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 TeX colour commands.

```
\version v3.0m, revised 2016/06/17
```

\begin{verbatim}
\def\color@arg#1{% 
\dimen@#1\p@ 
\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
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{\c@lor@arg{#2}\langle color4\rangle\c@lor@rgb@RGB\@tempa\langle color1\rangle\edef#1{gray #2}\langle color2\rangle\edef#1{rgb #2. #2. #2.}\langle color3\rangle\edef#1{#2 setgray}\langle color4\rangle\edef#1{\@tempa\@tempa\@tempa}}

16 \def\color@cmyk#1#2{\c@lor@@cmyk#2\@@#1}\def\c@lor@@cmyk#1,#2,#3,#4\@@#5{\c@lor@arg{#4}\langle color4\rangle\dimen@ii#4\p@\c@lor@arg{#1}\langle color4\rangle\c@lor@cmyk@RGB\@tempa\c@lor@arg{#2}\langle color4\rangle\c@lor@cmyk@RGB\@tempb\c@lor@arg{#3}\langle color4\rangle\c@lor@cmyk@RGB\@tempc\langle color1\rangle\edef#5{cmyk #1 #2 #3 #4}\langle color2\rangle\edef#5{cmyk #1. #2. #3. #4.}\langle color3\rangle\edef#5{#1 #2 #3 #4 setcmykcolor}\langle color4\rangle\edef#5{\@tempa\@tempb\@tempc}}

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.

31 \langle∗ color4 ⟩\def\c@lor@cmyk@RGB#1{\advance\dimen@-\p@\advance\dimen@\dimen@ii\divide\dimen@\@cclv\dimen@\count@\ifdim\dimen@<\z@\z@\else\dimen@\fi\edef#1{\the\count@\space}}

A 0–1 range value will have been left in \dimen@0 by \c@lor@arg. Convert to 0–255 integer, and leave in #1.
\def\c@lor@rgb@RGB#1{% 
\dimen@\@cclv\dimen@ 
\count@\dimen@ 
\divide\count@\p@ 
\edef#1{\the\count@\space}
}
\def\color@RGB#1#2{\c@lor@@RGB#2\@@#1}
\def\c@lor@@RGB#1,#2,#3\@@#4{% 
\c@lor@RGB@rgb{#1}\@tempa 
\c@lor@RGB@rgb{#2}\@tempb 
\c@lor@RGB@rgb{#3}\@tempc 
\c@lor@@rgb\@tempa,\@tempb,\@tempc\@@#4}
\edef#4{#1 #2 #3}%
}

Convert 0–255 integer, \#1, to 0–1 real, and leave in \#2.
\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@arg{#1} 
\c@lor@arg{#2} 
\c@lor@arg{#3} 
\edef#4{hsb #1 #2 #3} 
\edef#4{#1 #2 #3 sethsbcolor}
}

\def\color@named#1#2{% 
\@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}
}
}

Conversion from \special syntax to PostScript (for PSTricks).
\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}

3
102 ⟨∗color1⟩
103 \def\color@ps#@1 #2\@@{TeXDict begin #1 end}
104 \def\color@ps@rgb#1\@@{#1 setrgbcolor}
105 \def\color@ps@hsb#1\@@{#1 sethsbcolor}
106 \def\color@ps@cmyk#1\@@{#1 setcmykcolor}
107 \def\color@ps@gray#1\@@{#1 setgray}
108 ⟨/color1⟩
109 ⟨∗color2⟩
110 \def\color@to@ps@#1 #2\@@{\csname color@ps@#1\endcsname#2 \@@}
111 \def\color@ps@#1 #2\@@{\expandafter\expandafter\expandafter\c@lor@to@ps@\csname color@#1\expandafter\endcsname \space#2. \@@{#1}}
112 \def\color@ps@rgb#1. #2. #3. #4\@@{#1 #2 #3 setrgbcolor}
113 \def\color@ps@cmyk#1. #2. #3. #4. #5. #6\@@#7{#1 #2 #3 #4 setcmykcolor}
114 \if!\@firstofone#5!1 \else#5 \fi setcustomcmykcolor
115 \if!@firstofoneS\1 \else#5 \fi setcustomcmykcolor
116 \if!@firstofoneS\1 \else#5 \fi setcustomcmykcolor
117 \{if!@firstofoneS\1 \else#5 \fi setcustomcmykcolor
118 \{if!@firstofoneS\1 \else#5 \fi setcustomcmykcolor
119 \{if!@firstofoneS\1 \else#5 \fi setcustomcmykcolor
120 ⟨/color2⟩
121 (color1&!dvipsone) \def\current@color{ Black}
122 (color1 & dvipsone) \def\current@color{gray 0}
123 (color2) \def\current@color{rgb 0. 0. 0.}
124 (color3) \def\current@color{0 setgray}
125 (color4) \def\current@color{0 0 0}
126 ⟨∗color1⟩
127 \def\set@color{%
128 \special{color push \current@color
129 (dvipsone) \special{color push} \special{color \current@color
130 (dvipdf) \special{pdf: /C \current@color\space<<
131 )\aftergroup\reset@color}
132 \def\reset@color{\special{%
133 (dvipdf) color pop})}
134 (dvipdf) pdf: /C >> }}
135 \def\set@page@color{\special{%
136 (dvipdf) background \current@color})
137 (dvipdf) pdf: /BG \current@color})
138 \def\define@color@named#1#2{\AtBeginDvi{\special{color define #1 #2}}\expandafter\edef\csname color@#1\endcsname{#2}}
139 ⟨/color2⟩
140 ⟨∗color3⟩
141 \def\set@color{%
142 \special{color push}%
143 \special{color \current@color}%
144 \aftergroup\reset@color}
145 \def\reset@color{\special{color pop})}
146 \def\set@page@color{\special{background \current@color})
147 \def\define@color@named#1#2{%
148 \AtBeginDvi{\special{color define #1 #2})\expandafter\edef\csname color@#1\endcsname{#2}}
149 ⟨/color2⟩
150 ⟨∗color3⟩

4
\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⟩
⟨/color1|color2|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}{0.0,0.50,0.70,0}
\DefineNamedColor{named}{Melon}{cmyk}{0.0,0.46,0.50,0}
\DefineNamedColor{named}{YellowOrange}{cmyk}{0.0,0.42,1.0,0}
\DefineNamedColor{named}{Orange}{cmyk}{0.0,0.61,0.87,0}
\DefineNamedColor{named}{BurntOrange}{cmyk}{0.0,0.65,1.0,0}
\DefineNamedColor{named}{Bittersweet}{cmyk}{0.0,0.75,1.0,0.24}
\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}{0.0,0.87,0.68,0.32}
\DefineNamedColor{named}{BrickRed}{cmyk}{0.0,0.89,0.94,0.28}
\DefineNamedColor{named}{Red}{cmyk}{0.0,1.1,0,0}
\DefineNamedColor{named}{OrangeRed}{cmyk}{0.0,1.0,0.50,0}
\DefineNamedColor{named}{RubineRed}{cmyk}{0.0,1.0,0.13,0}
\DefineNamedColor{named}{WildStrawberry}{cmyk}{0.0,0.96,0.39,0}
\DefineNamedColor{named}{Salmon}{cmyk}{0.0,0.53,0.38,0}
\DefineNamedColor{named}{CarnationPink}{cmyk}{0.0,0.63,0,0}
\DefineNamedColor{named}{Magenta}{cmyk}{0.0,1.0,0,0}
\DefineNamedColor{named}{VioletRed}{cmyk}{0.0,0.81,0,0}
\DefineNamedColor{named}{Rhodamine}{cmyk}{0.0,0.82,0,0}
\DefineNamedColor{named}{Mulberry}{cmyk}{0.34,0.90,0.002}
\DefineNamedColor{named}{RedViolet}{cmyk}{0.07,0.90,0.34}
\DefineNamedColor{named}{Fuchsia}{cmyk}{0.47,0.91,0.08}
\DefineNamedColor{named}{Lavender}{cmyk}{0.0,0.48,0,0}
\DefineNamedColor{named}{Thistle}{cmyk}{0.12,0.59,0,0}
\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}{0.0,0.50,0.70,0}
\DefineNamedColor{named}{Melon}{cmyk}{0.0,0.46,0.50,0}
\DefineNamedColor{named}{YellowOrange}{cmyk}{0.0,0.42,1.0,0}
\DefineNamedColor{named}{Orange}{cmyk}{0.0,0.61,0.87,0}
\DefineNamedColor{named}{BurntOrange}{cmyk}{0.0,0.65,1.0,0}
\DefineNamedColor{named}{Bittersweet}{cmyk}{0.0,0.75,1.0,0.24}
\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}{0.0,0.87,0.68,0.32}
\DefineNamedColor{named}{BrickRed}{cmyk}{0.0,0.89,0.94,0.28}
\DefineNamedColor{named}{Red}{cmyk}{0.0,1.1,0,0}
\DefineNamedColor{named}{OrangeRed}{cmyk}{0.0,1.0,0.50,0}
\DefineNamedColor{named}{RubineRed}{cmyk}{0.0,1.0,0.13,0}
\DefineNamedColor{named}{WildStrawberry}{cmyk}{0.0,0.96,0.39,0}
\DefineNamedColor{named}{Salmon}{cmyk}{0.0,0.53,0.38,0}
\DefineNamedColor{named}{CarnationPink}{cmyk}{0.0,0.63,0,0}
\DefineNamedColor{named}{Magenta}{cmyk}{0.0,1.0,0,0}
\DefineNamedColor{named}{VioletRed}{cmyk}{0.0,0.81,0,0}
\DefineNamedColor{named}{Rhodamine}{cmyk}{0.0,0.82,0,0}
\DefineNamedColor{named}{Mulberry}{cmyk}{0.34,0.90,0.002}
\DefineNamedColor{named}{RedViolet}{cmyk}{0.07,0.90,0.34}
\DefineNamedColor{named}{Fuchsia}{cmyk}{0.47,0.91,0.08}
\DefineNamedColor{named}{Lavender}{cmyk}{0.0,0.48,0,0}
\DefineNamedColor{named}{Thistle}{cmyk}{0.12,0.59,0,0}
\DefineNamedColor\Orchid\{Orchid\} {cmyk}{0.32,0.64,0,0}
\DefineNamedColor\DarkOrchid\{DarkOrchid\} {cmyk}{0.40,0.80,0.20,0}
\DefineNamedColor\Purple\{Purple\} {cmyk}{0.45,0.86,0,0}
\DefineNamedColor\Plum\{Plum\} {cmyk}{0.50,1,0,0}
\DefineNamedColor\Violet\{Violet\} {cmyk}{0.79,0.88,0,0}
\DefineNamedColor\RoyalPurple\{RoyalPurple\} {cmyk}{0.86,0.91,0.04}
\DefineNamedColor\Periwinkle\{Periwinkle\} {cmyk}{0.57,0.55,0,0}
\DefineNamedColor\CadetBlue\{CadetBlue\} {cmyk}{0.62,0.57,0.23,0}
\DefineNamedColor\CornflowerBlue\{CornflowerBlue\} {cmyk}{0.65,0.13,0,0}
\DefineNamedColor\MidnightBlue\{MidnightBlue\} {cmyk}{0.98,0.13,0,0.43}
\DefineNamedColor\NavyBlue\{NavyBlue\} {cmyk}{0.94,0.54,0,0}
\DefineNamedColor\RoyalBlue\{RoyalBlue\} {cmyk}{1.0,0.50,0,0}
\DefineNamedColor\Blue\{Blue\} {cmyk}{1.1,0,0,0}
\DefineNamedColor\Cerulean\{Cerulean\} {cmyk}{0.94,0.11,0,0}
\DefineNamedColor\Cyan\{Cyan\} {cmyk}{1.0,0,0,0}
\DefineNamedColor\ProcessBlue\{ProcessBlue\} {cmyk}{0.96,0,0,0}
\DefineNamedColor\SkyBlue\{SkyBlue\} {cmyk}{0.62,0.0,1.2,0}
\DefineNamedColor\Turquoise\{Turquoise\} {cmyk}{0.85,0,0.20,0}
\DefineNamedColor\TealBlue\{TealBlue\} {cmyk}{0.86,0,0.34,0.02}
\DefineNamedColor\Aquamarine\{Aquamarine\} {cmyk}{0.82,0.0,0.30,0}
\DefineNamedColor\BlueGreen\{BlueGreen\} {cmyk}{0.85,0.0,0.33,0}
\DefineNamedColor\Emerald\{Emerald\} {cmyk}{1.0,0.50,0,0}
\DefineNamedColor\JungleGreen\{JungleGreen\} {cmyk}{0.99,0,0.52,0}
\DefineNamedColor\SeaGreen\{SeaGreen\} {cmyk}{0.69,0,0.50,0}
\DefineNamedColor\Green\{Green\} {cmyk}{1.0,1,0,0}
\DefineNamedColor\ForestGreen\{ForestGreen\} {cmyk}{0.91,0.0,0.88,0.12}
\DefineNamedColor\PineGreen\{PineGreen\} {cmyk}{0.92,0,0.59,0.25}
\DefineNamedColor\LimeGreen\{LimeGreen\} {cmyk}{0.60,0,1,0}
\DefineNamedColor\YellowGreen\{YellowGreen\} {cmyk}{0.44,0,0.74,0}
\DefineNamedColor\SpringGreen\{SpringGreen\} {cmyk}{0.26,0,0.76,0}
\DefineNamedColor\OliveGreen\{OliveGreen\} {cmyk}{0.64,0,0.95,0.40}
\DefineNamedColor\RawSienna\{RawSienna\} {cmyk}{0.72,1,0.45}
\DefineNamedColor\Sepia\{Sepia\} {cmyk}{0.83,1,0.70}
\DefineNamedColor\Brown\{Brown\} {cmyk}{0.81,1,0.60}
\DefineNamedColor\Tan\{Tan\} {cmyk}{0.14,0.42,0.56,0}
\DefineNamedColor\Gray\{Gray\} {cmyk}{0.0,0,0.50}
\DefineNamedColor\Black\{Black\} {cmyk}{0.0,0,0,1}
\DefineNamedColor\White\{White\} {cmyk}{0.0,0,0,0}

\end{dvipsnames}

3 \texttt{dvips}

A \LaTeX{} graphics driver file for Tom Rokicki's \texttt{dvips} driver; tested with version 5.58f.

\section{Colour}

Uses the generic `color1’ code.
3.2 File inclusion

\Ginclude@eps \#1 input file (or command)
249 \def\Ginclude@eps#1{% 
250 \message{<#1>}% 
251 \bgroup 
\emph{dvips} likes to work with its own pixel resolution, so mangle the sizes slightly.
252 \def\@tempa{!}% 
253 \dimen@\Gin@req@width 
254 \dimen@ii.1bp% 
255 \divide\dimen@\dimen@ii 
256 \@tempdima\Gin@req@height 
257 \divide\@tempdima\dimen@ii 
258 \special{PSfile=\#1\space 
259 llx=\Gin@llx\space 
260 lly=\Gin@lly\space 
261 urx=\Gin@urx\space 
262 ury=\Gin@ury\space 
263 /llx=Gin@llx!\
264 /lly=Gin@lly!\
265 /urx=Gin@urx!\
266 /ury=Gin@ury\space 
267 /llx=Gin@llx!\
268 /lly=Gin@lly!\
269 /urx=Gin@urx!\
270 /ury=Gin@ury\space 
271 \ifx\Gin@scalex\@tempa\else rwi=number\dimen@\space\fi 
272 \ifx\Gin@scaley\@tempa\else rhi=number\@tempdima\space\fi 
273 \ifGin@clip clip \fi}%
274 \egroup}

\Ginclude@bmp \#1 input file; if zero size is requested, the graphic will come at ‘natural’ size.
267 \def\Ginclude@bmp#1{% 
268 \message{<#1>}% 
269 \dimen@\Gin@req@height 
270 \advance\dimen@ by-\Gin@lly bp 
271 \kern-\Gin@llx bp \raise\Gin@req@height \hbox{% 
272 \ifdim\Gin@urx bp=\z@ 
273 \ifdim\Gin@ury bp=\z@ 
274 \special{em: graph \ #1}% 
275 \else 
276 \special{em: graph \ #1,\Gin@urx bp}\% 
277 \fi 
278 \else 
279 \special{em: graph \ #1,\Gin@urx bp,\Gin@ury bp}\% 
280 \fi 
281 \}%
282 }

\Ginclude@pict PICT/PNTG format from the Mac. Actually only currently supported by the
\Ginclude@pntg version of dvips distributed with Oz\TeX, and with the built in Oz\TeX drivers,
oztext@include but put here anyway as it is not much code and increases portability between the
\oztex@include systems as now \emph{dvips} and \emph{oztex} share the same back end.
283 \def\oztex@include#1#2{% 
284 \dimen@1bp% 
285 \divide\Gin@req@width\dimen@ 
286 \divide\Gin@req@height\dimen@ 
287 \special{#1=\#2\space 
288 \@width=number\Gin@req@width \space 
289 \@height=number\Gin@req@height})
\def\Ginclude@pntg{\oztex@include{pntg}}
\def\Ginclude@pict{\oztex@include{pict}}

3.3 Rotation
\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}}

3.4 Scaling
\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 currentpoint translate
  1 \Gscale@x space div 1 \Gscale@y space div scale
  neg exch neg exch translate}}

4 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}}}

5 Page Size
\ifundefined{ifGin@setpagesize}
  \{\expandafter\let\csname ifGin@setpagesize\expandafter\endcsname
  \csname iftrue\endcsname
  \}
\ifGin@setpagesize
  \ifx\paperwidth\@undefined\else
    \AtBeginDocument{\AtBeginDvi{%
    \begingroup
    \ifx\stockwidth\@undefined\else
      \paperwidth\stockwidth
    \fi
    \ifdim\paperheight>\z@\fi
    \fi
    \special{papersize=\the\paperwidth,\the\paperheight}%
  \fi
  \fi
\def\Ginclude@eps#1{% #1 input file (or command)
 \message{<#1>}%
 \bgroup
 dvips 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@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}

\def\Ginclude@bmp#1{% #1 input file; if zero size is requested, the graphic will come at ‘natural’ size.
 \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@\else
 \special{pdf: /GRAPH #1 space}
 \fi
 \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 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 OzTEX
A \LaTeX{} 2ε graphics driver file for OzTEX (versions 1.42 and later), by Andrew Trevorrow.
\@namedef{Gin@include@file}{bmp}{.bb}{#1}
\@namedef{Gin@include@file}{bmp}{.bb}{#1}
\@namedef{Gin@include@file}{bmp}{.bb}{#1}
⟨∗oztex⟩

8.1 Graphics inclusion
\def\Ginclude@eps{% \Oztex@include{epsf}}
\def\Ginclude@pntg{% \Oztex@include{pntg}}
\def\Ginclude@pict{% \Oztex@include{pict}}
\ifGin@clip
\typeout{No clipping support in OzTeX}%
\fi
\divide\Gin@req@width by 65781% convert sp to bp
\divide\Gin@req@height by 65781\%
\special{#1=#2\space
width=\number\Gin@req@width \space
height=\number\Gin@req@height
}\%}
⟨/oztex⟩

9 Textures

A \LaTeX\ 2ε 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!

⟨∗textures⟩

9.1 Graphics inclusion

\PackageInfo{graphics/color}{
This file uses the advanced color support\MessageBreak
available in textures1.7\MessageBreak
If you are using color with an earlier version\MessageBreak
of textures, edit graphics.ins where marked,\MessageBreak
and re-latex graphics.ins.\MessageBreak\MessageBreak
If you are using textures1.7\MessageBreak
you may want to delete this warning\MessageBreak
from textures.def.\MessageBreak\MessageBreak
The code for scaling/rotation and file inclusion\MessageBreak
in this file is still rudimentary, and does not\MessageBreak
use textures’ full capabilities.\MessageBreak\MessageBreak
A new textures.def is currently being developed\gobble}
\def\Ginclude@eps{\Textures@Include{illustration}}
\def\Ginclude@pict{\Textures@Include{pictfile}}
\def\Textures@Include#1#2{\%\let\Gin@scaley\Gin@scalex\%\ifGin@clip\%\typeout{no clipping support in Textures}\%\else\%
\let\Gin@scaley\@tempa\%\ifx\Gin@scaley\@tempa\%
\setlength\@tempdima{\Gin@scalex\@tempdimb}\%
\setlength\@tempdima{\Gin@scaley\@tempdimb}\%
\ifdim\@tempdima>\@tempdimb\%
\let\Gin@scalex\@tempdima\%
\let\Gin@scaley\@tempdimb\%
\let\Gin@scalex\@tempdimb\%
\let\Gin@scaley\@tempdimb\%
\setlength\@tempdima{\Gin@scalex\@tempdimb}\%
\@tempdimb=1000sp\%
\setlength\@tempdima{\Gin@scalex\@tempdimb}\%
\setlength\@tempdima{\Gin@scalex\@tempdimb}\%
\special{#1 #2\space scaled \number\@tempdima}\%\fi\fi
}
9.2 Rotation

This code was written when no unprotected postscript code was allowed; it could
almost certainly be rewritten now with ‘rawpostscript’.
\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}}

9.3 Colour

This will only work for versions 1.6 and Version 1.7 uses ‘color2’.
\langle\color3\rangle\def\Gin@PS@raw#1{\special{rawpostscript #1}}\langle/\textstyles\rangle

10 dvialw

A \LaTeX\ 2\epsilon graphics driver file for dvialw, by Nelson Beebe
\langle/dvialw\rangle

10.1 Rotation

\def\Ginclude@eps{\%\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 scale",
\Gin@scaley\space scale",
position = "bottom left",
include "$\textstyle1\space"\}%
\}}\langle/dvialw\rangle

11 emtex

A \LaTeX\ 2\epsilon 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{% 
\ifGin@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{!}% 
\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 psprint}% \fi
\special{#1\space \Gin@scalex\space \Gin@scaley scale \Gin@llx\space neg translate}%
}

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

PostScript Files.
\verbatim
\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\if\Gin@scalex\@tempa\else rwi=\number\dimen@\fi\if\Gin@scaley\@tempa\else rhi=\number\@tempdima\fi\if\Gin@clip clip \fi\egroup}
\def\Gin@PS@raw#1{\special{ps: #1}}
\endverbatim
Tiff files.
\verbatim
\def\Ginclude@tiff#1{\message{<#1>}
\special{insertimage: #1 \number\Gin@req@width\space \number\Gin@req@height}}
\endverbatim
Windows Metafiles.
\verbatim
\def\Ginclude@wmf#1{\message{<#1>}
\special{insertmf: #1 0 0 \number\Gin@req@width\space \number\Gin@req@height}}
\def\Gin@PS@raw#1{\special{ps: #1}}
\endverbatim

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

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

14.4 File Extensions
\verbatim
@namedef{Gin@rule@.wmf}#1{\{wmf\}#1}
\endverbatim
15 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{headertext=#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}}
\}
```

```
\langle /dvipsone \rangle
```

16 dviwindo

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

This driver now uses the same file as dvipsone.

17 dvitops

A \LaTeX\ 2ε graphics driver file for James Clark’s dvitops

```
\langle *dvitops \rangle
```

17.1 Rotation

```
newcount\Grot@count
\Grot@count=\ behaves 1
\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\ behaves 1%
  \global\advance\Grot@angle by\ behaves 1%
\}
```

17.2 Graphic file inclusion

```
def\Ginclude@eps#1{%
% 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 \ behaves 0m
\multiply\Gin@req@height by \ behaves 0m
\ifGin@clip
\typeout{no clipping support in dvitops}%
```
18 dvi2ps

A \LaTeX\ 2.ε graphics driver file for original dvi2ps

18.1 Graphic file inclusion

\def\Ginclude@eps#1{% 
\def@tempa{!}% 
\ifx\Gin@scaley@tempa\let\Gin@scalex\Gin@scaley\fi 
\if\Gin@clip 
\typeout{no clipping support in dvi2ps}\
\fi 
\special{psfile=#1\space
hscale=\strip@pt\Gin@req@width cm,
yscale=\strip@pt\Gin@req@height cm}}

19 pctexps

A \LaTeX\ 2.ε graphics driver file for Personal TeX’s PTI Laser/PS; from information supplied by Lance Carnes and Tao Wang <pti@crl.com>.

19.1 Graphic file inclusion

\def\Ginclude@eps#1{% 
\message{<#1>}% 
\if\Gin@clip 
\typeout{no clipping support in pctexps}\
\fi 
\special{psfile=#1\space
x=\strip@pt\Gin@req@width cm,
y=\strip@pt\Gin@req@height cm}}
.ps graphics without bounding box information cannot be scaled. If the file actually contains the information, please rename the file to .eps file extension.

\def\Gin@extensions{.eps,.ps}
\@namedef{Gin@rule@.ps}{#1}{.ps}{#1}
\@namedef{Gin@rule@.eps}{#1}{.eps}{#1}
\def\Gin@PS@raw#1{\special{ps::#1}}
\def\Grot@start{\special{ps::gsave 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 currentpoint translate 1 \Gscale@x\space div 1 \Gscale@y\space div scale neg exch neg exch translate}}
⟨/pctexps⟩

20 pctex32

A \TeX\n2e graphics driver file for Personal \TeX’s PC \TeX\ for 32 bit Windows; Code supplied by Tao Wang <pti@crl.com>.

20.1 Colour
Uses the generic ‘color1’ code.

20.2 Graphic file inclusion

⟨∗pctex32⟩

17
including BMP graphics
\def\Ginclude@bmp#1{% 
message{<#1>}%
\ifGin@clip
\typeout{no clipping support for BMP graphics in PCTeX32}%
\fi
\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}}

including WMF graphics
\def\Ginclude@wmf#1{% 
message{<#1>}%
\ifGin@clip
\typeout{no clipping support for WMF graphics in PCTeX32}%
\fi
\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}}

20.3 Scaling and Rotating
PostScript rotation and scaling
\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}}
\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 currentpoint translate \Gscale@x\space div \Gscale@y\space div scale
 neg exch neg exch translate}}
\def\Gin@PS@raw#1{\special{ps:: #1}}
\def\Gin@PS@restored#1{\special{" #1}}

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

\pctexwin

A \TeX\n2ε graphics driver file for Personal TeX’s PC TeX for Windows; from information supplied by Lance Carnes and Tao Wang <pti@crl.com>.

\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,`````J%  please rename the file to .eps file extension.`````J%  ---------------------------------------------------------^^J%  
}

\def\Ginclude@bmp#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{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  
\typeout{no clipping support in pctexwin}%  
\fi  
\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}}

\langle /pctexwin \rangle

22 pctexhp

A \LaTeX{} 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 LATEX 2ε 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  
  currentpoint translate \Grot@angle\space  
  rotate neg exch neg exch translate}}
\def\Grot@end{\special{ps: currentpoint grestore moveto}}

24 dviwin

A LATEX 2ε 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\Ginclude@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 \TeX{} graphics driver file for B Hamilton Kelly’s ln03 driver. Untested, but based on the graphics macros distributed with the driver.

\[ \langle *ln \rangle \]

25.1 Graphic file inclusion

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

26 truetex

A \TeX{} graphics driver file for Kinch ‘truetex’ driver.

\[ \langle *truetex \rangle \]

26.1 Colour

Uses the ‘color4’ colour code.

26.2 Graphic file inclusion

EPS File inclusion: DVIPS style.

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

bmp File Inclusion.

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

27 tcidvi

A \TeX\ 2ε graphics driver file for Scientific Word/Workplace. Actually for the Kinch truetex driver, augmented with extra \special handling with the DLL supplied with SW.

27.1 Colour

Uses the ‘color4’ colour code.

The above colours are handled by the Kinch-supplied dll The TCI dll adds support for \colorbox, but only grey scale The code below accepts any color model, but only the red component is used.
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@ury bp%
\advance\@tempdimb-\Gin@olly bp%
\@tempdima \Gin@urx bp%
\advance\@tempdima-\Gin@ollx 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;%
dept 0pt;%
original-width \the\Gin@nat@width;%
original-height \the\Gin@nat@height;%
cropleft "\TCI@cropleft";%
cropbottom "\TCI@cropright";%
cropright "\TCI@cropleft";%
filename '#1';%
}\ifx\TCI@temp\@empty\else tempfilename \TCI@temp;\fi
}}

Default values so documents produced elsewhere should work

\def\TCI@language{"Scientific Word"}
\def\TCI@type{"GRAPHIC"}
\def\TCI@validfile{"F’}
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{}
\@namedef{Gin@rule@.ps}#1{{eps}{.ps}{#1}}
\@namedef{Gin@rule@.eps}#1{{eps}{.eps}{#1}}
\@namedef{Gin@rule@.PS}#1{{eps}{.PS}{#1}}
\@namedef{Gin@rule@.EPS}#1{{eps}{.EPS}{#1}}
\@namedef{Gin@rule@*}#1{{bmp}{\Gin@ext}{#1}}

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 cannot 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.

\def\Gin@PS@raw#1{}
\def\Gin@PS@restored#1{}
\def\Gin@PS@literal@header#1{}
\def\Gin@PS@file@header#1{}

\def\Gin@PS@raw\#1{}
\def\Gin@PS@restored\#1{}
\def\Gin@PS@literal@header\#1{}
\def\Gin@PS@file@header\#1{}

\def\Gin@include@bmp\Ginclude@eps
29 Graphics Inclusion Rules

\begin{verbatim}
\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}}
\end{verbatim}

\begin{verbatim}
\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}}
\end{verbatim}

\begin{verbatim}
\def\Gin@extensions{.eps,.ps,.pcx,.bmp}
\@namedef{Gin@rule@.pcx}#1{{bmp}{pcx}{#1}}
\@namedef{Gin@rule@.bmp}#1{{bmp}{bmp}{#1}}
\@namedef{Gin@rule@.msp}#1{{bmp}{msp}{#1}}
\end{verbatim}

\begin{verbatim}
%\def\Gin@extensions{{},.ps,.eps,.pict}
%\@namedef{Gin@rule@.ps}#1{{eps}{.ps}{#1}}
%\@namedef{Gin@rule@.eps}#1{{eps}{.eps}{#1}}
%\@namedef{Gin@rule@.pict}#1{{pict}{pict}{#1}}
%\@namedef{Gin@rule@.pntg}#1{{pntg}{pntg}{#1}}
%\@namedef{Gin@rule@}{pict\{relax\}{#1}}
\end{verbatim}

\begin{verbatim}
%\def\Gin@extensions{.eps,.ps,.pcx,.bmp}
\@namedef{Gin@rule@.tif}#1{{tiff}{tif}{#1}}
\end{verbatim}

\end{verbatim}