Placing Things

Placing and rotating PStricks objects
Placing and rotating TeX objects
Putting labels

Online LaTeX Tutorial
Part II – Graphics
PSTricks

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6. Placing Things

PSTricks have several commands to place graphics objects and normal \LaTeX material where you want and rotate them, if need be. We discuss some of these in this chapter. Other such commands will be described in the chapter on nodes and connections.
6.1. Placing and rotating PSTricks objects

Suppose we want to draw a picture like the one given below using PSTricks:

![Diagram of a parallelogram with labels A, B, C, D and angles and sides specified.]

Taking A as (0,0), we can easily specify B as (5,0) and C as (3;60). (Remember \SpecialCoor of the last chapter?). Again, by shifting the origin to B, by setting origin={-5,0}, we can specify D as (3;60). And then AB, AC and BD can be drawn with \psline. But how do we draw CD? Recall that C and D are specified using different coordinate systems.

One way out of this difficulty is, instead of trying to join C and D, to shift the line AB to the position of BD. The \rput command in PSTricks fills the bill here. Thus the above figure (without the labels) can be drawn thus:

```latex
\begin{pspicture}(0,0)(6,2.5)
  \psset{linecolor=Blue}
  \psline(0,0)(5,0)
  \SpecialCoor
  \psline(0,0)(3;60)
  \rput(3;60){\psline(0,0)(5,0)}
  \psline[origin={-5,0}](0,0)(3;60)
\end{pspicture}
```

Look at the way the \rput command is used. The \psline(0,0)(5,0) is
the object to place and the coordinates \((3; 60)\) is position to place the point \((0, 0)\) of the line (that is the object).

As another example, let’s draw a figure we did in the last chapter by shifting the origin this time using the \texttt{rput} command:

```latex
\begin{pspicture}(0,-0.5)(6,4.5)
\begin{pspicture}(0,0)(6,4)
\pspolygon[linestyle=dotted, dotsep=1pt, linecolor=Blue]
(0,0)(4,0)(1,3)
\rput(2,1){
\pspolygon[linecolor=Blue]
(0,0)(4,0)(1,3)}
\end{pspicture}
\end{pspicture}
```

It must be carefully noted that within a command \texttt{rput(coordinates)}, a new coordinate system is used, with origin at the point with the specified \textit{coordinates}. In other words, what the command \texttt{rput(coordinates)\{object\}} does is to draw the \textit{object} with reference to a new coordinate system with the axes translated to the point with \textit{coordinates} as the origin. The example below illustrates this:
The same picture is shown below with the original coordinate system in a lighter shade and that within the \texttt{rput(3,2)} in a darker shade, to clarify this idea:

Another interesting feature of the \texttt{rput} command is that it can be given an optional argument to \textit{rotate} the object it puts in place. Thus \texttt{rput\{angle\}(coordinates)\{object\}} draws the object with reference to
a new system of axes obtained by first translating the original axes to the point with coordinates as origin and then rotating them through angle. Look at the next example:

\begin{pspicture}(-1,0)(7,9)
\pspolygon[linecolor=Blue, linestyle=dotted, dotsep=2pt]
(1,1)(2,4)(3,2)
\rput(3,2)\{
\pspolygon[linecolor=Blue, linestyle=dotted, dotsep=0.5pt]
(1,1)(2,4)(3,2)
\rput{45}(3,2)\{
\pspolygon[linecolor=Blue]
(1,1)(2,4)(3,2)
\end{pspicture}

The picture below, which shows the picture above with the different coordinate systems shown in different colors, will make this clear.
Placing Things

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6.2. Placing and rotating \TeX objects

The \texttt{\textbackslash put} command can also be used for placing and rotating \TeX material, which is usually text of some sort. Before giving examples of this, something must be said about the way \TeX does its typesetting job. Internally, \TeX does this with boxes. For example, when you type \{\texttt{\Large boy}\} in your document, you get \texttt{boy} after \TeX has complied it and the printer driver has processed it, but what \TeX produces internally is something like \texttt{boy} or more precisely, with instructions on what to put in each box. In other words, individual characters are put in character boxes which are stringed together horizontally to form line boxes which again are packed vertically into paragraph boxes and so on.

Note that in typesetting, the bottom of the letters without descenders (such as for example, a, b, c, d, e but not f and g) are aligned along a line. This is called the baseline. In \TeX every box has a width (no explanation needed), height (which is its height above the baseline) and depth (which is the distance it extends below the baseline) as shown below for two character boxes:

Thus the “b” box has 0 depth, while the “y” box a positive depth. Note that when these are joined to form the word “by”, the resulting box has positive depth, equal to the depth of “y”
Now when we give a command `\put(coordinate){text}`, \TeX makes a box to fit `text` and `\put` places the center of the box at the point with specified coordinates. Also, any rotation specified in the `\put` command is about this point, as shown below:

\begin{verbatim}
\psdots[linecolor=Red,dotsize=0.5](2,1)
\put(2,1){\Large\color{Blue} point}
\end{verbatim}

The textbox can be placed with the the midpoint of its left or right edge on the specified point (and then rotated about this point, if desired) using the optional arguments `l` or `r` immediately after `\put` as shown below:

\begin{verbatim}
\psdots[linecolor=Red,dotsize=0.5](2,1)
\put(2,1){\Large\color{Blue} point}
\end{verbatim}

\begin{verbatim}
\psdots[linecolor=Red,dotsize=0.5](2,1)
\put{45}(2,1){\Large\color{Blue} point}
\end{verbatim}
On the other hand, the textbox can be placed with the midpoint of its top or bottom edge at the specified point (and rotated about this point) using the t or b option.

\psdots[linecolor=Red,dotsize=0.5](2,1)
\rput[t]{45}(2,){\Large\color{Green}point}
\rput[b]{45}(2,1){\Large\color{Blue}point}
For vertically shifting a textbox from its default placement, there is another option `B`, which places the box with the midpoint of the baseline at the specified point as in the picture below:

\begin{verbatim}
\psdots[linecolor=Red,dotsize=0.5](2,1)
\rput[B](2,){\Large\color{Blue}point}
\end{verbatim}

\begin{verbatim}
\psdots[linecolor=Red,dotsize=0.5](2,1)
\rput[B]{45}(2,){\Large\color{Blue}point}
\end{verbatim}

Using the combinations `bl`, `br`, `tl`, `tr`, the textbox can also be placed with any of its corners at the specified point (and rotated too).
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The combinations \texttt{Br} and \texttt{Bl} can also be used. (Try them!)

The picture below shows those points on the textbox placed at the specified point for various positional arguments to the \texttt{rput} command:

Thus the full syntax of the command is

\texttt{\textbackslash rput[boxpoint]{angle}{coordinates}{text}}

Since the pure graphic objects produced by \textit{PSTricks} are zero-dimensional \LaTeX boxes, the \texttt{boxpoint} argument is redundant for placing such objects.

As an example, let's see how we can put labels on the pie-chart drawn in the last chapter:
The \rput has also a starred form, in which the text is first put into a white box (actually a \psframebox*, but that can wait) and then placed in the required point, blotting out whatever is behind. For example, the pie-chart above can be labeled differently as below:

\definecolor{PaleApricot}{cmyk}{0,0.12,0.32,0}
\begin{pspicture}(-2,-2)(2,2)
  \degrees[100]
  \SpecialCoor
  \pswedge*[linecolor=PaleApricot](0,0){2}{0}{40.2}
  \pswedge*[linecolor=Apricot](0,0){2}{40.2}{67.6}
  \pswedge*[linecolor=Tan](0,0){2}{67.6}{87.9}
  \pswedge*[linecolor=Mahogany](0,0){2}{87.9}{100}
  \rput*{20.1}(1;20.2){40.2\%}
  \rput*{3.7}(1;53.7){27.4\%}
  \rput*{27.15}(1;77.15){20.3\%}
  \rput*{-5.55}(1;-5.55){\color{White} 11.1\%}
\end{pspicture}

The \rput commands can be nested. Look at this example:
The above picture will look better with the text “top right” set horizontally (that is, without the rotation through $45^\circ$. For this, the rotation due to the outer \rput has to be reset. This can be done by giving the angle argument *0 to the inner \rput, where the * option resets the previous rotation.

Some of the frequently required angles for rotation have shorter representation as letters, listed in the table below:
<table>
<thead>
<tr>
<th>ANGLE</th>
<th>LETTER</th>
<th>MEANING</th>
<th>ANGLE</th>
<th>LETTER</th>
<th>MEANING</th>
</tr>
</thead>
<tbody>
<tr>
<td>0</td>
<td>U</td>
<td>Up</td>
<td>*0</td>
<td>N</td>
<td>North</td>
</tr>
<tr>
<td>90</td>
<td>L</td>
<td>Left</td>
<td>*90</td>
<td>W</td>
<td>West</td>
</tr>
<tr>
<td>180</td>
<td>D</td>
<td>Down</td>
<td>*180</td>
<td>S</td>
<td>South</td>
</tr>
<tr>
<td>270</td>
<td>R</td>
<td>Right</td>
<td>*270</td>
<td>E</td>
<td>East</td>
</tr>
</tbody>
</table>

Thus for example, instead of \rput[90], we can also say \rput[L].
6.3. Putting labels

One of the frequent needs for placing objects in specific locations is in affixing labels to parts of technical (especially mathematical) drawings. Consider the simple example shown below:

If we try to get this with something like

```latex
\begin{pspicture}(0,-1)(6,5)
  \psset{linecolor=Blue}
  \psline(0,0)(5,0)
  \SpecialCoor
  \psline(0,0)(5;45)
  \rput[r](0,0){\color{Red} $A$}
  \rput[l](5,0){\color{Red} $B$}
  \rput[b](5;45){\color{Red} $C$}
  \psarc[linecolor=Red](0,0){0.6}{0}{45}
  \rput[bl](0.6;22.5){\color{Red} $45^\circ$}
\end{pspicture}
```

we get
where the labels sort of stick to the points referred to. So, to \rput labels, we have to compute the coordinates of points a little away from the points referred to. The command \uput saves us this trouble. Thus the command

\uput[\text{dirangle}](\text{coordinates})\{\text{label}\}

puts label at a distance of 5 pt away from the point with the specified coordinates in the direction specified by dirangle. thus the first figure above is produced by

\begin{center}
\begin{pspicture}(0,-1)(6,3.5)
\psset{linecolor=Blue}
\psline(0,0)(5,0)\SpecialCoor
\psline(0,0)(5;45)
\uput[180](0,0){\color{Red} $A$}
\uput[0](5,0){\color{Red} $B$}
\uput[45](5;45){\color{Red} $C$}
\psarc[\text{linecolor=Red}](0,0){0.6}{0}{45}
\uput[30](0.6;22.5){\color{Red} $45^\circ$}
\end{pspicture}
\end{center}

The distance between the point and the label is controlled by the parameter labelsep. We can change its default value (5 pt) by using psset. We can
also include this value as the first argument to \texttt{\textup{uput}} itself. Thus in the above picture, if we want the label $45^\circ$ to be a little closer to the arc, then we change the last line in the above code as

\begin{verbatim}
\textup{uput}[3pt][30](0.6;30){\color{Red} $45^\circ\textcirc}$
\end{verbatim}

(Try it!) Not that the value of \texttt{\textup{labelsep}} is to be given within curly braces \{ \}.

As in the case of rotation angles in \texttt{\textup{rput}}, the frequently used direction angles in \texttt{\textup{uput}} also has letter abbreviations.

<table>
<thead>
<tr>
<th>ANGLE</th>
<th>LETTER</th>
<th>MEANING</th>
<th>ANGLE</th>
<th>LETTER</th>
<th>MEANING</th>
</tr>
</thead>
<tbody>
<tr>
<td>0</td>
<td>r</td>
<td>right</td>
<td>45</td>
<td>ur</td>
<td>up-right</td>
</tr>
<tr>
<td>90</td>
<td>u</td>
<td>up</td>
<td>135</td>
<td>ul</td>
<td>up-left</td>
</tr>
<tr>
<td>180</td>
<td>l</td>
<td>left</td>
<td>225</td>
<td>dl</td>
<td>down-left</td>
</tr>
<tr>
<td>270</td>
<td>d</td>
<td>down</td>
<td>315</td>
<td>dr</td>
<td>down-right</td>
</tr>
</tbody>
</table>

Thus the code for the first picture above can also be written

\begin{verbatim}
\begin{center}
\begin{pspicture}(0,-1)(6,3.5)
\psset{linecolor=Blue}
\psline(0,0)(5,0)\SpecialCoor
\psline(0,0)(5;45)
\uput[l](0,0){\color{Red} $A$}
\uput[r](5,0){\color{Red} $B$}
\uput[ur](5;45){\color{Red} $C$}
\psarc[linecolor=Red](0,0){0.6}{0}{45}
\uput[22.5](0.6;22.5){\color{Red} $45^\circ\textcirc$}
\end{pspicture}
\end{center}
\end{verbatim}
We show below The positions of the *label boxes* with direction specified by all these letters relative to a specified point, both in actual size and magnified four-fold (using the `\tiny` font for labels):

![Diagram showing label boxes with directions](image)

The `\put` command also has an argument to rotate the object placed and this argument is to be included in curly braces `{ }`, between the *diangle* and *coordinate* specifications. Thus the full form of the command `\put` is

```
\put{labelsep}[dirangle]{rotangle}(coordinates){label}
```

The example below shows the use of rotated labels with `\put`
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Sometimes for the correct placement of labels, a combination of \texttt{rput} and \texttt{uput} maybe the easiest solution, as in the next example:

\begin{pspicture}(-4,0)(4,5)
\SpecialCoor
\psline[linecolor=Tan,linewidth=2pt]%
(-4,0)(4,0)
\psline[linecolor=Blue,linewidth=0.4pt,arrowsize=3pt 4]{->}%
(3;120)(0,0)
\psline[linecolor=Blue,linewidth=0.4pt,arrowsize=3pt 4]{->}%
(0,0)(3;60)
\psline[linecolor=Tan,linewidth=2pt,linestyle=dotted]%
(0,0)(0,4)
\uput[120]{300}(3;120){%\color{Red}\textit{incident ray}}
\uput[60]{60}(3;60){%\color{Red}\textit{reflected ray}}
\end{pspicture}
Now we can give the complete code for the first picture of this chapter, labels and all:

\begin{pspicture}(-4,0)(4,3)
\SpecialCoor
\psline[linecolor=Tan,\
linewidth=2pt,\]
(-4,0)(4,0)
\psline[linecolor=Blue,\
linewidth=0.4pt,\
arrowsize=3pt 4]{->}\
(3;120)(0,0)
\psline[linecolor=Blue,\
linewidth=0.4pt,\
arrowsize=3pt 4]{->}\
(0,0)(3;60)
\psline[linecolor=Tan,\
linewidth=2pt,\
linestyle=dotted]\n(0,0)(0,4)
\rput[b]{300}(1.5;120){\
\uput[d](0,0){\color{Red}\n\textit{incident ray}}}
\rput[b]{60}(1.5;60){\
\uput[d](0,0){\color{Red}\n\textit{reflected ray}}}
\end{pspicture}

incident ray
reflected ray
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\begin{pspicture}(0,-1)(6,3.5)
\psset{linecolor=Blue}
\psline(0,0)(5,0)
\SpecialCoor
\psline(0,0)(3;60)
\rput(3;60){%
 \psline(0,0)(5,0)
 \uput[ur](5,0){%
 \color{Red} $D$}
}%
\psline[origin={-5,0}]%(0,0)(3;60)
\psarc[linestyle=Red](0,0){0.5}{0}{60}
\uput{0.6}[30](0,0){\color{Red} $60^\circ$}
\uput[d](2.5,0){\color{Red} 5\,cm}
\rput[b]{60}(1.5;60){\uput[u](0,0){\color{Red} 3\,cm}}
\rput[bl](3;60){\uput[u](0,0){\color{Red} $A$}}
\rput[br](5,0){\color{Red} $B$}
\rput[ul](3;60){\uput[u](0,0){\color{Red} $C$}}
\end{pspicture}