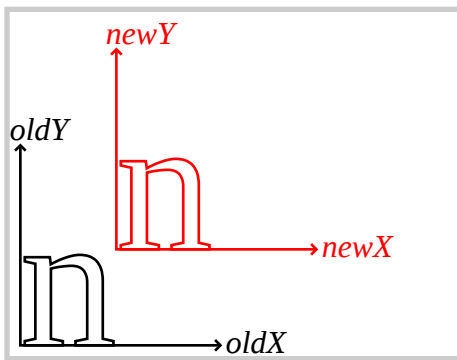
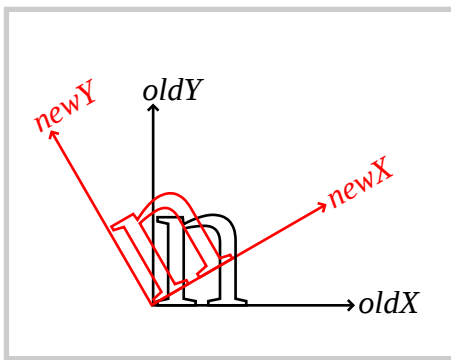
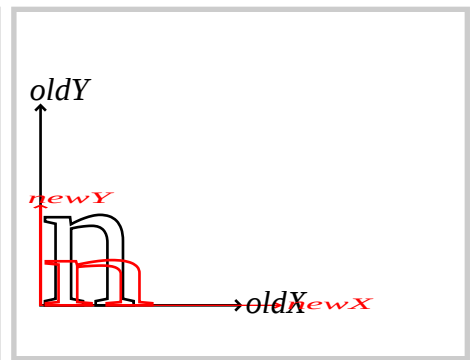




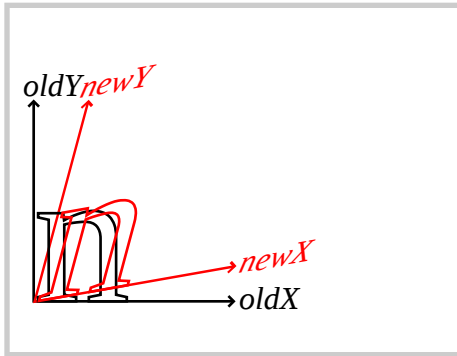
`translate(36, 36)`



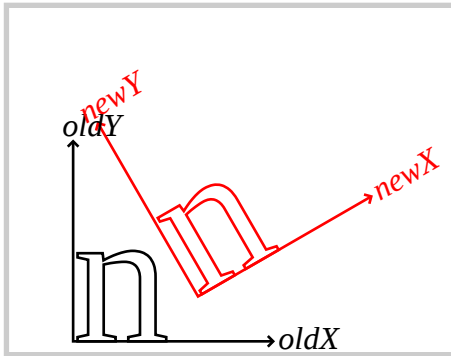
`rotate(30)`



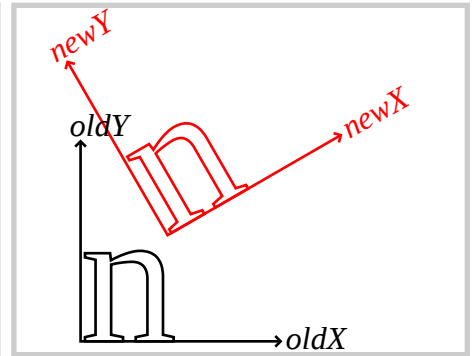
`scale(1.2, .5)`



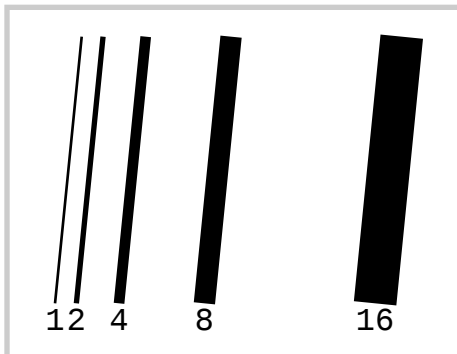
`skew(10, 15)`



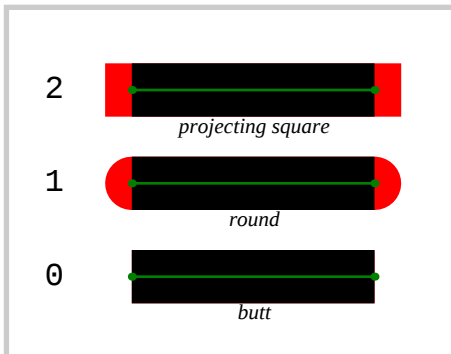
`translate(50, 15)`
`rotate(30)`



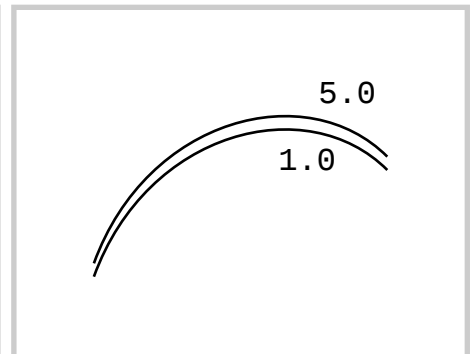
`rotate(30)`
`translate(50, 15)`



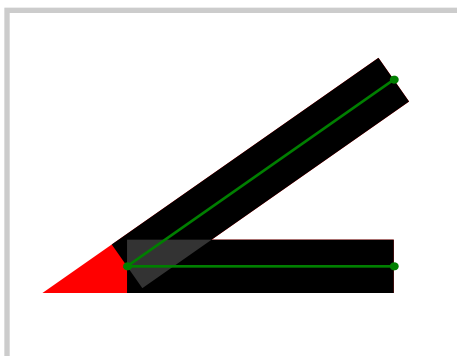
`linewidth()`



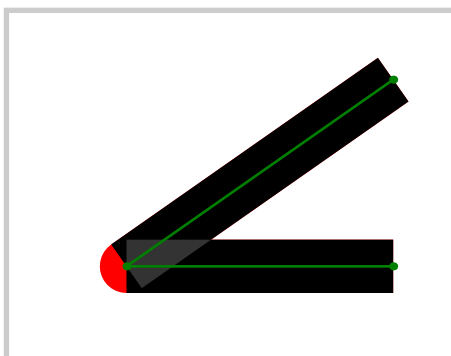
`linecap()`



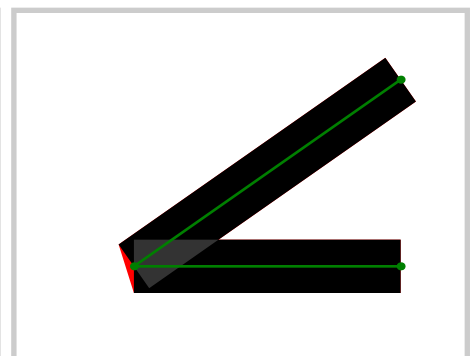
`flatness()`



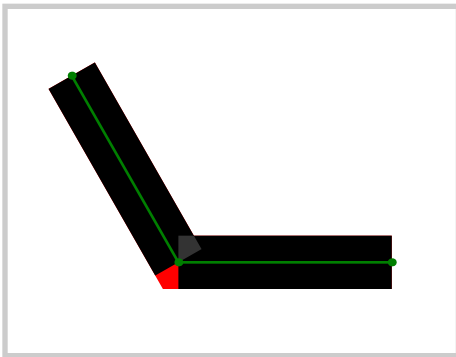
`linejoin(0)` (miter)



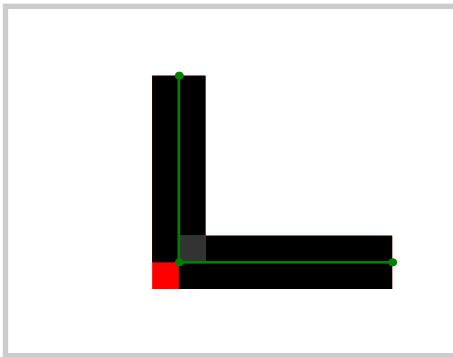
`linejoin(1)` (round)



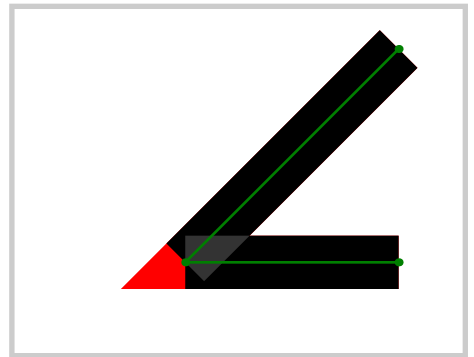
`linejoin(2)` (bevel)



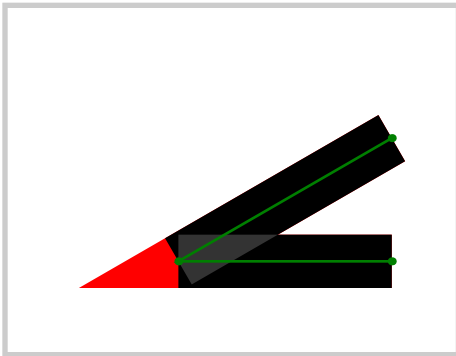
mitered join 135 deg



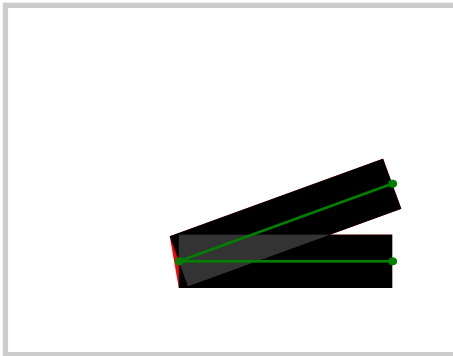
mitered join 90 deg



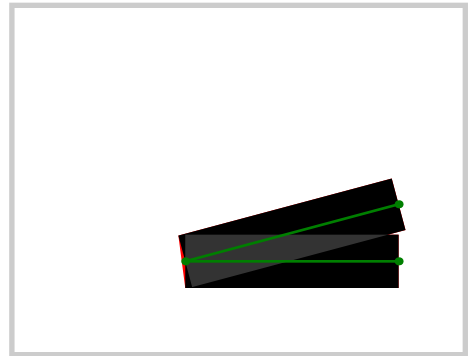
mitered join 45 deg



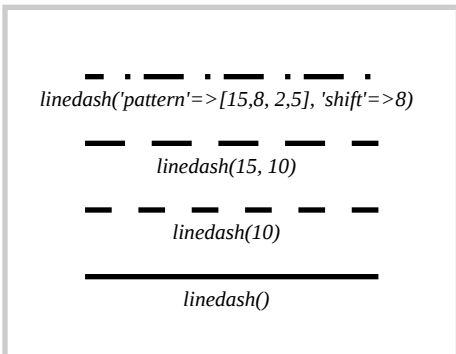
mitered join 30 deg



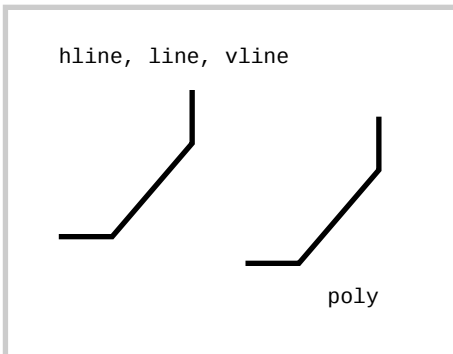
mitered join 20 deg



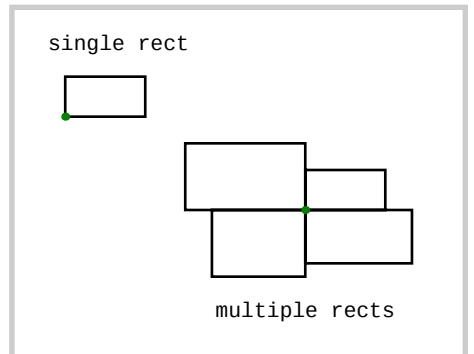
mitered join 15 deg



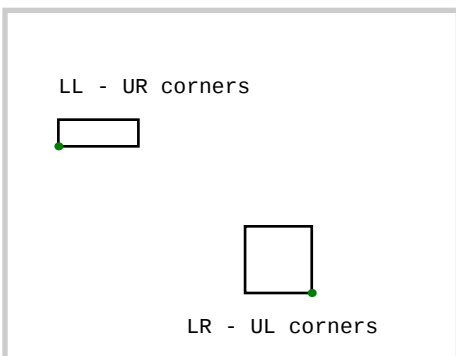
linedash()



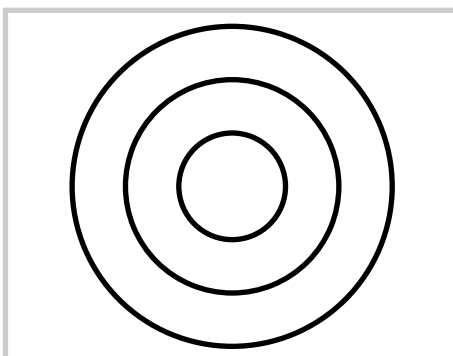
hline, line, vline, or poly



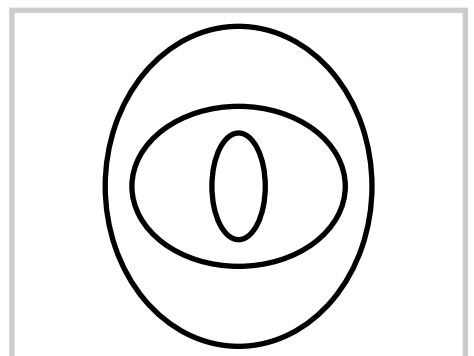
rect()



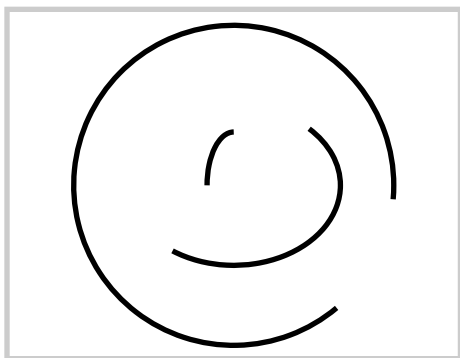
rectxy()



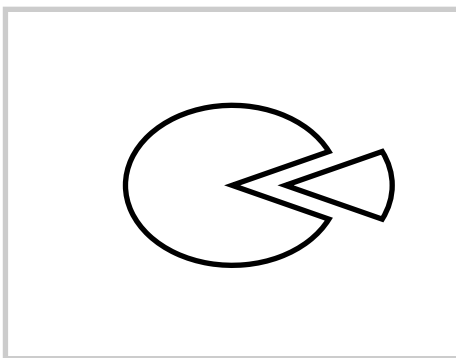
circle() 3 radii



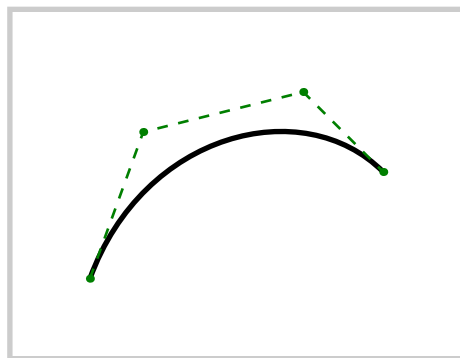
ellipse() 3 radius sets



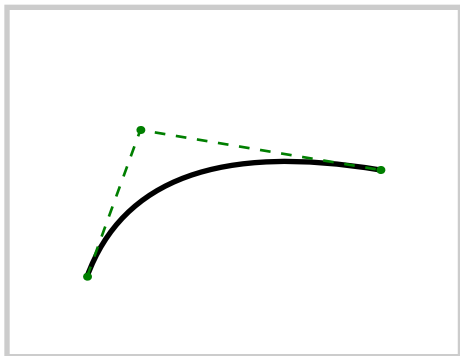
arc() 3 radius sets



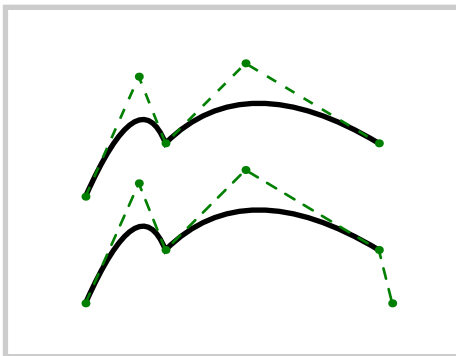
pie() one slice removed



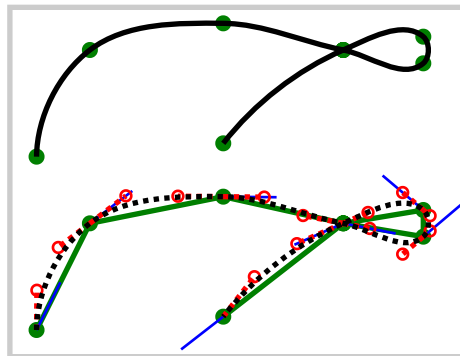
curve()



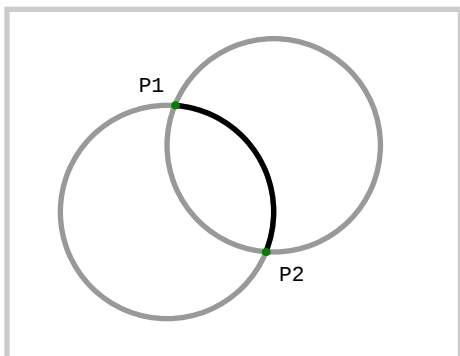
qbspline()



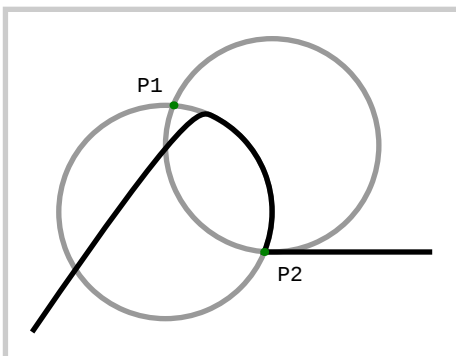
multi qbspline()



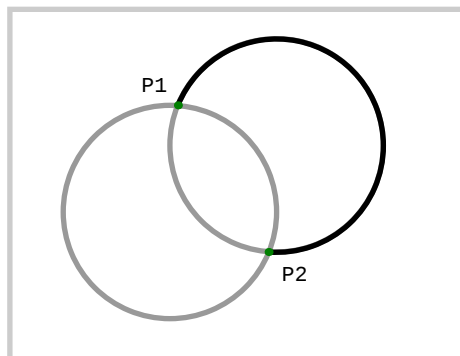
bspline() with
constructors



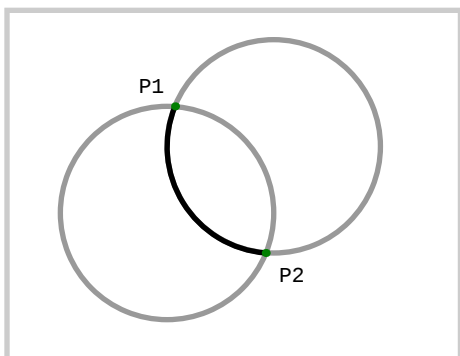
bogen() sm arc no-flip



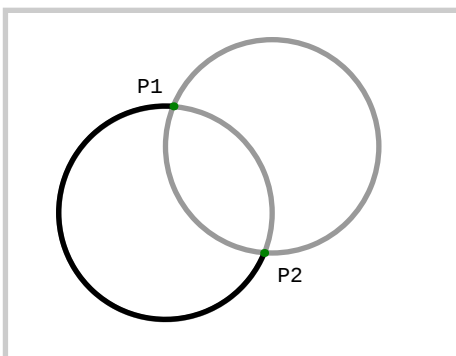
bogen move=F, end line



bogen() lg arc no-flip



bogen() sm arc flip



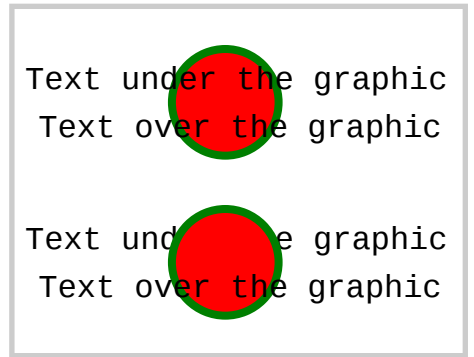
bogen() lg arc flip



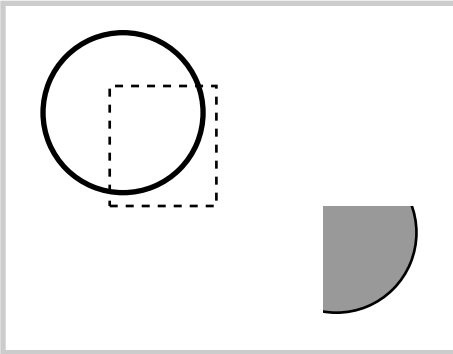
`fill()` with non-zero winding and even-odd



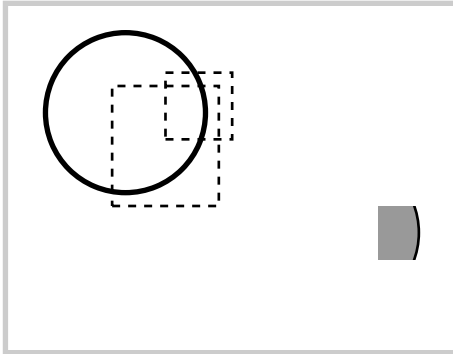
`fillstroke()` w/ non-zero winding and even-odd



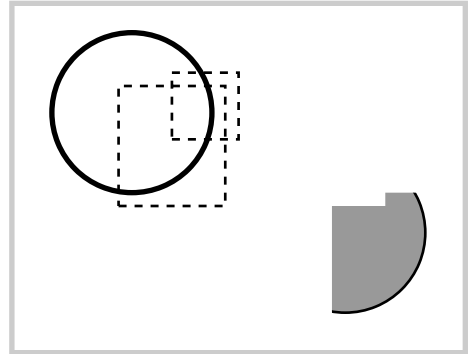
multiple text and graphic objs



`clip()`



`clip()` twice



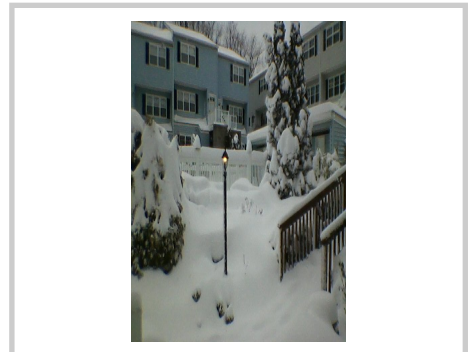
`clip()` once, two areas



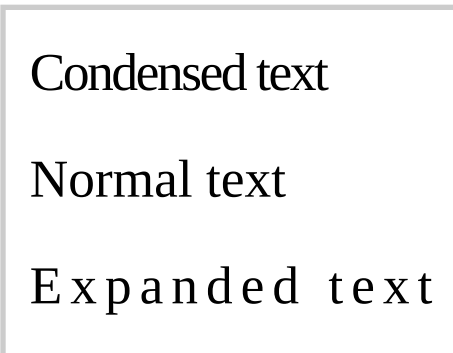
`image()` rotate + clip



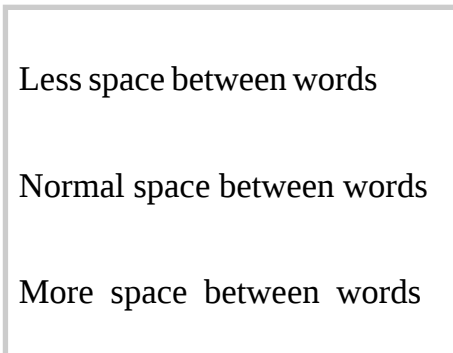
`formimage()` 25%



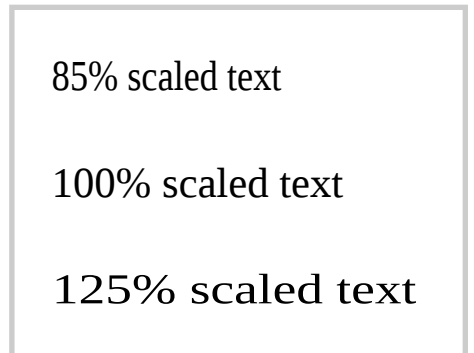
`formimage()` 12.5x25%



`charspace()`



`wordspace()`



`hscale()`

tight leading
at 110% of font size

normal leading
at 140% of font size

double space leading

at 250% of font size

leading()

render 0 fill only

render 1 stroke only

render 2 fill + stroke

render()

render 4 fill only

render 5 stroke only

render 6 fill + stroke

render() adds to clip

$E = mc^2$ is famous.

H₂O is plain old water.

rise() for sub/super

cr()
goes to the next line

cr(-8) goes DOWN
8pts to start next line

cr(0) overprint next line

8pts to start next line
cr(8) goes UP

cr() carriage return

Here is some text.
nl() took us here.
nl(0) took us here.
nl(200) took us here.
nl() took us here.
nl(-75) took us here.
nl() took us here.

nl() newline + indent

Here is some text.
* textpos says this line
starts at 51 366.
We requested 51 366

textpos()

Some underlined text.
Loosely underlined text.
Double underlined text.
Overlined text.

Indented 36pt text.

text() underline, indent

Auto ~~struck-through~~ text.
Positioned ~~struck-through~~ text.
Doubly ~~struck-through~~ text.
Color ~~struck-through~~ text.

text() strikethru

some text to put in a box

more text

advancewidth()

When in the course
of human events, it becomes
necessary for one people to dissolve the
political bands...

text()