

## **window**

- *graphic* = (WINDOW [, Keywords=value] [, Properties=value])
- keywords: dimensions, location
- properties: background\_color, window\_title

## **barplot**

- *graphic* = BARPLOT([Locations], Values, [, Keywords=value] [, Properties=value])
- bottom\_values=číslo, fill\_color
- color, thick
- bottom\_color, c\_range=[od,do]
- histogram – namísto jako středy bere hodnoty x jako levé kraje
- horizontal=1

## **ellipse**

- *graphic* = ELLIPSE(X, Y, [, Z] [, Format] [, Keywords=value] [, Properties=value])
- keywords: theta, minor, major

## **legend**

- *graphic* = LEGEND([, Keywords=value][, Properties=value])
- keyword: target
- auto\_text\_color
- position, horizontal\_alignment, vertical\_alignment
- orientation, vertical\_spacing
- shadow
- leg = legend(...) ; leg[0].label='nazev'
- dále: font\_name, font\_size, font\_style, text\_color, sample\_width

## **symbol**

- *Result* = SYMBOL(X, Y [, Symbol] [, Keywords=value] [, Properties=value])
- label\_string
- label\_color, label\_font\_size, label\_font\_name, label\_font\_style
- sym\_size, sym\_color, sym\_filled, sym\_fill\_color

## **polygon**

- *graphic* = POLYGON(X, Y, [, Z] [, Format] [, Keywords=value][[Properties=value])
- linestyle, thick
- fill\_background, fill\_color,
- pattern\_orientation, pattern\_spacing, pattern\_thick

## axis

- `graphic = AXIS(Direction, J [, Keywords=value] [, Properties=variable])`
- direction: 'x' nebo 'y'
- keywords: location (číslo nebo bottom/center/top/left/right)
- properties: axis\_range
- coord\_transform (axis\_coord=a+b\*data\_coord; např. COORD\_TRANSFORM = [32, 9.0/5]. pro stupně=>radiány)
- title, log, major, minor, tickinterval
- text\_color, tickfont\_name, tickfont\_size, tickfont\_style

## image

- `graphic = IMAGE( Data [, X, Y] [, Keywords=value] [, Properties=value]`
- image\_locations, image\_dimensions
- rgb\_table
- min\_value, max\_value
- možnost využití fce colortable: `ct = colortable([[0,0,0],[255,255,255]], ncolors=256)`

## colorbar

- `graphic = COLORBAR([, /DATA] [, /DEVICE] [, /NORMAL] [, /RELATIVE] [, TARGET=variable] [, Properties=value])`
- target = objekt ke kterému chci vytvořit barevnou škálu
- border=1, color, thick
- font\_name, font\_size, font\_style, text\_color
- major, minor
- orientation (=0 horizontální, =1 vertikální)
- position