Graphics drivers for \LaTeX 2\epsilon

Sebastian Rahtz and David Carlisle

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This file is maintained by the \LaTeX Project team. Bug reports can be opened (category graphics) at https://latex-project.org/bugs.html.

1 Driver files

This file implements some of the currently supported drivers. If the driver you use is not in this list then a `.def` file may be distributed with this 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 drivers to which we have no access, so they are untested. Please send any corrections to the latexbugs address.

2 Colour

Most of the drivers that support colour use one of three methods.

- color1: ‘dvips’ style colour specials.
- color2: ‘textures’ style colour specials.
- color3: Colour implemented via literal PostScript specials.
- color4: Colour implemented by specials that only support RGB, i.e., Red Green Blue specified as integers in the range 0–255. Other models converted to this within \TeX.

Some drivers do not use any of these modules and have their own code. Note that drivers using the ‘color3’ code can not fully support the \LaTeX colour commands.

\begin{verbatim}
\def\c@lor@arg#1{\%\dimen@#1p\ifdim\dimen@<\z@\dimen@\maxdimen\fi\ifdim\dimen@>\p@\PackageError{color}{Argument ‘#1’ not in range [0,1]}{\@ehd\fi}
\end{verbatim}

*Version v3.0m, revised 2016/06/17

1
Need to make sure of a trailing .0 for textures. Apparently it is OK to always add a . as 1.3. is accepted by textures. textures gray special is reversed, so just use rgb instead.

```
8 \def\color@gray#1#2{%  
9 \c@lor@arg#2\}%  
10 ⟨\color4⟩ \c@lor@rgb\@RGB\@tempa  
11 ⟨\color1⟩ \edef{gray #2}\%  
12 ⟨\color2⟩ \edef{rgb #2. #2. #2.}\%  
13 ⟨\color3⟩ \edef{#2 setgray}\%  
14 ⟨\color4⟩ \edef{\@tempa\@tempa\@tempa}\%  
15 }
16 \def\color@cmyk#1#2{% \c@lor@@cmyk#2\@@#1%  
17 \def\c@lor@@cmyk#1,#2,#3,#4\@@#5{%  
18 \c@lor@arg#4\%  
19 ⟨\color4⟩ \dimen@ii#4\p@  
20 \c@lor@arg#1\%  
21 ⟨\color4⟩ \c@lor@cmyk\@RGB\@tempa  
22 \c@lor@arg#2\%  
23 ⟨\color4⟩ \c@lor@cmyk\@RGB\@tempb  
24 \c@lor@arg#3\%  
25 ⟨\color4⟩ \c@lor@cmyk\@RGB\@tempc  
26 ⟨\color1⟩ \edef{cmyk #1 #2 #3 #4}\%  
27 ⟨\color2⟩ \edef{cmyk #1. #2. #3. #4.}\%  
28 ⟨\color3⟩ \edef{#1 #2 #3 #4 setcmykcolor}\%  
29 ⟨\color4⟩ \edef{\@tempa\@tempb\@tempc}\%  
30 }
31 ⟨∗\color4⟩
32 \def\c@lor@cmyk@RGB#1{%  
33 \advance\dimen@-\p@  
34 \advance\dimen@\dimen@ii  
35 \divide\dimen@\p@  
36 \count@\ifdim\dimen@<\z@\z@\else\dimen@\fi  
37 \edef{\the\count@\space}\}
38 ⟨/\color4⟩
39 \def\color@rgb#1#2{% \c@lor@@rgb#2\@@#1%  
40 \def\c@lor@@rgb#1,#2,#3\@@#4{%  
41 \c@lor@arg#1\%  
42 \c@lor@arg#2\%  
43 ⟨\color4⟩ \c@lor@rgb\@RGB\@tempa  
44 \c@lor@arg#3\%  
45 ⟨\color4⟩ \c@lor@rgb\@RGB\@tempb  
46 \c@lor@arg#4\%  
47 ⟨\color4⟩ \c@lor@rgb\@RGB\@tempc  
48 ⟨\color1⟩ \edef{rgb #1 #2 #3}\%  
49 ⟨\color2⟩ \edef{rgb #1. #2. #3.}\%  
50 ⟨\color3⟩ \edef{#1 #2 #3 setrgbcolor}\%  
51 ⟨\color4⟩ \edef{\@tempa\@tempb\@tempc}\%  
52 }
53 ⟨∗\color4⟩
54 \def\c@lor@rgb#1#2{% \c@lor@rgb\@RGB\@tempa  
55 \c@lor@rgb\@RGB\@tempb  
56 \c@lor@rgb\@RGB\@tempc  
57 ⟨\color1⟩ \edef{rgb #1 #2 #3}\%  
58 ⟨\color2⟩ \edef{rgb #1. #2. #3.}\%  
59 ⟨\color3⟩ \edef{#1 #2 #3 setrgbcolor}\%  
60 ⟨\color4⟩ \edef{\@tempa\@tempb\@tempc}\%  
61 }
62 ⟨∗\color4⟩
63 \def\c@lor@rgb#1#2{% \c@lor@rgb\@RGB\@tempa  
64 \c@lor@rgb\@RGB\@tempb  
65 \c@lor@rgb\@RGB\@tempc  
66 ⟨\color1⟩ \edef{rgb #1 #2 #3}\%  
67 ⟨\color2⟩ \edef{rgb #1. #2. #3.}\%  
68 ⟨\color3⟩ \edef{#1 #2 #3 setrgbcolor}\%  
69 ⟨\color4⟩ \edef{\@tempa\@tempb\@tempc}\%  
70 }
71 }
72 A 0–1 range value will have been left in \dimen@ by \c@lor@arg. The black value (0–1) will be stored in \dimen@ii. Covert to 0–255 integer, and leave in #1.

73 ⟨∗\color4⟩
74 \def\c@lor@cmyk#1#2{% \c@lor@cmyk\@rgb\@tempa  
75 \c@lor@cmyk\@rgb\@tempb  
76 \c@lor@cmyk\@rgb\@tempc  
77 ⟨\color1⟩ \edef{cmyk #1 #2 #3 #4}\%  
78 ⟨\color2⟩ \edef{cmyk #1. #2. #3. #4.}\%  
79 ⟨\color3⟩ \edef{#1 #2 #3 #4 setcmykcolor}\%  
80 ⟨\color4⟩ \edef{\@tempa\@tempb\@tempc}\%  
81 }
82 ⟨∗\color4⟩
83 \def\c@lor@cmyk#1#2{% \c@lor@cmyk\@rgb\@tempa  
84 \c@lor@cmyk\@rgb\@tempb  
85 \c@lor@cmyk\@rgb\@tempc  
86 ⟨\color1⟩ \edef{cmyk #1 #2 #3 #4}\%  
87 ⟨\color2⟩ \edef{cmyk #1. #2. #3. #4.}\%  
88 ⟨\color3⟩ \edef{#1 #2 #3 #4 setcmykcolor}\%  
89 ⟨\color4⟩ \edef{\@tempa\@tempb\@tempc}\%  
90 }
91 ⟨∗\color4⟩
92 \def\c@lor@cmyk#1#2{% \c@lor@cmyk\@rgb\@tempa  
93 \c@lor@cmyk\@rgb\@tempb  
94 \c@lor@cmyk\@rgb\@tempc  
95 ⟨\color1⟩ \edef{cmyk #1 #2 #3 #4}\%  
96 ⟨\color2⟩ \edef{cmyk #1. #2. #3. #4.}\%  
97 ⟨\color3⟩ \edef{#1 #2 #3 #4 setcmykcolor}\%  
98 ⟨\color4⟩ \edef{\@tempa\@tempb\@tempc}\%  
99 }
100 ⟨∗\color4⟩
101 \def\c@lor@cmyk#1#2{% \c@lor@cmyk\@rgb\@tempa  
102 \c@lor@cmyk\@rgb\@tempb  
103 \c@lor@cmyk\@rgb\@tempc  
104 ⟨\color1⟩ \edef{cmyk #1 #2 #3 #4}\%  
105 ⟨\color2⟩ \edef{cmyk #1. #2. #3. #4.}\%  
106 ⟨\color3⟩ \edef{#1 #2 #3 #4 setcmykcolor}\%  
107 ⟨\color4⟩ \edef{\@tempa\@tempb\@tempc}\%  
108 }
109 ⟨∗\color4⟩
110 \def\c@lor@cmyk#1#2{% \c@lor@cmyk\@rgb\@tempa  
111 \c@lor@cmyk\@rgb\@tempb  
112 \c@lor@cmyk\@rgb\@tempc  
113 ⟨\color1⟩ \edef{cmyk #1 #2 #3 #4}\%  
114 ⟨\color2⟩ \edef{cmyk #1. #2. #3. #4.}\%  
115 ⟨\color3⟩ \edef{#1 #2 #3 #4 setcmykcolor}\%  
116 ⟨\color4⟩ \edef{\@tempa\@tempb\@tempc}\%  
117 }
118 A 0–1 range value will have been left in \dimen@ by \c@lor@arg. Convert to 0–255 integer, and leave in #1.
\def\color@RGB#1#2{\c@lor@@RGB#2\@@#1}
\def\c@lor@@RGB#1,#2,#3\@@#4{%!
color4\c@lor@@rgb\@tempa!
color4\c@lor@@rgb\@tempb!
color4\c@lor@@rgb\@tempc!
color4\c@lor@@rgb\@tempa,\@tempb,\@tempc@@#4%}
\def\c@lor@RGB@rgb#1#2{\dimen@#1\p@
\divide\dimen@\@cclv
\edef#2{\strip@pt\dimen@}}
\def\color@hsb#1#2{\c@lor@@hsb#2\@@#1}
\def\c@lor@@hsb#1,#2,#3\@@#4{%!
color1\c@lor@arg{#1}!
color1\c@lor@arg{#2}!
color1\c@lor@arg{#3}!
color3\edef#4{hsb #1 #2 #3}!
\edef#4{#1 #2 #3 sethsbcolor}!}
\def\color@named#1#2{\c@lor@@named#2,,\@@#1}
\def\c@lor@@named#1,#2,#3\@@#4{%!
\@ifundefined{col@#1}{
\PackageError{color}{Undefined color '#1'}{\@ehd}!
\edef#4{ #1}!
\edef#4{ #1 \if!#2!\else #2.\fi}!
\edef#4{\csname col@#1\endcsname}}!
}
\def\c@lor@to@ps#1 #2\@@{\csname c@lor@ps@#1\endcsname#2 \@@}
\def\c@lor@to@ps#1\@@{#1}
\def\c@lor@to@ps#1#2 #3 #4\@@{#1#2 255 div #3 255 div #4 255 div setrgbcolor}

Convert 0–255 integer, #1, to 0–1 real, and leave in #2.
\def\color@to@ps#1 #2\@@{\csname c@lor@ps@#1\endcsname#2 \@@}
\def\c@lor@to@ps#1\@@{#1}
\def\c@lor@to@ps#1#2 #3 #4\@@{#1#2 255 div #3 255 div #4 255 div setrgbcolor}
\def\c@lor@ps@#1 #2\@@{TeXDict begin #1 end}
\def\c@lor@ps@rgb#1\@@{#1 setrgbcolor}
\def\c@lor@ps@hsb#1\@@{#1 sethsbcolor}
\def\c@lor@ps@cmyk#1\@@{#1 setcmykcolor}
\def\c@lor@ps@gray#1\@@{#1 setgray}
\def\c@lor@to@ps@#1 #2\@@{\csname c@lor@ps@#1@\endcsname#2 \@@}
\def\c@lor@ps@#1 #2\@@{\expandafter\expandafter\expandafter\c@lor@to@ps\csname col@#1\expandafter\endcsname\space#2. \@@{#1}}
\def\c@lor@ps@rgb#1. #2. #3. #4\@@{#1 #2 #3 setrgbcolor}
\def\c@lor@ps@cmyk#1. #2. #3. #4. #5. #6\@@{#1 #2 #3 #4 setcmykcolor}
\def\c@lor@ps@cmyk@#1. #2. #3. #4. #5. #6\@@#7{#1 #2 #3 #4 (#7) findcustomcmykcolor}
\if!@firstofone#5!1 \else#5 \fi setcustomcolor
\def\current@color{ Black}
\def\current@color{gray 0}
\def\current@color{rgb 0. 0. 0.}
\def\current@color{0 setgray}
\def\current@color{0 0 0}
\def\set@color{\special{color push \current@color}}
\def\reset@color{\special{color pop}}
\def\set@page@color{\c@lor@special\sixt@@n{background \current@color}}
\def\define@color@named#1#2{\expandafter\let\csname col@#1\endcsname\@nnil}
\def\define@color@named#1#2{\expandafter\edef\csname col@#1\endcsname{#2}}
\def\no@page@color{\special{background \string"newpath clip}}
\def\set@color{% 
\Gin@PS@raw{\current@color}\aftergroup\reset@color
}\def\reset@color{\Gin@PS@raw{\current@color}}
⟨/color3⟩
⟨∗color4⟩
\def\set@color{% 
\special{textcolor: \current@color}\aftergroup\reset@color
}\def\reset@color{\special{textcolor: \current@color}}
⟨/color4⟩
⟨∗color3 | color4⟩
\def\set@page@color{% 
\color@special\sixt@@n{background color ignored: \current@color}}
\def\define@color@named#1#2{\expandafter\edef\csname col@#1\endcsname{#2}}
⟨/color3 | color4⟩
⟨∗colorfix⟩
\AtBeginDocument{%
\let\@ldc@l@r\color
\def\color{\if@inlabel\leavevmode\fi\@ldc@l@r}
\let\@lduseb@x\usebox
\def\usebox#1{\@lduseb@x{#1}\set@color}
⟨/colorfix⟩
\dvipsnames
\DefineNamedColor{named}{GreenYellow}{cmyk}{0.15,0,0.69,0}
\DefineNamedColor{named}{Yellow}{cmyk}{0,0,1,0}
\DefineNamedColor{named}{Goldenrod}{cmyk}{0.0,0.10,0.84,0}
\DefineNamedColor{named}{Dandelion}{cmyk}{0.0,0.29,0.84,0}
\DefineNamedColor{named}{Apricot}{cmyk}{0.0,0.32,0.52,0}
\DefineNamedColor{named}{Peach}{cmyk}{0,0.50,0.70,0}
\DefineNamedColor{named}{Melon}{cmyk}{0.0,0.46,0.50,0}
\DefineNamedColor{named}{YellowOrange}{cmyk}{0.0,0.42,1,0}
\DefineNamedColor{named}{Orange}{cmyk}{0.0,0.61,0.87,0}
\DefineNamedColor{named}{BurntOrange}{cmyk}{0.0,0.51,1,0}
\DefineNamedColor{named}{Bittersweet}{cmyk}{0.0,0.75,1,0.24}
\DefineNamedColor{named}{RedOrange}{cmyk}{0.0,0.77,0.87,0}
\DefineNamedColor{named}{Mahogany}{cmyk}{0.0,0.85,0.87,0.35}
\DefineNamedColor{named}{Maroon}{cmyk}{0,0.87,0.68,0.32}
\DefineNamedColor{named}{BrickRed}{cmyk}{0,0.89,0.94,0.28}
\DefineNamedColor{named}{Red}{cmyk}{0,1,1,0}
\DefineNamedColor{named}{OrangeRed}{cmyk}{0,1,0.50,0}
\DefineNamedColor{named}{RubineRed}{cmyk}{0,1,0.13,0}
\DefineNamedColor{named}{WildStrawberry}{cmyk}{0,0.96,0.39,0}
\DefineNamedColor{named}{Salmon}{cmyk}{0,0.53,0.38,0}
\DefineNamedColor{named}{CarnationPink}{cmyk}{0,0.63,0,0}
\DefineNamedColor{named}{Magenta}{cmyk}{0,1,0,0}
\DefineNamedColor{named}{VioletRed}{cmyk}{0,0.81,0,0}
\DefineNamedColor{named}{Rhodamine}{cmyk}{0,0.82,0,0}
\DefineNamedColor{named}{Mulberry}{cmyk}{0.34,0.90,0,0.02}
\DefineNamedColor{named}{RedViolet}{cmyk}{0.07,0.90,0,0.34}
\DefineNamedColor{named}{Fuchsia}{cmyk}{0.47,0.91,0,0.08}
\DefineNamedColor{named}{Lavender}{cmyk}{0.0,0.48,0,0}
\DefineNamedColor{named}{Thistle}{cmyk}{0.12,0.59,0,0}
\begin{verbatim}
\DefineNamedColor{named}{Orchid} {cmyk}{0.32,0.64,0.00}
\DefineNamedColor{named}{DarkOrchid} {cmyk}{0.40,0.80,0.20}
\DefineNamedColor{named}{Purple} {cmyk}{0.45,0.86,0.00}
\DefineNamedColor{named}{Plum} {cmyk}{0.50,1.00,0.00}
\DefineNamedColor{named}{Violet} {cmyk}{0.79,0.88,0.00}
\DefineNamedColor{named}{RoyalPurple} {cmyk}{0.86,0.91,0.04}
\DefineNamedColor{named}{Periwinkle} {cmyk}{0.57,0.55,0.00}
\DefineNamedColor{named}{CadetBlue} {cmyk}{0.62,0.57,0.23}
\DefineNamedColor{named}{CornflowerBlue} {cmyk}{0.65,0.13,0.00}
\DefineNamedColor{named}{MidnightBlue} {cmyk}{0.98,0.13,0.43}
\DefineNamedColor{named}{NavyBlue} {cmyk}{0.94,0.54,0.00}
\DefineNamedColor{named}{RoyalBlue} {cmyk}{1.00,0.00,0.00}
\DefineNamedColor{named}{Blue} {cmyk}{1.10,0.00,0.00}
\DefineNamedColor{named}{Cerulean} {cmyk}{0.94,0.11,0.00}
\DefineNamedColor{named}{Cyan} {cmyk}{0.10,0.00,0.00}
\DefineNamedColor{named}{ProcessBlue} {cmyk}{0.06,0.00,0.00}
\DefineNamedColor{named}{SkyBlue} {cmyk}{0.62,0.00,0.12}
\DefineNamedColor{named}{Turquoise} {cmyk}{0.85,0.00,0.20}
\DefineNamedColor{named}{TealBlue} {cmyk}{0.86,0.34,0.02}
\DefineNamedColor{named}{Aquamarine} {cmyk}{0.82,0.30,0.00}
\DefineNamedColor{named}{BlueGreen} {cmyk}{0.85,0.33,0.00}
\DefineNamedColor{named}{Emerald} {cmyk}{1.00,0.50,0.00}
\DefineNamedColor{named}{JungleGreen} {cmyk}{0.99,0.52,0.00}
\DefineNamedColor{named}{SeaGreen} {cmyk}{0.69,0.50,0.00}
\DefineNamedColor{named}{Green} {cmyk}{1.00,0.00,0.00}
\DefineNamedColor{named}{ForestGreen} {cmyk}{0.91,0.88,0.12}
\DefineNamedColor{named}{PineGreen} {cmyk}{0.92,0.59,0.25}
\DefineNamedColor{named}{LimeGreen} {cmyk}{0.60,0.10,0.00}
\DefineNamedColor{named}{YellowGreen} {cmyk}{0.44,0.74,0.00}
\DefineNamedColor{named}{SpringGreen} {cmyk}{0.26,0.76,0.00}
\DefineNamedColor{named}{OliveGreen} {cmyk}{0.64,0.95,0.40}
\DefineNamedColor{named}{RawSienna} {cmyk}{0.72,1.05,0.45}
\DefineNamedColor{named}{Sepia} {cmyk}{0.83,0.70,0.00}
\DefineNamedColor{named}{Brown} {cmyk}{0.81,1.00,0.60}
\DefineNamedColor{named}{Tan} {cmyk}{0.14,0.42,0.56}
\DefineNamedColor{named}{Gray} {cmyk}{0.00,0.00,0.50}
\DefineNamedColor{named}{Black} {cmyk}{0.00,0.00,0.10}
\DefineNamedColor{named}{White} {cmyk}{0.00,0.00,0.00}
\end{verbatim}

3\ dvips

A \LaTeX\ graphics driver file for Tom Rokicki’s \dvips\ driver; tested with version 5.58f.

3.1\ Colour

Uses the generic `color1’ code.

6
3.2 File inclusion

\Ginclude@eps #1 input file (or command)
\begin{verbatim}
\def\Ginclude@eps#1{% 
 \message{<#1>}% 
 \bgroup 
vips likes to work with its own pixel resolution, so mangle the sizes slightly.
\def\@tempa{!}% 
\dimen@\Gin@req@width 
\divide\dimen@\dimen@ii bp
\dimen@ii.1bp
\divide\dimen@\dimen@ii
\@tempdima\Gin@req@height
\divide\@tempdima\dimen@ii
\special{PSfile="#1"\space 
 llx=\Gin@llx\space 
 lly=\Gin@lly\space 
 urx=\Gin@urx\space 
 ury=\Gin@ury\space 
 \ifx\Gin@scalex\@tempa\else rwi=\number\dimen@\space\fi
\ifx\Gin@scaley\@tempa\else rhi=\number\@tempdima\space\fi
\if\Gin@clip clip clip\fi} 
\egroup}
\end{verbatim}

\Ginclude@bmp #1 input file; if zero size is requested, the graphic will come at ‘natural’ size.
\begin{verbatim}
\def\Ginclude@bmp#1{% 
 \message{<#1>}% 
 \dimen@\Gin@req@height 
 \advance\dimen@ by-\Gin@lly bp 
 \kern-\Gin@llx bp 
 \raise\Gin@req@height\hbox{% 
 \ifdim\Gin@urx bp=\z@ 
 \ifdim\Gin@ury bp=\z@ 
 \special{em: graph #1}% 
 \else 
 \special{em: graph #1,\Gin@urx bp}% 
 \fi 
 \else 
 \special{em: graph #1,\Gin@urx bp,\Gin@ury bp}% 
 \fi 
 \}}
\end{verbatim}

\Ginclude@pict PICT/PNTG format from the Mac. Actually only currently supported by the
version of dvips distributed with OzTeX, and with the built in OzTeX drivers,
but put here anyway as it is not much code and increases portability between the
systems as now [dvips] and [oztex] share the same back end.
\begin{verbatim}
\def\oztex@include#1#2{% 
 \dimen@1bp 
 \divide\Gin@req@width\dimen@ 
 \divide\Gin@req@height\dimen@ 
 \special{#1=#2\space 
 \@width=\number\Gin@req@width \space 
 \@height=\number\Gin@req@height})
\end{verbatim}
3.3 Rotation
\begin{verbatim}
\def\Grot@start{\special{ps: gsave currentpoint currentpoint translate \Grot@angle space neg rotate neg exch neg exch translate}}
\def\Grot@end{\special{ps: currentpoint grestore moveto}}
\end{verbatim}

3.4 Scaling
\begin{verbatim}
\def\Gscale@start{\special{ps: currentpoint currentpoint translate \Gscale@x space \Gscale@y space scale neg exch neg exch translate}}
\def\Gscale@end{\special{ps: currentpoint translate 1 \Gscale@x space div 1 \Gscale@y space div scale neg exch neg exch translate}}
\end{verbatim}

4 Literal Postscript
Raw PostScript code, no save/restore.
\begin{verbatim}
\def\Gin@PS@raw#1{\special{ps: #1}}
\end{verbatim}

PostScript code, to be surrounded by save/restore by the driver. Coordinate system standard PostScript, but with origin at current (\TeX) position.
\begin{verbatim}
\def\Gin@PS@restored#1{\special{" #1}}
\end{verbatim}

PostScript code to be inserted in the Header section of the final PostScript. Must be issued on the first page of a document.
\begin{verbatim}
\def\Gin@PS@literal@header#1{\AtBeginDvi{\special{! #1}}}
\end{verbatim}

Name of external file, the contents of which are to be inserted in the Header section of the final PostScript. Must be issued on the first page of a document.
\begin{verbatim}
\def\Gin@PS@file@header#1{\AtBeginDvi{\special{header=#1}}}
\end{verbatim}

5 Page Size
\begin{verbatim}
@ifundefined{ifGin@setpagesize}
{\expandafter\let\csname ifGin@setpagesize\expandafter\endcsname
 \csname iftrue\endcsname}
\fi
\ifGin@setpagesize
{\AtBeginDocument{\AtBeginDvi{\%}
 \begingroup
 \ifx\stockwidth\@undefined\else
 \paperwidth\stockwidth\paperheight\stockheight
 \fi
 \fi
 \ifdim\paperwidth>\z\% \ifdim\paperheight>\z\%
 \special{papersize=\the\paperwidth,\the\paperheight}%
 \fi
\fi
\end{verbatim}
6 dvipdf

A \LaTeX\ 2e graphics driver file for dvipdf driver.

6.1 Colour

Uses the generic ‘color1’ code.

6.2 File inclusion

\Ginclude@eps #1 input file (or command)
\def\Ginclude@eps#1{% 
\message{<#1>}% 
\bgroup
dvipdf likes to work with its own pixel resolution, so mangle the sizes slightly.
\def\@tempa{!}% 
\dimen@\Gin@req@width 
\dimen@ii.1bp% 
\divide\dimen@\dimen@ii 
\@tempdima\Gin@req@height 
\divide\@tempdima\dimen@ii 
\special{PSfile="#1" \space llx=\Gin@llx \space lly=\Gin@lly \space urx=\Gin@urx \space ury=\Gin@ury \space \ifx\Gin@scalellx\@tempa\else rwi=number\Gin@scalellx\space\fi \ifx\Gin@scalelly\@tempa\else rhi=number\Gin@scalelly\space\fi \if\Gin@clip clip clip\fi}%
\egroup}

\Ginclude@bmp #1 input file; if zero size is requested, the graphic will come at ‘natural’ size.
\def\Ginclude@bmp#1{% 
\message{<#1>}% 
\dimen@\Gin@req@height 
\advance\dimen@ by-\Gin@lly bp 
\kern-\Gin@llx bp\raise\Gin@req@height\hbox{% 
\ifdim\Gin@urx bp=\z@ 
\ifdim\Gin@ury bp=\z@ 
\special{pdf /GRAPH #1}% 
\else 
\special{pdf /GRAPH #1 \number\Gin@req@width sp}% 
\fi 
\else 
\special{pdf /GRAPH #1 \number\Gin@req@width sp}
6.3 Rotation
\def\Grot@start{%
\special{pdf: /ROT \Grot@angle\space << }}
\def\Grot@end{\special{pdf: /ROT >> }}

6.4 Scaling
\def\Gscale@start{\special{pdf: /S \Gscale@x\space \Gscale@y\space << }}
\def\Gscale@end{\special{pdf: /S \space >> }}

7 Literal Postscript
Raw PostScript code, no save/restore.
\def\Gin@PS@raw#1{\special{ps: #1}}
PostScript code, to be surrounded by save/restore by the driver. Coordinate system standard PostScript, but with origin at current (\TeX) position.
\def\Gin@PS@restored#1{\special{" #1}}
PostScript code to be inserted in the Header section of the final PostScript. Must be issued on the first page of a document.
\def\Gin@PS@literal@header#1{\AtBeginDvi{\special{! #1}}}
Name of external file, the contents of which are to be inserted in the Header section of the final PostScript. Must be issued on the first page of a document.
\def\Gin@PS@file@header#1{\AtBeginDvi{\special{header=#1}}}

7.1 File extensions
\@namedef{Gin@rule@.msp}{bmp}{.bb}{#1}
\@namedef{Gin@rule@.jpg}{bmp}{.bb}{#1}
\@namedef{Gin@rule@.bmp}{bmp}{.bb}{#1}
⟨/dvipdf⟩

8 Oz\TeX
A \LaTeX 2ε graphics driver file for Oz\TeX (versions 1.42 and later), by Andrew Trevorrow.
\@namedef{Gin@rule@.mps}{bmp}{.bb}{#1}
\@namedef{Gin@rule@.jpg}{bmp}{.bb}{#1}
\@namedef{Gin@rule@.bmp}{bmp}{.bb}{#1}

8.1 Graphics inclusion
\def\Ginclude@eps{\Oztex@include{epsf}}
\def\Ginclude@pntg{\Oztex@include{pntg}}
\def\Ginclude@pict{\Oztex@include{pict}}
\def\Oztex@include#1#2{%
\ifGin@clip
\typeout{No clipping support in Oz\TeX}%
\fi
\divide\Gin@req@width by 65781% convert sp to bp
9 Textures

A \LaTeX~2\epsilon graphics driver file for Blue Sky’s Textures

WARNING! There is ongoing work to produce a new version of the
textures support. Do not rely on anything in this file being in the next
version!

9.1 Graphics inclusion

\PackageInfo{graphics/color}
{This file uses the advanced color support}
{available in textures1.7}
{If you are using color with an earlier version, edit graphics.ins where marked,}
{and re-latex graphics.ins.}
{If you are using textures1.7 you may want to delete this warning}
{from textures.def.}
{The code for scaling/rotation and file inclusion is still rudimentary, and does not use textures’ full capabilities.}
{A new textures.def is currently being developed}

\def\Ginclude@eps{\Textures@Include{illustration}}
\def\Ginclude@pict{\Textures@Include{pictfile}}
\def\Textures@Include#1#2{%
\def\@tempa{!}%
\ifx\Gin@scaley\@tempa
\let\Gin@scaley\Gin@scalex%
\else
\ifx\Gin@scalex\@tempa\let\Gin@scalex\Gin@scaley\fi
\fi
\let\Gin@clip%
\if\Gin@scalex\@tempa
\let\Gin@scalex\Gin@scalex\let\Gin@scalex\Gin@scaley\fi
\else
\let\Gin@scalex\Gin@scalex\let\Gin@scalex\Gin@scaley\fi
\fi
\setlength\@tempdima{\Gin@scalex pt}%
\setlength\@tempdima{\Gin@scaley pt}%
@ifdim\@tempdima>\@tempdimb
\let\Gin@scalex\Gin@scaley%
\fi
\fi
\if\Gin@clip
\typeout{no clipping support in Textures}%
\fi
\if\Gin@clip=1000sp%
\setlength\@tempdima{\Gin@scalex\@tempdimb}%
\setlength\@tempdima{\Gin@scalex\@tempdimb}%
\special{#1 #2 space scaled \number\@tempdima}%
}
9.2 Rotation

This code was written when no unprotected postscript code was allowed; it could almost certainly be rewritten now with ‘rawpostscript’.
\begin{verbatim}
def\Grot@start\{\special{postscript 0 0 transform grestore matrix currentmatrix 3 1 roll itransform dup 3 -1 roll dup 4 1 roll exch translate \Grot@angle\space neg rotate neg exch neg exch translate gsave}\}
def\Grot@end\{\special{postscript grestore setmatrix gsave}\}
\end{verbatim}

9.3 Colour

This will only work for versions 1.6 and Version 1.7 uses ‘color2’.
\begin{verbatim}
⟨\color3\⟩\def\Gin@PS@raw#1\{\special{rawpostscript #1}\}
⟨/textures⟩
\end{verbatim}

10 dvialw

A \LaTeX{} 2e graphics driver file for dvialw, by Nelson Beebe
\begin{verbatim}
⟨∗dvialw⟩
\end{verbatim}

10.1 Rotation
\begin{verbatim}
def\Ginclude@eps#1{%
def\@tempa{!}%\ifx\Gin@scaley\@tempa\let\Gin@scaley\Gin@scalex\else\ifx\Gin@scalex\@tempa\let\Gin@scalex\Gin@scaley\fi\fi\ifGin@clip\typeout{no clipping support in dvialw}%\fi\special{language "PS", literal "\Gin@scalex\space \Gin@scaley\space scale", position = "bottom left", include "#1\space"}% }\end{verbatim}

11 emtex

A \LaTeX{} 2e graphics driver file for Eberhard Mattes’ emTeX
11.1 Graphics file inclusion
\def\Ginclude@bmp#1{%\raise\Gin@req@height\hbox{\special{em:graph #1}}%\typeout{WARNING: emtex does not permit graphics to be scaled}%} }

12 dvilaser/ps
A \LaTeX\ graphics driver file for Arbortext’s dvilaser/ps
12.1 Graphic file inclusion
\def\Ginclude@eps#1{%\if\Gin@clip\typeout{no clipping support in dvilaser/ps}%\fi\special{ps: epsfile #1\space \the\Gin@req@width}%;} }

13 psprint
A \LaTeX\ graphics driver file for Trevorrow’s psprint
13.1 Graphic file inclusion
\def\Ginclude@eps#1{%\def\@tempa{!}%;\if\Gin@scaley\@tempa\let\Gin@scaley\Gin@scalex\else\if\Gin@scalex\@tempa\let\Gin@scalex\Gin@scaley\fi\fi\if\Gin@clip\typeout{no clipping support in psprint}%\fi\special{#1\space \Gin@scalex\space \Gin@scaley\space scale \Gin@llx\space neg translate}%;} }

14 dvipsone
A \LaTeX\ graphics driver file for Y&Y’s dvipsone
14 (dvipsone)
14.1 Graphic file inclusion

PostScript Files.
\[\text{\def\Ginclude@eps#1{\message{<#1}>\bgroup\def\@tempa{!}\dimen@\Gin@req@width\dimen@ii.1bp\divide\dimen@\dimen@ii\@tempdima\Gin@req@height\divide\@tempdima\dimen@ii}\special{PSfile="#1" llx=\Gin@llx lly=\Gin@lly urx=\Gin@urx ury=\Gin@ury ifx\Gin@scalex\@tempa\else rwi=number\dimen@fifx\Gin@scaley\@tempa\else rhi=number\@tempdima\space fi fi\Gin@clip clip fii}\egroup}}\]

Tiff files.
\[\text{\def\Ginclude@tiff#1{\message{<#1>}\special{insertimage: #1 \number\Gin@req@width \number\Gin@req@height}}\]

Windows Metafiles.
\[\text{\def\Ginclude@wmf#1{\message{<#1>}\special{insertmf: #1 0 0 \number\Gin@req@width \number\Gin@req@height}}\]

\def\Gin@PS@raw#1{\special{ps: #1}}

14.2 Rotation
\[\text{\def\Grot@start{\special{ps: gsave currentpoint currentpoint translate \Grot@angle space rotate neg exch neg exch translate}}}\]
\[\text{\def\Grot@end{\special{ps: currentpoint grestore moveto setfont}}}\]

14.3 Scaling
\[\text{\def\Gscale@start{\special{ps: currentpoint currentpoint translate Gscale xspace Gscale yspace scale neg exch neg exch translate}}}\]
\[\text{\def\Gscale@end{\special{ps: currentpoint currentpoint translate 1 Gscale@x space div 1 Gscale@y space div scale neg exch neg exch translate}}}\]

14.4 File Extensions
\[\@namedef{Gin@rule@.wmf}#1{\{wmf\}{#1}}\]
15 Literal Postscript

Raw PostScript code, no save/restore.

PostScript code, to be surrounded by save/restore by the driver. Coordinate system standard PostScript, but with origin at current (TeX) position.

PostScript code to be inserted in the Header section of the final PostScript. Must be issued on the first page of a document.

Name of external file, the contents of which are to be inserted in the Header section of the final PostScript. Must be issued on the first page of a document.

16 dviwindo

A I\TeX 2.ε graphics driver file for Y\&Y’s dviwindo.

This driver now uses the same file as dvipson.

17 dvitops

A I\TeX 2.ε graphics driver file for James Clark’s dvitops

17.1 Rotation

\newcount\Grot@count
\Grot@count=\@ne
\def\Grot@start{\special{dvitops: origin \rot\the\@tempdima}%
\special{dvitops: begin rot\the\Grot@count}}%
\def\Grot@end{\special{dvitops: end}%
\special{dvitops: rotate rot\the\Grot@count \space \Grot@angle}%
\global\advance\Grot@count by\@ne}%
\global\advance\Grot@count by\@one}

17.2 Graphic file inclusion

\def\Ginclude@eps{%
 These cause an arithmetic overflow, so I’ve commented them out. Presumably they were there for some reason.
 Any dvitops users out there??
 \multiply\Gin@req@width by \@m
 \multiply\Gin@req@height by \@m
 \ifGin@clip
 \typeout{no clipping support in dvitops}%
18 dvi2ps

A \$\LaTeX\$ graphics driver file for original dvi2ps

18.1 Graphic file inclusion

19 pctexps

A \$\LaTeX\$ graphics driver file for Personal TeX’s PTI Laser/PS; from information supplied by Lance Carnes and Tao Wang <pti@crl.com>.
\ps graphics without bounding box information cannot be \texttt{J}
scaled. If the file actually contains the information, \texttt{J}
please rename the file to .eps file extension. \texttt{J}
---------------------------------------------------------\texttt{J}

\def\Gin@extensions{.eps,.ps}
\@namedef{Gin@rule@.ps}{#1}{(ps){.ps}{#1}}
\@namedef{Gin@rule@.eps}{#1}{(eps){.eps}{#1}}
\def\Gin@PS@raw#1{\special{ps::#1}}
\def\Grot@start{\special{ps::gsave currentpoint}
\currentpoint translate \Grot@angle \space
\rotate neg exch neg exch translate}}
\def\Grot@end{\special{ps:: currentpoint grestore moveto}}
\def\Gscale@start{\special{ps:: currentpoint translate \Gscale@x \space
\Gscale@y \space scale neg exch neg exch translate}}
\def\Gscale@end{\special{ps:: currentpoint translate \Gscale@x \space
\Gscale@y \space div 1 \space \Gscale@x \space div scale
\neg exch neg exch translate}}

⟨/pctexps⟩

\section{pctex32}

A \textsc{B}\textsc{T}e\textsc{X} \textsc{2e} graphics driver file for Personal \textsc{T}e\textsc{X}'s \textsc{P}C \textsc{T}e\textsc{X} for 32 bit Windows;
Code supplied by Tao Wang <pti@crl.com>.

\subsection{Colour}

Uses the generic ‘color1’ code.

\subsection{Graphic file inclusion}

% including PostScript graphics
\def\Ginclude@eps#1{\message{<#1>}\bgroup
\def\@tempa{!} \dimen\Gin@req@width \dimen@i.1bp
\divide\dimen\dimen@i
\special{PSfile="#1" llx=\Gin@llx lly=\Gin@lly urx=\Gin@urx ury=\Gin@ury
\ifx\Gin@scalex\@tempa rwi=\number\dimen@i \fi
\ifx\Gin@scaley\@tempa rhi=\number\dimen@i \fi
\if\Gin@clip clip \fi} \egroup

⟨∗pctex32⟩
including BMP graphics
630 \def\Ginclude@bmp#1{% 
631 \message{<#1>}%
632 \ifGin@clip
633 \typeout{no clipping support for BMP graphics in PCTeX32}%
634 \fi
635 \Gin@req@width.03515\Gin@req@width
636 \Gin@req@height.03515\Gin@req@height
637 \special{bmp:#1\space x=\strip@pt\Gin@req@width cm,
638 y=\strip@pt\Gin@req@height cm}}

including WMF graphics
639 \def\Ginclude@wmf#1{% 
640 \message{<#1>}%
641 \ifGin@clip
642 \typeout{no clipping support for WMF graphics in PCTeX32}%
643 \fi
644 \Gin@req@width.03515\Gin@req@width
645 \Gin@req@height.03515\Gin@req@height
646 \special{wmf:#1\space x=\strip@pt\Gin@req@width cm,
647 y=\strip@pt\Gin@req@height cm}}

20.3 Scaling and Rotating
PostScript rotation and scaling
648 \def\Grot@start{% 
649 \special{ps:: gsave currentpoint
650 currentpoint translate \Grot@angle\space neg
651 rotate neg exch neg exch translate}}
652 \def\Grot@end{\special{ps:: currentpoint grestore moveto}}
653 \def\Gscale@start{\special{ps:: currentpoint currentpoint translate
654 \Gscale@x\space \Gscale@y\space scale neg exch neg exch translate}}
655 \def\Gscale@end{\special{ps:: currentpoint currentpoint translate
656 1 \Gscale@x\space div 1 \Gscale@y\space div scale
657 neg exch neg exch translate}}
658 \def\Gin@PS@raw#1{\special{ps:: #1}}
659 \def\Gin@PS@restored#1{\special{" #1}}

20.4 Default Extensions
660 \def\Gin@extensions{.eps,.ps,.wmf,.bmp}
661 \@namedef{Gin@rule@.ps}#1{{eps}{.ps}{#1}}
662 \@namedef{Gin@rule@.eps}#1{{eps}{.eps}{#1}}
663 \@namedef{Gin@rule@.bmp}#1{{bmp}{#1}}
664 \@namedef{Gin@rule@.wmf}#1{{wmf}{#1}}
665 ⟨/pctex32⟩

21 pctexwin
A BTex2ε graphics driver file for Personal TeX’s PC TeX for Windows; from
information supplied by Lance Carnes and Tao Wang <pti@crl.com>.
666 ⟨∗pctexwin⟩
21.1 Graphic file inclusion

\def\Ginclude@eps#1{\message{<#1>}\ifGin@clip\typeout{no clipping support in pctexwin}\fi\Gin@req@width.03515\Gin@req@width\Gin@req@height.03515\Gin@req@height\special{eps:#1\space x=\strip@pt\Gin@req@width cm, y=\strip@pt\Gin@req@height cm}}

\def\Ginclude@ps#1{\message{<#1>}\ifGin@clip\typeout{no clipping support in pctexwin}\fi\hbox{\kern-\Gin@llx bp\raise-\Gin@lly bp\hbox{\special{ps:#1}}}\typeout{^^J---------------------------------------------------------^^J}.ps graphics without bounding box information cannot be scaled. If the file actually contains the information,"^^Jplease rename the file to .eps file extension."^^J---------------------------------------------------------^^J}}

\def\Ginclude@bmp#1{\message{<#1>}\ifGin@clip\Gin@req@width.03515\Gin@req@width\Gin@req@height.03515\Gin@req@height\special{bmp:#1\space x=\strip@pt\Gin@req@width cm, y=\strip@pt\Gin@req@height cm}}

\def\Ginclude@wmf#1{\message{<#1>}\ifGin@clip\Gin@req@width.03515\Gin@req@width\Gin@req@height.03515\Gin@req@height\special{wmf:#1\space x=\strip@pt\Gin@req@width cm, y=\strip@pt\Gin@req@height cm}}

\def\Gin@extensions{.eps,.ps,.wmf,.bmp}
\namedef{Gin@rule@.bmp}#1{{bmp}{}{#1}}\namedef{Gin@rule@.wmf}#1{{wmf}{}{#1}}\namedef{Gin@rule@.ps}#1{{ps}{.ps}{#1}}\namedef{Gin@rule@.eps}#1{{eps}{.eps}{#1}}

⟨/pctexwin⟩

22 pctexhp

A \TeX\textsuperscript{2}\textsuperscript{e} graphics driver file for Personal TeX’s PTI Laser/HP; from information supplied by Lance Carnes and Tao Wang <pti@crl.com>.
22.1 Graphic file inclusion

\def\Ginclude@pcl#1{\
  \message{<#1>}\
  \ifGin@clip\
    \typeout{no clipping support in pctexhp}\
  \fi\
  \hbox{\kern-\Gin@llx bp\raise-\Gin@lly bp\hbox{\special{pcl:#1}}}\
  \typeout{WARNING: pctexhp does not permit graphics to be scaled}}
\@namedef{Gin@rule@.pcl}#1{{pcl}{}{#1}}
\def\Gin@extensions{.pcl}

23 pubps

A L\A\TEX\v\epsilon graphics driver file for Arbortext’s PUBps; information from Peter R Wilson pwilson@rdrc.rpi.edu.

23.1 Rotation

\def\Grot@start{\special{ps: gsave currentpoint \hspace{\Grot@angle}\space rotate neg exch neg exch translate}}
\def\Grot@end{\special{ps: currentpoint grestore moveto}}

24 dviwin

A L\A\TEX\v\epsilon graphics driver file for Hippocrates Sendoukas’ dviwin

24.1 Graphic file inclusion

Dviwin sorts out the graphics type itself based on extension. They all use the same \special, so as far as graphics.sty is concerned they are all the same ‘type’. Use ‘bmp’ for the type as that is as good a name as any. Make this the default.

\@namedef{Gin@rule@*}#1{{bmp}{}{#1}}
\def\Ginclude@bmp#1{\
  \raise\Gin@req@height\hbox{\special{anisoscale #1, \the\Gin@req@width\space \the\Gin@req@height}}}
\let\Ginclude@eps\Ginclude@bmp

The only exception is EPS files, as they may be read for BoundingBox

\@namedef{Gin@rule@.ps}#1{{eps}{.ps}{#1}}
\@namedef{Gin@rule@.eps}#1{{eps}{.eps}{#1}}
\let\Ginclude@eps\Ginclud@bmp

Add a few default extensions so \includegraphics{a} will pick up a.eps or a.wmf. This list can be reset with \DeclareGraphicsExtensions. Other extensions not in the list may be used explicitly, eg \includegraphics{a.gif}
should work as long as dviwin has access to a gif filter. If .gif is added using \DeclareGraphicsExtensions then \includegraphics{a} would also find a.gif.

\def\Gin@extensions{.eps,.ps,.wmf,.tif}

25 ln

A \LaTeX\ 2\epsilon graphics driver file for B Hamilton Kelly’s ln03 driver. Untested, but based on the graphics macros distributed with the driver.

(\*ln)

25.1 Graphic file inclusion

\def\Ginclude@sixel#1{\special{ln03:sixel #1}}

26 truetex

A \LaTeX\ 2\epsilon graphics driver file for Kinch ‘truetex’ driver.

(\*truetex)

26.1 Colour

Uses the ‘color4’ colour code.

26.2 Graphic file inclusion

EPS File inclusion: DVIPS style.

\def\Ginclude@eps#1{%
  \message{<#1>}%
  \bgroup
  \def\@tempa{!}%
  \dimen@\Gin@req@width
  \dimen@ii.1bp%
  \divide\dimen@\dimen@ii
  \@tempdima\Gin@req@height
  \divide\@tempdima\dimen@ii
  \special{PSfile=#1\space
    llx=\Gin@llx\space
    lly=\Gin@lly\space
    urx=\Gin@urx\space
    ury=\Gin@ury\space
    ifx=\Gin@scaler\space
    else rwi=\number\dimen@\space
    fi
    ifx=\Gin@scaley\space
    else rhi=\number\@tempdim@\space
    fi
    if\Gin@clip clip\fi}%
  \egroup}

bmp File Inclusion.

\def\Ginclude@bmp#1{%
  \message{<#1>}%
  \special{bmpfile #1}}

21

def\Ginclude@tiff#1{\message{<#1>}}\special{tifffile #1}

26.3 Literal PostScript
This is not supported, so uses ‘nops’ code.

26.4 Default Rules
Support (e)ps, tif and bmp, default to eps. 
def\Gin@extensions{.eps,.ps}
\@namedef{Gin@rule@.ps}#1{{eps}{.ps}{#1}}
\@namedef{Gin@rule@.eps}#1{{eps}{.eps}{#1}}
\@namedef{Gin@rule@.tif}#1{{tiff}{#1}}
\@namedef{Gin@rule@.bmp}#1{{bmp}{#1}}
\@namedef{Gin@rule@*}#1{{eps}{\Gin@ext}{#1}}
⟨/truetex⟩

27 tcidvi
A \hTeX \mathcal{2}_e\hTeX graphics driver file for Scientific Word/Workplace. Actually for the Kinch truetex driver, augmented with extra \special handling with the DLL supplied with SW.
\tci

27.1 Colour
Uses the ‘color4’ colour code.

\AtBeginDocument{\def\color@block#1#2#3{\rlap{\ifcolors@\@defaultunits\count@\current@color\@nnil\dimen@\count@\p@\divide\dimen@\@cclv\dimen@ii#2\advance\dimen@ii#3\lower#3\hbox{\special{language "Scientific Word";\type "greybox";\grayscale {\strip@pt\dimen@};\height \the\dimen@ii;\width \the#1;\depth 0pt;}\}}}}
27.2 Graphic file inclusion

EPS File inclusion.

\def\Ginclude@eps#1{% 
  \message{<#1>}% 
  \raise\Gin@req@height\hbox{% 
    If the bounding box has been changed by a trim or viewport key then need to 
    calculate the crop ratios based on the original bb coordinates. (This assumes that 
    clip key is also used).
  }
  \ifx\Gin@ollx\@undefined
    \else
      \@tempdimb \Gin@ourx bp% 
      \advance\@tempdimb-\Gin@ollx bp% 
      \@tempdima \Gin@llx bp% 
      \advance\@tempdima-\Gin@ollx bp% 
      \Gscale@div\TCI@cropleft\@tempdima\@tempdimb
      \@tempdima \Gin@urx bp% 
      \advance\@tempdima-\Gin@ollx bp% 
      \Gscale@div\TCI@cropright\@tempdima\@tempdimb
      \@tempdimb \Gin@oury bp% 
      \advance\@tempdimb-\Gin@olly bp% 
      \@tempdima \Gin@lly bp% 
      \advance\@tempdima-\Gin@olly bp% 
      \Gscale@div\TCI@cropbottom\@tempdima\@tempdimb
      \@tempdimb \Gin@oury bp% 
      \advance\@tempdimb-\Gin@olly bp% 
      \@tempdima \Gin@lly bp% 
      \advance\@tempdima-\Gin@olly bp% 
      \Gscale@div\TCI@croptop\@tempdima\@tempdimb
      \fi
  }

\special{% 
    language \TCI@language;% 
    type \TCI@type;% 
    valid_file \TCI@validfile;% 
    width \the\Gin@req@width;% 
    height \the\Gin@req@height;% 
    depth 0pt;% 
    original-width \the\Gin@nat@width;% 
    original-height \the\Gin@nat@height;% 
    cropleft "\TCI@cropleft";% 
    croptop "\TCI@cropright";% 
    cropright "\TCI@cropright";% 
    cropbottom "\TCI@cropright";% 
    filename '#1';% 
  }
}

Default values so documents produced elsewhere should work

\def\TCI@language{"Scientific Word"}
\def\TCI@type{"GRAPHIC"}
\def\TCI@validfile{'F'}
\def\TCI@cropleft{0}
\def\TCI@cropright{1}
\def\TCI@cropbottom{0}
\let\TCI@temp\@empty
\fi}
Non PS Graphic files.
File inclusion macro is always the same. Use a different name though as LaTeX thinks it can read eps files for BoundingBox.
\let\Ginclude@bmp\Ginclude@eps

27.3 Literal PostScript
This is not supported, so uses ‘nops’ code.

27.4 Default Rules
SW always gives the full name with extension. So leave this list empty.
\def\Gin@extensions{}
\ps .PS .eps .EPS are (E)PS rest are ‘bmp’ which is a catch all type for anything that the import filter can handle.
\namedef{Gin@rule@.ps}{eps}{.ps}{#1}\namedef{Gin@rule@.eps}{eps}{.eps}{#1}\namedef{Gin@rule@.PS}{eps}{.PS}{#1}\namedef{Gin@rule@.EPS}{eps}{.EPS}{#1}\namedef{Gin@rule@*}{bmp}{\Gin@ext}{#1}
⟨/tcidvi⟩

28 Literal PostScript
Most drivers writing to PostScript allow some form of ‘literal’ PostScript \special that inserts code into the final PostScript output. However Non-PS drivers can not support this (and some PS one’s can’t either). The code here makes all these commands no ops. Individual driver sections may define the commands to do something useful.
\nops

Raw PostScript code, no save/restore. Coordinate system unspecified.
\def\Gin@PS@raw#1{}

PostScript code, to be surrounded by save/restore by the driver. Coordinate system standard PostScript, but with origin at current (T\TeX) position.
\def\Gin@PS@restored#1{}

PostScript code to be inserted in the Header section of the final PostScript. Must be issued on the first page of a document.
\def\Gin@PS@literal@header#1{}

Name of external file, the contents of which are to be inserted in the Header section of the final PostScript. Must be issued on the first page of a document.
\def\Gin@PS@file@header#1{}
⟨/nops⟩
29 Graphics Inclusion Rules

\def\Gin@extensions{.eps,.ps}
\@namedef{Gin@rule@.ps}#1{{eps}{.ps}{#1}}
\@namedef{Gin@rule@.eps}#1{{eps}{.eps}{#1}}
\@namedef{Gin@rule@*}#1{{eps}{\Gin@ext}{#1}}

\langle /psrules \rangle
\langle \star \psrulesZ \rangle
\def\Gin@extensions{.eps,.ps,.eps.gz,.ps.gz,.eps.Z,.mps}
\@namedef{Gin@rule@.ps}#1{{eps}{.ps}{#1}}
\@namedef{Gin@rule@.eps}#1{{eps}{.eps}{#1}}
\@namedef{Gin@rule@.mps}#1{{eps}{.mps}{#1}}
\@namedef{Gin@rule@.pz}#1{{eps}{.bb}{#1}}
\@namedef{Gin@rule@.eps.Z}#1{{eps}{.eps.bb}{#1}}
\@namedef{Gin@rule@.ps.Z}#1{{eps}{.ps.bb}{#1}}
\@namedef{Gin@rule@.ps.gz}#1{{eps}{.ps.bb}{#1}}
\@namedef{Gin@rule@.eps.gz}#1{{eps}{.eps.bb}{#1}}
\@namedef{Gin@rule@*}#1{{eps}{\Gin@ext}{#1}}

\langle /psrulesZ \rangle
\langle \star \dosrules \rangle
\langle ! \psrulesZ \rangle
\def\Gin@extensions{.eps,.ps,.pcx,.bmp}
\@namedef{Gin@rule@.pcx}#1{{bmp}{}{#1}}
\@namedef{Gin@rule@.bmp}#1{{bmp}{}{#1}}
\@namedef{Gin@rule@.msp}#1{{bmp}{}{#1}}

\langle /dosrules \rangle
\langle \star \macrules \rangle
\langle \star \tiffrules \rangle
\def\Gin@extensions{}{.eps,.ps,.pict}
\@namedef{Gin@rule@.ps}#1{{eps}{.ps}{#1}}
\@namedef{Gin@rule@.eps}#1{{eps}{.eps}{#1}}
\@namedef{Gin@rule@.pict}#1{{pict}{}{#1}}
\@namedef{Gin@rule@.pntg}#1{{pntg}{}{#1}}
\@namedef{Gin@rule@*}#1{{pict}{\relax}{#1}}

\langle /macrules \rangle
\langle \star \tiffrules \rangle
\def\Gin@extensions{.tif}#1{{tiff}{}{#1}}

\langle /tiffrules \rangle