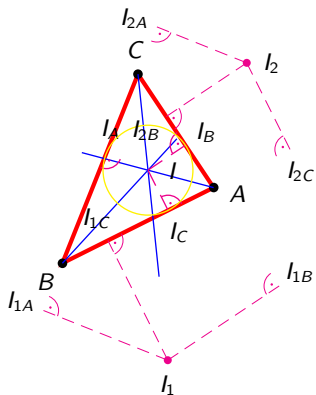
pst-node

pst-tree

pst-3dplot

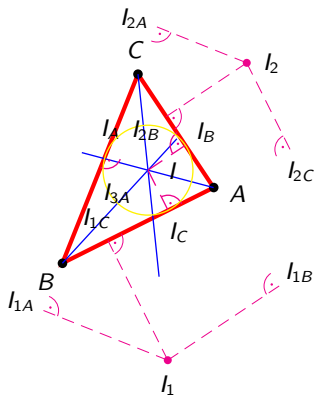
pst-eucl – Rund
um das Dreieck

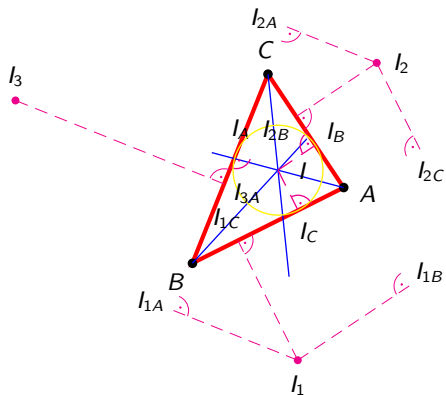
l_3





l_3







PSTricks

Herbert Voß

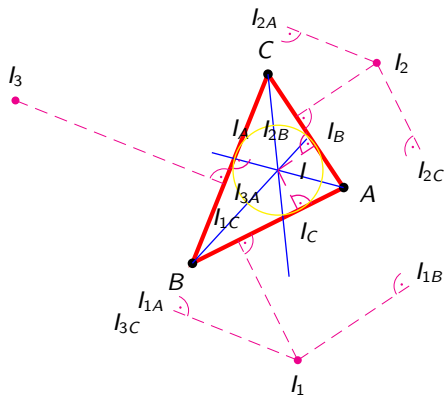
pst-plot

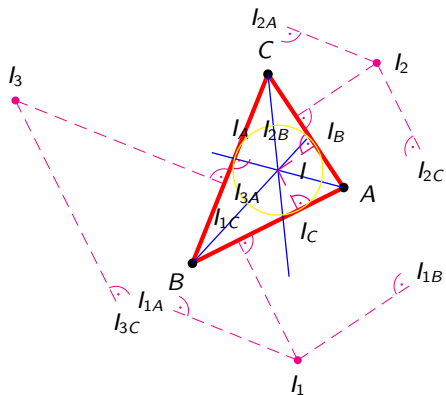
pst-node

pst-tree

pst-3dplot

pst-eucl – Rund
um das Dreieck







PSTricks

Herbert Voß

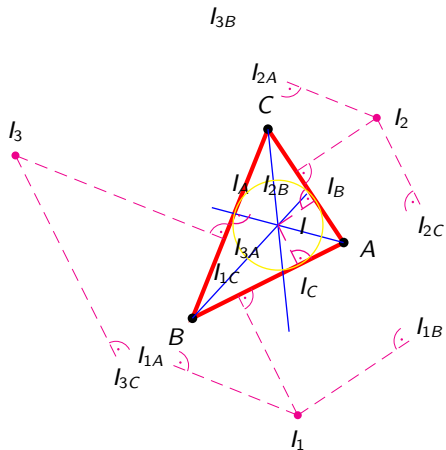
pst-plot

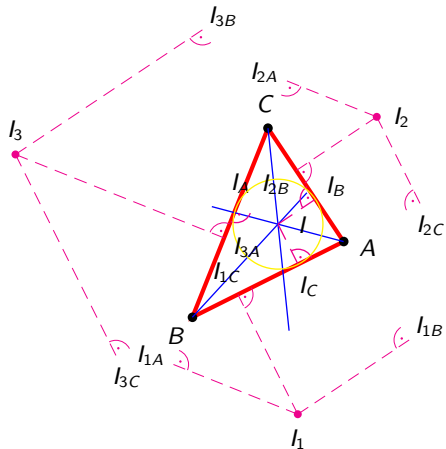
pst-node

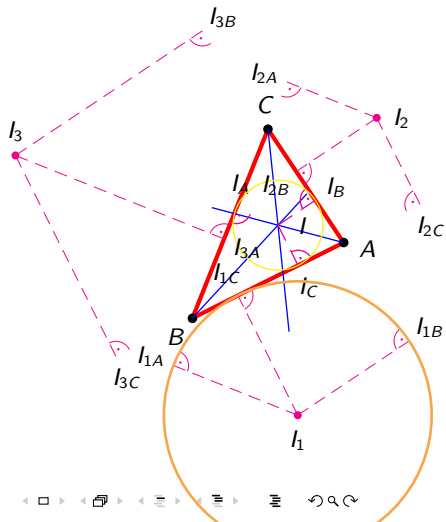
pst-tree

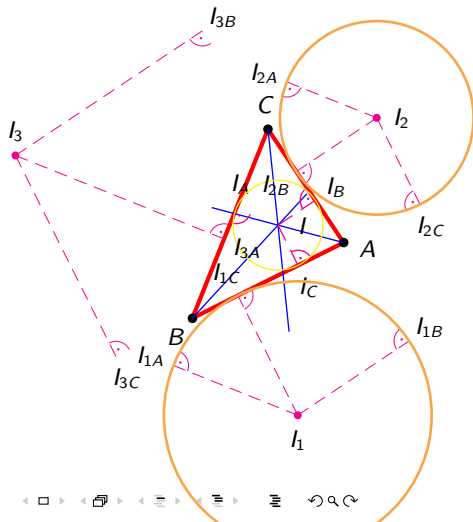
pst-3dplot

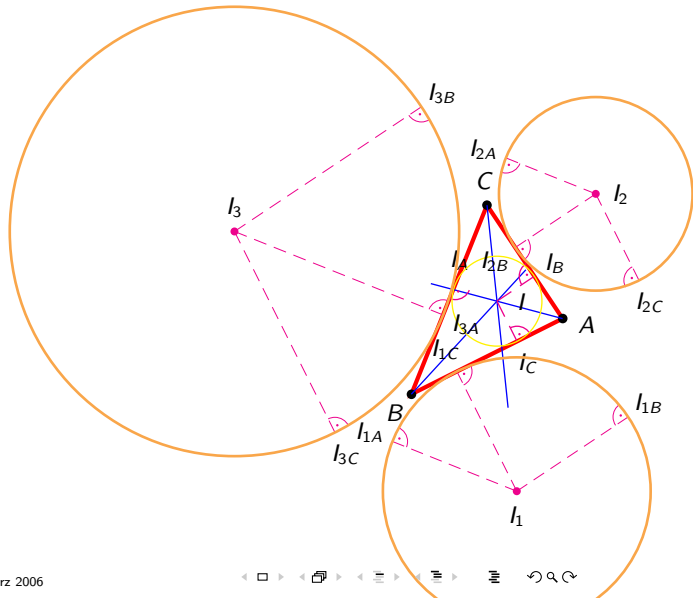
pst-eucl – Rund
um das Dreieck













Quellcode I

PSTricks

Herbert Voß

pst-plot

pst-node

pst-tree

pst-3dplot

pst-eucl – Rund
um das Dreieck

```
1 \psset{unit=0.5}
2 \begin{pspicture}(-11,-7)(7.5,9)%\psgrid
3 \psset{PointSymbol=none,RightAngleType=german}
4 \pstTriangle[linewidth=2\pslinewidth, linecolor=red](4,1){A
   }{0,-1}{B}{2,4}{C}\psdots(A)(B)(C)}
5 \psset{linecolor=blue,linewidth=0.5pt}
6 \pstBissectBAC[PointSymbol=none, PointName=none]{C}{A}{B}{AB}
7 \pstBissectBAC[PointSymbol=none, PointName=none]{A}{B}{C}{BB}
8 \pstBissectBAC[PointSymbol=none, PointName=none]{B}{C}{A}{CB}
9 \pstInterLL{A}{AB}{B}{BB}{I}
10 \psset{linecolor=magenta,linestyle=dashed}
11 \pstProjection{A}{B}{I}{I_C}
12 \pstLineAB{I}{I_C}\pstRightAngle[linestyle=solid]{A}{I_C}{I}
13 \pstProjection{A}{C}{I}{I_B}
14 \pstLineAB{I}{I_B}\pstRightAngle[linestyle=solid]{C}{I_B}{I}
15 \pstProjection[PosAngle=80]{C}{B}{I}{I_A}
16 \pstLineAB{I}{I_A}\pstRightAngle[linestyle=solid]{B}{I_A}{I}
17 \pstCircleOA[linecolor=yellow,linestyle=solid]{I}{I_A}
18 %
19 \psset{linecolor=magenta,linestyle=none,linewidth=0.1pt}
20 \pstOutBissectBAC[PointSymbol=none, PointName=none]{C}{A}{B}{
  AOB}
```



Quellcode II

PSTricks

Herbert Voß

pst-plot

pst-node

pst-tree

pst-3dplot

pst-eucl – Rund
um das Dreieck

```
21 \pstOutBissectBAC[PointSymbol=none, PointName=none]{A}{B}{C}{
    BOB}
22 \pstOutBissectBAC[PointSymbol=none, PointName=none]{B}{C}{A}{
    COB}
23 \pstInterLL [PosAngle=-90]{A}{AOB}{B}{BOB}{I_1}\psdot(I_1)
24 \pstInterLL {A}{AOB}{C}{COB}{I_2}\psdot(I_2)
25 \pstInterLL [PosAngle=90]{C}{COB}{B}{BOB}{I_3}\psdot(I_3)
26 \psset{linecolor=magenta, linestyle=dashed}
27 \pstProjection [PointName=I_{1C}]{A}{B}{I_1}[I1C]}
28 \pstLineAB {I_1}{I1C}
29 \pstRightAngle [linestyle=solid]{I_1}{I1C}{A}
30 \pstProjection [PointName=I_{1B}]{A}{C}{I_1}[I1B]}
31 \pstLineAB {I_1}{I1B}
32 \pstRightAngle [linestyle=solid]{A}{I1B}{I_1}
33 \pstProjection [PointName=I_{1A}]{C}{B}{I_1}[I1A]}
34 \pstLineAB {I_1}{I1A}
35 \pstRightAngle [linestyle=solid]{I_1}{I1A}{C}
36 \pstProjection [PointName=I_{2B}]{A}{C}{I_2}[I2B]}
37 \pstLineAB {I_2}{I2B}
38 \pstRightAngle [linestyle=solid]{A}{I2B}{I_2}
39 \pstProjection [PointName=I_{2C}]{A}{B}{I_2}[I2C]}
40 \pstLineAB {I_2}{I2C}
41 \pstRightAngle [linestyle=solid]{I_2}{I2C}{A}
```



Quellcode III

PSTricks

Herbert Voß

pst-plot

pst-node

pst-tree

pst-3dplot

pst-eucl – Rund
um das Dreieck

```
42 \pstProjection [PointName=I_{2A}]{B}{C}{I_2}[I2A]}
43 \pstLineAB {I_2}{I2A}
44 \pstRightAngle [linestyle=solid]{C}{I2A}{I_2}
45 \pstProjection [PointName=I_{3A}]{C}{B}{I_3}[I3A]}
46 \pstLineAB {I_3}{I3A}
47 \pstRightAngle [linestyle=solid]{C}{I3A}{I_3}
48 \pstProjection [PointName=I_{3C}]{A}{B}{I_3}[I3C]}
49 \pstLineAB {I_3}{I3C}
50 \pstRightAngle [linestyle=solid]{A}{I3C}{I_3}
51 \pstProjection [PointName=I_{3B}]{C}{A}{I_3}[I3B]}
52 \pstLineAB {I_3}{I3B}
53 \pstRightAngle [linestyle=solid]{I_3}{I3B}{A}
54 \psset {linecolor=yellow!50!red!80,linestyle=solid, linewidth=1
    pt}
55 \pstCircleOA {I_1}{I1C}
56 \pstCircleOA {I_2}{I2B}
57 \pstCircleOA {I_3}{I3A}
58 \psset {linecolor=red, linestyle=solid, nodesepA=-1, nodesepB
    =-1}
59 \pstLineAB {I1B}{I3B}
60 \pstLineAB {I1A}{I2A}
61 \pstLineAB {I2C}{I3C}
62 \end{pspicture}
```



Quellcode IV

PSTricks

Herbert Voß

pst-plot

pst-node

pst-tree

pst-3dplot

pst-eucl – Rund
um das Dreieck



Quellcode

PSTricks

Herbert Voß

pst-plot

pst-node

pst-tree

pst-3dplot

pst-eucl – Rund
um das Dreieck

```
1 \def\radius{4 }\def\PhiI{20 }\def\PhiII{50 }
2 \def\RadIs{\radius \PhiI sin mul}
3 \def\RadIc{\radius \PhiI cos mul}
4 \def\RadIIs{\radius \PhiII sin mul}
5 \def\RadIIc{\radius \PhiII cos mul}
6 \def\psxyzlabel#1{\bgroup\tiny\textsf{#1}\egroup}
7 \pause
8 \begin{pspicture}(-5,-6.5)(3,4.5)
9   \psset{Alpha=45,Beta=30,linestyle=dashed,unit=0.8cm}
10  \pstThreeDCoor[linestyle=solid,xMin=-5,xMax=5,yMin=-4,yMax
11    =5,zMax=5,IIIdticks]
12  \pstThreeDEllipse[linecolor=red](0,0,0)(0,\radius,0)(0,0,\
13    radius)
14  \pstThreeDEllipse(\RadIs,0,0)(0,\RadIc,0)(0,0,\RadIc)
15  \pstThreeDEllipse(\RadIIs,0,0)(0,\RadIIc,0)(0,0,\RadIIc)
16  %
17  \pstThreeDEllipse[linestyle=dotted,SphericalCoor](0,0,0)(\
18    radius,90,\PhiI)(\radius,0,0)
19  \pstThreeDEllipse[SphericalCoor,
20  beginAngle=-90,endAngle=90](0,0,0)(\radius,90,\PhiI)(\radius
21    ,0,0)
22  \pstThreeDEllipse[linestyle=dotted,SphericalCoor](0,0,0)(\
23    radius,90,\PhiII)(\radius,0,0)
```




Quellcode

PSTricks

Herbert Voß

pst-plot

pst-node

pst-tree

pst-3dplot

pst-œucl – Rund
um das Dreieck

```
1 \begin{pspicture}(-3,-3)(3,3)%\psgrid
2   \pstThreeDCoor[%
3     xMin=-3,xMax=3.5,yMin=-3,yMax=3.5,zMin=-3,zMax=3,%
4     Alpha=45,Beta=10]
5   \pstThreeDPut(1.2,-1.2,2.6){\color{blue}$\vec{\mu}$}
6   \psset{linecolor=blue}
7   \pstThreeDLine[linewidth=2pt](0,0,-3)(0,0,-1.5)
8   \rput{30}(0,0){%
9     \pstThreeDLine(0,0,-3.5)(0,0,0)
10    \pstThreeDSphere[Beta=10,linecolor={[cmyk]{0.2,0.6,1,0}},
11      linewidth=0pt,%
12      SegmentColor={[cmyk]{0.2,0.6,1,0}}](0,0,0){1.5}
13    \pstThreeDLine[arrows=->](0,0,1.7)(0,0,3.5)}
14    \pstThreeDLine[linewidth=2pt,arrows=->](0,0,1.7)(0,0,3)
15    \pstThreeDPut(-.2,.2,3){\color{blue}$\vec{B}_0$}%
16  \end{pspicture}
```

► Zurück