

# Graphics drivers for `pict2e`\*

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## 1 Driver files

This file implements some of the currently supported drivers for the new version of the `pict2e` package. If the driver you use is not in this list then a `.def` file may be distributed with the `pict2e` package, or may be distributed with the standard `LATEX` graphics bundle, or may be distributed with your driver.

If not, send us some details of the driver's `\special` syntax, and we will try to produce a suitable file.

Note that some of these files are for graphics drivers to which we have no access, so they are untested. Please send any corrections to the `latexbugs` address or directly to the authors.

### 1.1 Template

A template for a `pict2e` driver file.

`\pIIE@mode` This macro serves as an indicator to the `pict2e` package which mode the driver supports:

- `-1` inapt/incapable (default, already set in `pict2e`)
  - `0` standard `LATEX` only
  - `1` PostScript
  - `2` PDF
- (other values are reserved for future use)

Incapable drivers should not alter the default value given by the `pict2e` package, or set it explicitly to `-1`.

```
1 <*template>
2 \def\pIIE@mode{-1}
```

---

\*This document corresponds to `p2e-drivers.dtx` v0.1u, dated 2016/02/05, documentation dated 2016/02/05.

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`\pIIE@code` The `pict2e` package expects the driver file to define the `\pIIE@code` command in a suitable way.

This command should locally establish the standard PostScript/PDF coordinate system (i.e., a cartesian coordinate system with positive x-axis pointing right and positive y-axis pointing up, and with unit 1 bp = 1/72 in), albeit with the origin at `TEX`'s current point instead of the lower left corner of the page.

Furthermore, it should save and restore the graphics state (`gsave/grestore` in PostScript, `q/Q` in PDF.) This may be achieved by using appropriate `\special` (or `\pdfliteral`, respectively) commands.

Moreover, this command should preserve (i.e., it should not change) the current colour as defined by the user via the commands of the `color` package from the graphics bundle.

Thus, the `\Gin@PS@restored` command that various `<driver>.def` files from the graphics bundle provide should usually come close to what is expected here.

```
3 \def\pIIE@code#1{  
4 </template>
```

## 1.2 dvips

A `pict2e` driver file for the `dvips` driver.

`\pIIE@mode` We are about to generate PostScript code.

```
5 <*dvips>  
6 \def\pIIE@mode{1}
```

`\pIIE@code` In this case the code inserted by the driver on behalf of the `\Gin@PS@restored` command performs a “0 `setgray`” operation, thus resetting any colour the user might have set by means of the `color` package. (See also `LATEX` problem report `graphics/3569`.) We therefore have to resort to the following kludge: As long as we output only simple picture objects, our operations are “atomic.” Hence, we won't need to set colours or gray shades within the PostScript code generated by `pict2e`; thus the offending `setgray` operator may as well be a no-op. To keep this redefinition local, we enclose the call to `\Gin@PS@restored` by a `save/restore` pair.

```
7 \def\pIIE@code#1{%  
8 \Gin@PS@raw{save /setgray { pop } def}%  
9 \Gin@PS@restored{#1}%  
10 \Gin@PS@raw{restore}%  
11 }  
12 </dvips>
```

## 1.3 pdfTeX

A `pict2e` driver file for the `pdftex` driver.

`\pIIE@mode` We are about to generate PDF code. (Only, if `pdfTEX` is actually generating PDF; otherwise nothing will be output.)

```

13 <*pdfTeX>
14 \begingroup
15 \ifundefined{pdfoutput}{-}{%
16 \ifnum\pdfoutput>0\relax
17 \gdef\pIe@mode{2}
18 \fi
19 }
20 \endgroup

```

`\pIe@mode` The save/restore operators are necessary here to prevent the change of the CTM (scaling and rotation operations) that `pict2e` inserts from propagating.

```

21 \ifcase\pIe@mode\relax \or\or
22 \def\pIe@code#1{\pdfliteral{ q #1 Q }}
23 \fi
24 </pdfTeX>

```

## 1.4 LuaTeX

A `pict2e` driver file for the `luatex` driver.

`\pIe@mode` We are about to generate PDF code. (Only, if `LuaTeX` is actually generating PDF; otherwise nothing will be output.)

```

25 <*luatex>
26 \begingroup
27 \ifnum\outputmode>0\relax
28 \gdef\pIe@mode{2}
29 \fi
30 \endgroup

```

`\pIe@mode` The save/restore operators are necessary here to prevent the change of the CTM (scaling and rotation operations) that `pict2e` inserts from propagating.

```

31 \ifcase\pIe@mode\relax \or\or
32 \def\pIe@code#1{\pdfextension literal{ q #1 Q }}
33 \protected\edef\pIe@pdfliteral{\pdfextension literal}
34 \fi
35 </luatex>

```

## 1.5 VTeX

A `pict2e` driver file for the `vtex` driver.

`\pIe@mode` With `VTeX`, we should use PostScript code also for PDF mode (Email from Michael Vulis, MicroPress).

```

36 <*vtex>
37 \begingroup
38 \ifundefined{VTeXversion}{-}{%
39 \ifnum\OpMode>0\relax
40 \ifnum\OpMode<3\relax

```

```

41     \gdef\pIIE@mode{1}%
42     \fi
43     \fi
44   }
45 \endgroup

```

`\pIIE@code` Here `\Gin@PS@restored` suffices as provided by the graphics driver file `vtex.def`.

```

46 \ifcase\pIIE@mode\relax \or
47   \let\pIIE@code\Gin@PS@restored
48 \fi
49 \</vtex>

```

## 1.6 dvi<sub>2</sub>pdfm

A `pict2e` driver file for the `dvi2pdfm` driver.

`\pIIE@mode` We are about to generate PDF code.

```

50 <*dvi2pdfm>
51 \def\pIIE@mode{2}

```

`\pIIE@code` This seems to be sufficient.

```

52 \def\pIIE@code#1{\special{pdf: content #1}}
53 </dvi2pdfm>

```

## 1.7 dvi<sub>2</sub>pdfmx

A `pict2e` driver file for the `dvi2pdfmx` driver.

`\pIIE@mode` We are about to generate PDF code.

```

54 <*dvi2pdfmx>
55 \def\pIIE@mode{2}

```

`\pIIE@code`

```

56 \def\pIIE@code#1{\special{pdf: content #1}}

```

`\pIIE@pdfliteral`

```

57 \def\pIIE@pdfliteral#1{\special{pdf: literal #1}}
58 </dvi2pdfmx>

```

## 1.8 xetex

A `pict2e` driver file for the `xetex` driver.

`\pIIE@mode` We are about to generate PDF code.

```

59 <*xetex>
60 \def\pIIE@mode{2}

```

`\pIIE@code`

```

61 \def\pIIE@code#1{\special{pdf: literal q #1 Q}}

```

`\pIIE@pdfliteral`

```
62 \def\pIIE@pdfliteral#1{\special{pdf: literal #1}}
63 \</xetex>
```

## 1.9 dvipdf

A pict2e driver file for the dvipdf driver (not yet implemented).

`\pIIE@mode`

```
64 <*dvipdf>
65 % \def\pIIE@mode{-1}
```

`\pIIE@code` This is the same as the definition for `\Gin@PS@restored` in `dvipdf.def` as defined in `drivers.dtx`! Better use the higher-level macro instead of the `\special?`

```
66 % \def\pIIE@code#1{\special{" #1}} % \Gin@PS@restored{#1}
67 \</dvipdf>
```

## 1.10 textures

A pict2e driver file for the textures driver (not yet implemented).

`\pIIE@mode`

```
68 <*textures>
69 % \def\pIIE@mode{-1}
```

`\pIIE@code`

```
70 % \def\pIIE@code#1{}
71 \</textures>
```

## 1.11 dvipsone

A pict2e driver file for the dvipsone driver (not yet implemented).

`\pIIE@mode`

```
72 <*dvipsone>
73 % \def\pIIE@mode{-1}
```

`\pIIE@code`

```
74 % \def\pIIE@code#1{}
75 \</dvipsone>
```

## 1.12 pctexps

A pict2e driver file for the pctexps driver (not yet implemented).

`\pIIE@mode`

```
76 <*pctexps>
77 % \def\pIIE@mode{-1}
```

```
\pIIE@code
78 % \def\pIIE@code#1{}
79 \</pctexps>
```

### 1.13 pictex32

A pict2e driver file for the pictex32 driver (not yet implemented).

```
\pIIE@mode
80 \<*pctex32>
81 % \def\pIIE@mode{-1}
```

```
\pIIE@code
82 % \def\pIIE@code#1{}
83 \</pctex32>
```

## 2 A Sample Configuration File

This one is taken from `color.cfg` of the `teTeX/TeXlive` distributions.

```
84 \<*cfg>
85 %% Select an appropriate default driver.
86 \begingroup
87 \chardef\x=0 %
88 % check luatex
89 \ifx\luatexversion\undefined
90 % check pdfTeX
91 \@ifundefined{pdfoutput}{-}{%
92 \ifcase\pdfoutput
93 \else
94 \chardef\x=1 %
95 \fi
96 }%
97 % check VTeX
98 \@ifundefined{OpMode}{-}{%
99 \chardef\x=2 %
100 }%
101 % check XeTeX
102 \@ifundefined{XeTeXrevision}{-}{%
103 \chardef\x=3 %
104 }%
105 \else
106 \ifnum\luatexversion>85
107 \ifnum\outputmode>0
108 \chardef\x=4\relax
109 \fi
110 \else
111 \ifnum\pdfoutput>0
112 \chardef\x=1\relax
```

```

113     \fi
114   \fi
115 \fi
116 \expandafter\endgroup
117 \ifcase\x
118   % 0: default case
119   \ExecuteOptions{dvips}%
120 \or
121   % 1: pdfTeX is running in pdf mode
122   \ExecuteOptions{pdftex}%
123 \or
124   % 2: VTeX is running
125   \ExecuteOptions{vtex}%
126 \or
127   % 3: XeTeX is running
128   \ExecuteOptions{xetex}%
129 \or
130   % 4: LuaTeX (> 0.85) is running
131   \ExecuteOptions{luatex}%
132 \fi

```

You can also specify other options to the `pict2e` package in the configuration file.  
For example, if you prefer PSTricks-like arrows, just uncomment the line below.

```

133 %% \ExecuteOptions{pstarrows}
134 </cfg>

```