

Graphic Device Markup Language (GDML) 0.9

Tag Reference



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<ARC>

DEFINITION

Draws an arc along the perimeter of the ellipse bounded by the specified rectangle.

X1,Y1,X2,Y2 define the enclosing rectangle

X3,Y3 starting point of the arc.

X4,Y4 end point of the arc.

ATTRIBUTES

PENCOLOR=(#RRGGBB|colorname)

PENMODE=(BLACK|WHITE|NOP|NOT|COPY|NOTCOPY|MERGE|PENNOT|MASK|PENNOT|

PENSTYLE=(SOLID|DASH|DOT|DASHDOT|DASHDOTDOT|CLEAR|INSIDEFRAME)

PENWIDTH=Width of the line

FILLCOLOR=(#RRGGBB|colorname)

FILLSTYLE=(SOLID|CLEAR|BDIAGONAL|FDIAGONAL|CROSS|DIAGCROSS|HORIZONTAL|VERTICAL)

X1,Y1,X2,Y2,X3,Y3,X4,Y4

COMPATIBILITY

GDML only

EXAMPLE

```
<ARC PENCOLOR=red X1=+0 Y1=+0 X2=+3 Y2=+1 X3=+0 Y3=+0 X4=+3 Y4=+0>
```

OUTPUT



 ...

DEFINITION

 Adds **BOLD** to the Font Style.

 Removes **BOLD** from the Font Style.

ATTRIBUTES

None

COMPATIBILITY

HTML 4 compatible

EXAMPLE

This word is bold: BOLD

OUTPUT

This word is bold: **BOLD**

<BASEFONT>

DEFINITION

Sets the base font on which relative font size adjustments are made.

ATTRIBUTES

BGCOLOR=(#RRGGBB|colorname)

COLOR=(#RRGGBB|colorname)

FACE="name[, name2[, name3]]"

A list of font names. The first font name that is available on the system will be used. If none are available, a default font will be used that is derived from the first font listed.

SIZE=number

Number is the point size of the font.

If number is preceded by a plus or minus sign, SIZE is increased or decreased in size by number.

COMPATIBILITY

HTML 4 compatible (except SIZE is in points)

<BIG> ... </BIG>

DEFINITION

Increases the Font size by 2 points relative to the BASEFONT.

ATTRIBUTES

None

COMPATIBILITY

HTML 4 compatible

<BODY> ... </BODY>

DEFINITION

Optional Tag surrounding one or more pages to set the background color of the page (default=white) and the FONT color (default=black).

ATTRIBUTES

BGCOLOR=(#RRGGBB|colorname)

TEXT=(#RRGGBB|colorname)

COMPATIBILITY

HTML 4 compatible

EXAMPLE

```
<BODY> BGCOLOR=white TEXT=black>
```

```
Here is the page text
```

```
</BODY>
```

OUTPUT

Here is the page text

DEFINITION

Forces a line break.

ATTRIBUTES

None

COMPATIBILITY

HTML 4 compatible

EXAMPLE

Here is a line
This line is on the next line

OUTPUT

Here is a line

This line is on the next line

<CHORD>

DEFINITION

Draws a line connecting two points on the ellipse bounded by the specified rectangle.

X1,Y1,X2,Y2 define the enclosing rectangle

X3,Y3 starting point of the line.

X4,Y4 end point of the line.

ATTRIBUTES

PENCOLOR=(#RRGGBB|colorname)

PENMODE=(BLACK|WHITE|NOP|NOT|COPY|NOTCOPY|MERGE|PENNOT|MASK|PENNOT|

PENSTYLE=(SOLID|DASH|DOT|DASHDOT|DASHDOTDOT|CLEAR|INSIDEFRAME)

PENWIDTH=Width of the line

FILLCOLOR=(#RRGGBB|colorname)

FILLSTYLE=(SOLID|CLEAR|BDIAGONAL|FDIAGONAL|CROSS|DIAGCROSS|HORIZONTAL|VERTICAL)

X1,Y1,X2,Y2,X3,Y3,X4,Y4

COMPATIBILITY

GDML only

EXAMPLE

```
<CHORD PENCOLOR=red FILLCOLOR=WHITE X1=+0 Y1=+0 X2=+3 Y2=+1 X3=+0 Y3=+0 X4=+3  
Y4=+0>
```

OUTPUT



<CODE> ... </CODE>

DEFINITION

Changes font to a monospaced font for display of program code.

ATTRIBUTES

None

COMPATIBILITY

HTML 4 compatible

















COLOR Attributes

DEFINITION

The attributes COLOR, PENCOLOR, FILLCOLOR, and BGCOLOR use standard HTML 4.0 color designations. Colors may be described using one of the standard color names or RGB notation.

RGB notation is a pound sign (#) followed by three pairs of hexadecimal numbers representing the red, green, and blue intensity for the color defined.

The standard color names:

	BLACK	(#000000)
	GREEN	(#008000)
	SILVER	(#C0C0C0)
	LIME	(#C0C0C0)
	GRAY	(#808080)
	OLIVE	(#808000)
	WHITE	(#FFFFFF)
	YELLOW	(#FFFF00)
	MAROON	(#800000)
	NAVY	(#000080)
	RED	(#FF0000)
	BLUE	(#0000FF)
	PURPLE	(#800080)
	TEAL	(#008080)
	FUCHSIA	(#FF00FF)
	AQUA	(#00FFFF)

COMPATIBILITY

HTML 4 compatible

<COLUMN> ... </COLUMN>

DEFINITION

Writes the text between the tags within WIDTH given, ALIGNed (default=LEFT). Cursor is then moved to the right by RIGHTMARGIN.

ATTRIBUTES

ALIGN=(LEFT|RIGHT|CENTER)

RIGHTMARGIN=(in units)

WIDTH=(column width in units)

COMPATIBILITY

GDML only

EXAMPLE

```
<COLUMN WIDTH=2 RIGHTMARGIN=0.125>
This text is confined to a 2 inch wide column
</COLUMN>
<COLUMN WIDTH=2 ALIGN=RIGHT RIGHTMARGIN=0.125>
Column 2</COLUMN>
<COLUMN WIDTH=2 RIGHTMARGIN=0.125>
This is the second 2 inch wide column
</COLUMN>
```

OUTPUT

This text is confined to a 2 inch v

Column 2 This is the third 2 inch wide colu

<ELLIPSE>

DEFINITION

Draws an ellipse bounded by the specified rectangle.
X1,Y1,X2,Y2 define the enclosing rectangle

ATTRIBUTES

PENCOLOR=(#RRGGBB|colorname)

PENMODE=(BLACK|WHITE|NOP|NOT|COPY|NOTCOPY|MERGE|PENNOT|MASK|PENNOT|

PENSTYLE=(SOLID|DASH|DOT|DASHDOT|DASHDOTDOT|CLEAR|INSIDEFRAME)

PENWIDTH=Width of the line

FILLCOLOR=(#RRGGBB|colorname)

FILLSTYLE=(SOLID|CLEAR|BDIAGONAL|FDIAGONAL|CROSS|DIAGCROSS|HORIZONTAL|VERTICAL)

X1,Y1,X2,Y2,X3,Y3,X4,Y4

COMPATIBILITY

GDML only

EXAMPLE

```
<ELLIPSE PENCOLOR=red FILLCOLOR=white X1=+0 Y1=+0 X2=+3 Y2=+1 X3=+0 Y3=+0 X4=+3  
Y4=+0>
```

OUTPUT



<FILLRECT>

DEFINITION

Fills the specified rectangle with the FILLCOLOR and FILLSTYLE given.
X1,Y1,X2,Y2 define the enclosing rectangle

ATTRIBUTES

PENCOLOR=(#RRGGBB|colorname)

PENMODE=(BLACK|WHITE|NOP|NOT|COPY|NOTCOPY|MERGE|PENNOT|MASK|PENNOT)

PENSTYLE=(SOLID|DASH|DOT|DASHDOT|DASHDOTDOT|CLEAR|INSIDEFRAME)

PENWIDTH=Width of the line

FILLCOLOR=(#RRGGBB|colorname)

FILLSTYLE=(SOLID|CLEAR|BDIAGONAL|FDIAGONAL|CROSS|DIAGCROSS|HORIZONTAL|VERTICAL)

X1,Y1,X2,Y2

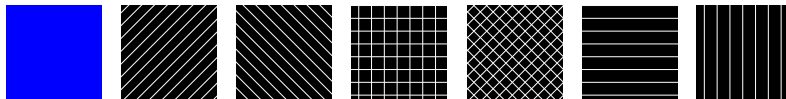
COMPATIBILITY

GDML only

EXAMPLE

```
<FILLRECT FILLCOLOR=blue FILLSTYLE=SOLID X1=+0 Y1=+0 X2=+0.5 Y2=+0.5>
<MOVETO X=+0.6>
<FILLRECT FILLCOLOR=white FILLSTYLE=BDIAGONAL X1=+0 Y1=+0 X2=+0.5 Y2=+0.5>
<MOVETO X=+0.6>
<FILLRECT FILLSTYLE=FDIAGONAL X1=+0 Y1=+0 X2=+0.5 Y2=+0.5>
<MOVETO X=+0.6>
<FILLRECT FILLSTYLE=CROSS X1=+0 Y1=+0 X2=+0.5 Y2=+0.5>
<MOVETO X=+0.6>
<FILLRECT FILLSTYLE=DIAGCROSS X1=+0 Y1=+0 X2=+0.5 Y2=+0.5>
<MOVETO X=+0.6>
<FILLRECT FILLSTYLE=HORIZONTAL X1=+0 Y1=+0 X2=+0.5 Y2=+0.5>
<MOVETO X=+0.6>
<FILLRECT FILLSTYLE=VERTICAL X1=+0 Y1=+0 X2=+0.5 Y2=+0.5>
<MOVETO X=+0.6>
<MOVETO X=0 Y=+0.6>
```

OUTPUT



<FLOODFILL>

DEFINITION

Fills an area from a given point in all directions to the PENCOLOR boundary when FILLMODE=BORDER. When FILLMODE=SURFACE, fill continues as long as PENCOLOR is encountered.

ATTRIBUTES

PENCOLOR=(#RRGGBB|colorname) (default=black)

FILLCOLOR=(#RRGGBB|colorname)

FILLSTYLE=(SOLID|CLEAR|BDIAGONAL|FDIAGONAL|CROSS|DIAGCROSS|HORIZONTAL|VERTICAL)

FILLMODE=(BORDER|SURFACE) (default=BORDER)

X1,Y1 (Starting point in unit)

COMPATIBILITY

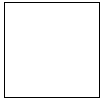
GDML only

EXAMPLE

```
<FRAMERECT FILLCOLOR=black FILLSTYLE=SOLID X1=+0 Y1=+0 X2=+0.5 Y2=+0.5>
```

```
<FLOODFILL PENCOLOR=black FILLCOLOR=yellow FILLMODE=SURFACE FILLSTYLE=SOLID  
X=+0.25 Y=+0.25>
```

OUTPUT



<FRAMERECT>

DEFINITION

Draws a rectangle with upper left corner at X1,Y1 and lower right corner at X2,Y2 using the FillColor and FillStyle.

ATTRIBUTES

FILLCOLOR=(#RRGGBB|colorname)

FILLSTYLE=(SOLID|CLEAR|BDIAGONAL|FDIAGONAL|CROSS|DIAGCROSS|HORIZONTAL|VERTICAL)

X1,Y1,X2,Y2 define the rectangle

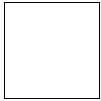
COMPATIBILITY

GDML only

EXAMPLE

```
<FRAMERECT FILLCOLOR=black FILLSTYLE=SOLID X1=+0 Y1=+0 X2=+0.5 Y2=+0.5>
```

OUTPUT



 ...

DEFINITION

Sets the font for text contained within the tags.

When the is encountered, the font is restored to what it was before the tag.

ATTRIBUTES

BGCOLOR=(#RRGGBB|colorname)

BGSTYLE=(SOLID|CLEAR|BDIAGONAL|FDIAGONAL|CROSS|DIAGCROSS|HORIZONTAL|VERTICAL)

COLOR=(#RRGGBB|colorname)

FACE="name[, name2[, name3]]"

A list of font names. The first font name that is available on the system will be used. If none are available, a default font will be used that is derived from the first font listed.

SIZE=number

Number is the point size of the font.

If number is preceded by a plus or minus sign, SIZE is set relative to the BASEFONT size.

COMPATIBILITY

HTML 4 compatible (except BGCOLOR attribute)

EXAMPLE

```
<FONT FACE="Courier New">
```

This text is in Courier New,

```
</FONT>
```

This text is in the previous font.

This tag sets the font without saving the previous font:

```
<FONT FACE="Courier New" />
```

OUTPUT

This text is in Courier New,

This text is in the previous font.

<GDML> ... </GDML>

DEFINITION

The GDML tag defines where a GDML document begins and ends.
When the </GDML> tag is encountered, the remainder of the file is ignored.

ATTRIBUTES

None

COMPATIBILITY

GDML only

<HR>

DEFINITION

Draws a horizontal rule.

ATTRIBUTES

ALIGN=(LEFT|RIGHT|CENTER) (default=LEFT)

COLOR=(#RRGGBB|colorname) (default=black)

SIZE=Number (thickness of the line in units)

WIDTH=Horizontal width of the line (default=width of page)

May be a number in units, or a number followed by a percent sign, indicating a percent of the page width.

COMPATIBILITY

HTML 4 compatible

EXAMPLE

Here is a rule the width of the page

```
<HR>
```

Here is a 1/16" rule half the width of the page


```
<HR ALIGN=CENTER SIZE=0.0625 WIDTH=50%>
```

OUTPUT

Here is a rule the width of the page

Here is a 1/16" centered rule half the width of the page



<I> ... </I>

DEFINITION

<I> Adds **Italic** to the Font Style.

</I> Removes **Italic** from the Font Style.

ATTRIBUTES

None

COMPATIBILITY

HTML 4 compatible

EXAMPLE

This word is in italics: <I>italics</I>

OUTPUT

This word is in italics: *italics*

DEFINITION

Includes an image file.

ATTRIBUTES

SRC="Filename[.bmp|.ico|.wmf]"

WIDTH=number

Number is the width to scale the image to in units

HEIGHT=number

Number is the height to scale the image to in units

DPI=number

Number is the dots per inch resolution of the image

SCALE=number

Number is a factor to scale the image

MOVETO=number

Number is 0 to not move the cursor after drawing the image

Number is 1 to move the cursor to upper left corner of drawing

Number is 2 to move the cursor to upper right corner of drawing

Number is 3 to move the cursor to lower right corner of drawing

Number is 4 to move the cursor to lower left corner of drawing

COPYMODE= (BLACKNESS|DSTINVERT|MERGECOPY|MERGEPAINT|NOTSRCCOPY|NOTSRCERASE|
PATCOPY|PATINVERT|PATPAINT|SRCAND|SRCCOPY|SRCERASE|SRCINVERT|
SRCPAINT|WHITENESS)

COMPATIBILITY

HTML 4 compatible (except attributes: DPI, SCALE, MOVETO, COPYMODE)

<LINETO> ... </LINETO>

DEFINITION

Draws a line from the current cursor position to a given position.

ATTRIBUTES

PENCOLOR=(#RRGGBB|colorname)

PENMODE=(BLACK|WHITE|NOP|NOT|COPY|NOTCOPY|MERGEPENNOT|MASKPENNOT|

PENSTYLE=(SOLID|DASH|DOT|DASHDOT|DASHDOTDOT|CLEAR|INSIDEFRAME)

WIDTH=Width of the line

X=number

Horizontal coordinate in current unit.

May be preceded with a plus sign for a number relative to current position

Y=number (vertical coordinate in unit)

Vertical coordinate in current unit.

May be preceded with a plus sign for a number relative to current position

COMPATIBILITY

GDML only

EXAMPLE

Here is a line from the cursor position to 3 inches to the right and 0.5 inches down.


```
<LINETO PENCOLOR=BLACK X=3 Y=+0.5>
```

Here's some text at the new cursor position

```
</LINETO>
```

Now we're back to the original place.

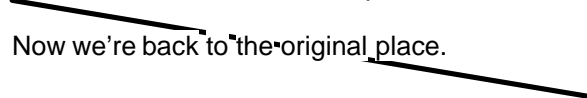
This tag will draw the line without saving the cursor position.

```
<LINETO X=3 Y=+0.5 />
```

OUTPUT

Here is a line from the cursor position to 3 inches to the right and 0.5 inches down.

Now we're back to the original place.



Here's some text at the new cursor position

<MOVETO> ... </MOVETO>

DEFINITION

Moves the current cursor position to a given position.

ATTRIBUTES

X=number

Horizontal coordinate in current unit.

May be preceded with a plus sign for a number relative to current position

Y=number (vertical coordinate in unit)

Vertical coordinate in current unit.

May be preceded with a plus sign for a number relative to current position

COMPATIBILITY

GDML only

EXAMPLE

Here's some text at the current cursor position


```
<MOVETO X=+0.25 Y+0.25>
```

Here's some text at the new cursor position

This tag moves to a new position without saving the old position:

```
<MOVETO X=+0.25 Y+0.25 />
```

OUTPUT

Here's some text at the current cursor position

Here's some text at the new cursor position

<NEWPAGE/>

DEFINITION

Starts a new page.

Pen and text cursors are moved to X=LMgn, Y=TMgn.

Pen and brush are restored to defaults.

ATTRIBUTES

None

COMPATIBILITY

GDML only

<P> ... </P>

DEFINITION

Starts a new paragraph by moving the cursor down the height of 2 lines and to the left margin.

ATTRIBUTES

None

COMPATIBILITY

HTML 4 compatible

EXAMPLE

```
Here's some text at the current cursor position<BR>  
<P>
```

```
Here's some text at the new cursor position
```

OUTPUT

Here's some text at the current cursor position

Here's some text at the new cursor position

<PIE>

DEFINITION

Draws a Pie Chart.

The Pie method draws the section of an ellipse bounded by the rectangle (X1, Y1) and (X2, Y2). The section drawn is determined by two lines radiating from the center of the ellipse through the points (X3, Y3) and (X4, Y4).

ATTRIBUTES

PENCOLOR=(#RRGGBB|colorname)

PENMODE=(BLACK|WHITE|NOP|NOT|COPY|NOTCOPY|MERGE|PENNOT|MASK|PENNOT|

PENSTYLE=(SOLID|DASH|DOT|DASHDOT|DASHDOTDOT|CLEAR|INSIDEFRAME)

PENWIDTH=Width of the line

FILLCOLOR=(#RRGGBB|colorname)

FILLSTYLE=(SOLID|CLEAR|BDIAGONAL|FDIAGONAL|CROSS|DIAGCROSS|HORIZONTAL|VERTICAL)

X1,Y1,X2,Y2,X3,Y3,X4,Y4

May be preceded with a plus sign for a number relative to current position

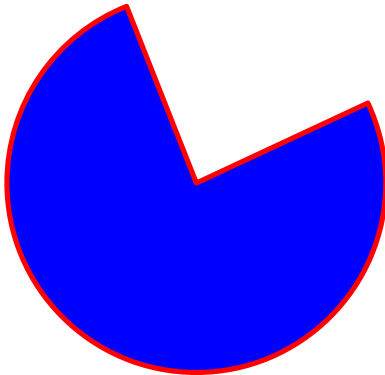
COMPATIBILITY

GDML only

EXAMPLE

```
<PIE PENCOLOR=red FILLCOLOR=blue X1=+0.104 Y1=+0.104 X2=+2.083 Y2=+2.083 X3=+0.635  
Y3=+-0.0729 X4=+2.083 Y4=+0.635>
```

OUTPUT



<PIXEL>

DEFINITION

Sets a single pixel to a given color.

ATTRIBUTES

COLOR=(#RRGGBB|colorname) (default=black)

X,Y

X and Y are in the current unit and may be preceded with a plus sign for a number relative to current position

COMPATIBILITY

GDML only

EXAMPLE

<PIXEL X=+0.5 Y=+0.5>

<RECTANGLE>

DEFINITION

Draws a rectangle with upper left corner at X1,Y1 and lower right corner at X2,Y2.

ATTRIBUTES

FILLCOLOR=(#RRGGBB|colorname)

FILLSTYLE=(SOLID|CLEAR|BDIAGONAL|FDIAGONAL|CROSS|DIAGCROSS|HORIZONTAL|VERTICAL)

PENCOLOR=(#RRGGBB|colorname)

PENSTYLE=(SOLID|DASH|DOT|DASHDOT|DASHDOTDOT|CLEAR|INSIDEFRAME)

PENWIDTH=Width of the line

X1,Y1,X2,Y2

X and Y coordinates are in the current unit and may be preceeded with a plus sign for a number relative to current position

-or- X,Y,WIDTH,HEIGHT

COMPATIBILITY

GDML only

EXAMPLE

```
<RECTANGLE PENCOLOR=black PENSTYLE=SOLID FILLCOLOR=white FILLSTYLE=SOLID X1=+0  
Y1=+0 X2=+0.5 Y2=+0.5>
```

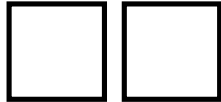
```
<MOVETO X=+0.6>
```

```
<RECTANGLE PENCOLOR=black PENSTYLE=DOT FILLSTYLE=SOLID X1=+0 Y1=+0 X2=+0.5  
Y2=+0.5>
```

```
<MOVETO X=+0.6>
```

```
<MOVETO X=0 Y=+0.6>
```

OUTPUT



<ROUNDRECT>

DEFINITION

Draws a rectangle with upper left corner at X1,Y1 and lower right corner at X2,Y2 with corners rounded with an ellipse with width X3 and a height Y3.

ATTRIBUTES

PENCOLOR=(#RRGGBB|colorname)

PENMODE=(BLACK|WHITE|NOP|NOT|COPY|NOTCOPY|MERGE|PENNOT|MASK|PENNOT|

PENSTYLE=(SOLID|DASH|DOT|DASHDOT|DASHDOTDOT|CLEAR|INSIDEFRAME)

PENWIDTH=Width of the line

FILLCOLOR=(#RRGGBB|colorname)

FILLSTYLE=(SOLID|CLEAR|BDIAGONAL|FDIAGONAL|CROSS|DIAGCROSS|HORIZONTAL|VERTICAL)

X1,Y1,X2,Y2,X3,Y3

X and Y coordinates are in the current unit and may be preceded with a plus sign for a number relative to current position. X3 and Y3 define the size of an arc used to draw the corners.

COMPATIBILITY

GDML only

EXAMPLE

```
<ROUNDRECT PENCOLOR=black PENSTYLE=SOLID FILLCOLOR=white FILLSTYLE=SOLID X1=+0
```

```
Y1=+0 X2=+0.5 Y2=+0.5 X3=0.125 Y3=0.125>
```

```
<MOVETO X=+0.6>
```

```
<ROUNDRECT PENCOLOR=black PENSTYLE=SOLID FILLCOLOR=white FILLSTYLE=SOLID X1=+0
```

```
Y1=+0 X2=+0.5 Y2=+0.5 X3=0.1875 Y3=0.1875>
```

```
<MOVETO X=+0.6>
```

```
<MOVETO X=0 Y=+0.6>
```

OUTPUT



<S> ... </S>

DEFINITION

<S> Adds strikethrough to the Font Style.

</S> Removes strikethrough from the Font Style.

ATTRIBUTES

None

COMPATIBILITY

HTML 4 compatible

EXAMPLE

This is <S>strikethrough</S>

OUTPUT

This is ~~strikethrough~~

<SET>

DEFINITION

SET is used to set various settings

ATTRIBUTES

UNIT (default=INCH)

INCH

MM (millimeter)

CM (centimeter)

PICA (1/72 on an inch)

TWIP (1/1440 on an inch)

PIXEL (a single pixel)

XDPI (override the Horizontal Dots per Inch)

YDPI (override the Vertical Dots per Inch)

LMGN (sets the left margin in units)

TMGN (sets the top margin in units)

RMGN (sets the right margin in units)

BMGN (sets the bottom margin in units)

TEXTLINESPACING

sets the additional vertical spacing between text lines in units
(default=0)

<SMALL> ... </SMALL>

DEFINITION

Decreases the Font size by 2 points relative to the BASEFONT.

ATTRIBUTES

None

COMPATIBILITY

HTML 4 compatible

EXAMPLE

This text is in the current font.

<SMALL>This text is small</SMALL>

OUTPUT

This text is in the current font.
This text is small

<TEXTBOX> ... </TEXTBOX>

DEFINITION

Wraps the text enclosed in the tags within a rectangle.

ATTRIBUTES

ALIGN=(LEFT|RIGHT|CENTER)

(default=LEFT)

WIDTH=(textbox width in units)

RIGHTMARGIN

Cursor is positioned WIDTH + RIGHTMARGIN

HEIGHT=(textbox height in units)

(if HEIGHT=0, textbox height is unlimited)

COMPATIBILITY

GDML only

EXAMPLE

```
<TEXTBOX WIDTH=3.0>
```

Here is a long sentence that will be wrapped within a textbox that is 3.0 units wide.

```
</TEXTBOX>
```

OUTPUT

Here is a long sentence that will be wrapped within a textbox that is 3.0 units wide.

<TT> ... </TT>

DEFINITION

Changes font to a monospaced font (teletype)

ATTRIBUTES

None

COMPATIBILITY

HTML 4 compatible

EXAMPLE

This text is in the current font.

<SMALL>This text is teletype</SMALL>

OUTPUT

This text is in the current font.
This text is teletype

<U> ... </U>

DEFINITION

<U> Add underline to the Font Style.

</U> Removes underline from the Font Style.

ATTRIBUTES

None

COMPATIBILITY

HTML 4 compatible

EXAMPLE

This word is underlined: <U>underline</U>

OUTPUT

This word is underlined: underline