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\colortarg#1{\%\dimen#1\p@\ifdim\dimen<\z@\dimen\maxdimen\fi\ifdim\dimen>\p@\PackageError{color}{Argument '#1' not in range [0,1]}{\atenddoc\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.

\def\color@gray#1#2{\color@arg{#2}\langle color4 \rangle \color@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}}

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

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

\def\color@rgb#1#2{\color@@rgb#2\@@#1}
\def\color@@rgb#1,#2,#3\@@#4{\color@arg{#1}\langle color4 \rangle \color@rgb@RGB\@tempa \color@arg{#2}\langle color4 \rangle \color@rgb@RGB\@tempb \color@arg{#3}\langle color4 \rangle \edef#4{rgb #1 #2 #3}\langle color1 \rangle \edef#4{rgb #1. #2. #3.}\langle color2 \rangle \edef#4{#1 #2 #3 setrgbcolor}\langle color4 \rangle \edef#4{\@tempa\@tempb\@tempc}}

A 0–1 range value will have been left in \dimen@ by \color@arg. The black value (0–1) will be stored in \dimen@ii. Covert 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\c@lor@arg{#1}
\def\c@lor@arg{#2}
\def\c@lor@arg{#3}
\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}}
\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}}

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 #2 #3 #4\@@{{#1#2 255 div #3 255 div #4 255 div setrgbcolor}}
102 ⟨*color1⟩
103 \def\color1{\TeXDict begin #1 end}
104 \def\color2{\TeXDict begin #1 end}
105 \def\color3{\TeXDict begin #1 end}
106 \def\color4{\TeXDict begin #1 end}
107 ⟨/color1⟩
108 ⟨/color2⟩
109 ⟨/color3⟩
110 ⟨/color4⟩

111 \def\c@lor@ps@#1 #2\@@{\TeXDict begin #1 end}
112 \def\c@lor@ps@rgb#1\@@{#1 setrgbcolor}
113 \def\c@lor@ps@hsb#1\@@{#1 sethsbcolor}
114 \def\c@lor@ps@cmyk#1\@@{#1 setcmykcolor}
115 \def\c@lor@ps@gray#1\@@{#1 setgray}
116 ⟨/color1⟩
117 ⟨/color2⟩
118 ⟨/color3⟩
119 ⟨/color4⟩

120 \def\c@lor@to@ps@#1 #2\@@{\csname c@lor@ps@#1@\endcsname#2 \@@}
121 \def\c@lor@ps@#1 #2\@@{\expandafter\expandafter\expandafter
122 \expandafter\c@lor@to@ps@\csname col@#1\expandafter\endcsname\space#2. \@@{#1}}
123 \def\c@lor@ps@rgb#1. #2. #3. #4\@@{#1 #2 #3 setrgbcolor}
124 \def\c@lor@ps@rgb@#1. #2. #3. #4. #5\@@#6{#1 #2 #3 setrgbcolor}
125 \def\c@lor@ps@cmyk#1. #2. #3. #4. #5. #6\@@{#1 #2 #3 #4 setcmykcolor}
126 \def\c@lor@ps@cmyk@#1. #2. #3. #4. #5. #6\@@#7{#1 #2 #3 #4 setcmykcolor}
127 \if\@firstofone#5!1 \else#5 \fi setcustomcmykcolor
128 ⟨/color2⟩
129 ⟨/color3⟩
130 ⟨/color4⟩

131 \def\current@color{ Black}
132 \def\current@color{gray 0}
133 \def\current@color{rgb 0. 0. 0.}
134 \def\current@color{0 setgray}
135 \def\current@color{0 0 0}

136 ⟨/color1⟩
137 ⟨/color2⟩
138 ⟨/color3⟩
139 ⟨/color4⟩

140 \def\set@color{
141 \special{color push \current@color
142 \special{color \current@color
143 \special{pdf: /C \current@color\space<<
144 \aftergroup\reset@color}}}
145 \def\reset@color{\special{color pop}}
146 \def\set@page@color{\c@lor@special\sixt@@n{background \current@color}}
147 \def\define@color@named#1#2{%
148 \AtBeginDvi{\special{color define #1 #2}}%
149 \expandafter\edef\csname col@#1\endcsname{#2}}
150 \def\no@page@color{\special{background \string"newpath clip}}
151 ⟨/color1⟩
152 ⟨/color2⟩
153 ⟨/color3⟩
\def\set@color{\Gin@PS@raw{\current@color}\aftergroup\reset@color}
\def\reset@color{\Gin@PS@raw{\current@color}}
\langle /color3 \rangle
\langle *color4 \rangle
\def\set@color{\special{textcolor: \current@color}\aftergroup\reset@color}
\def\reset@color{\special{textcolor: \current@color}}
\langle /color4 \rangle
\langle *color3 | color4 \rangle
\def\set@page@color{\color\sixt@@n{background color ignored: \current@color}}
\def\define@color@named#1#2{\expandafter\edef\csname col@#1\endcsname{#2}}
\langle /color4 | color3 \rangle
\langle /color1 | color2 | color3 | color4 \rangle
\langle *colorfix \rangle
\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}
\langle *colorfix \rangle
\langle dvipsnames \rangle
\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}
\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}{0.0,0.87,0.68,0.32}
\DefineNamedColor{named}{BrickRed} {cmyk}{0.0,0.89,0.94,0.28}
\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}{0.0,0.96,0.39,0}
\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}{0,1,0,0}
\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}{0,0.48,0,0}
\DefineNamedColor{named}{Thistle} {cmyk}{0.12,0.59,0,0}
\DefineNamedColor{named}{Orchid} {cmyk}{0.32,0.64,0,0}
\DefineNamedColor{named}{DarkOrchid} {cmyk}{0.40,0.80,0,0.20}
\DefineNamedColor{named}{Purple} {cmyk}{0.45,0.86,0,0}
\DefineNamedColor{named}{Plum} {cmyk}{0.50,1,0,0}
\DefineNamedColor{named}{Violet} {cmyk}{0.79,0.88,0,0}
\DefineNamedColor{named}{RoyalPurple} {cmyk}{0.75,0.90,0,0}
\DefineNamedColor{named}{BlueViolet} {cmyk}{0.86,0.91,0,0.04}
\DefineNamedColor{named}{Periwinkle} {cmyk}{0.57,0.55,0,0}
\DefineNamedColor{named}{CadetBlue} {cmyk}{0.62,0.57,0.23,0}
\DefineNamedColor{named}{CornflowerBlue} {cmyk}{0.65,0.13,0,0}
\DefineNamedColor{named}{MidnightBlue} {cmyk}{0.98,0.13,0,0.43}
\DefineNamedColor{named}{NavyBlue} {cmyk}{0.94,0.54,0,0}
\DefineNamedColor{named}{RoyalBlue} {cmyk}{1,0.50,0,0}
\DefineNamedColor{named}{Blue} {cmyk}{1,1,0,0}
\DefineNamedColor{named}{Cerulean} {cmyk}{0.94,0.11,0,0}
\DefineNamedColor{named}{Cyan} {cmyk}{1,0,0,0}
\DefineNamedColor{named}{ProcessBlue} {cmyk}{0.96,0,0,0}
\DefineNamedColor{named}{SkyBlue} {cmyk}{0.62,0.0,0.12,0}
\DefineNamedColor{named}{Turquoise} {cmyk}{0.85,0.0,0.20,0}
\DefineNamedColor{named}{TealBlue} {cmyk}{0.86,0.0,0.34,0.02}
\DefineNamedColor{named}{Aqua} {cmyk}{0.82,0.0,0.30,0}
\DefineNamedColor{named}{Aquamarine} {cmyk}{0.85,0,0.33,0}
\DefineNamedColor{named}{Emerald} {cmyk}{1,0.0,0.50,0}
\DefineNamedColor{named}{JungleGreen} {cmyk}{0.99,0.0,0.52,0}
\DefineNamedColor{named}{SeaGreen} {cmyk}{0.69,0,0.50,0}
\DefineNamedColor{named}{Green} {cmyk}{1,0,0,0}
\DefineNamedColor{named}{ForestGreen} {cmyk}{0.91,0,0.88,0.12}
\DefineNamedColor{named}{PineGreen} {cmyk}{0.92,0,0.59,0.25}
\DefineNamedColor{named}{LimeGreen} {cmyk}{0.50,0,0.1,0}
\DefineNamedColor{named}{YellowGreen} {cmyk}{0.44,0,0.74,0}
\DefineNamedColor{named}{SpringGreen} {cmyk}{0.26,0,0.76,0}
\DefineNamedColor{named}{OliveGreen} {cmyk}{0.64,0,0.95,0.40}
\DefineNamedColor{named}{RawSienna} {cmyk}{0.0,0.72,1,0.45}
\DefineNamedColor{named}{Sepia} {cmyk}{0.0,0.83,1,0.70}
\DefineNamedColor{named}{Brown} {cmyk}{0,0.81,1,0.60}
\DefineNamedColor{named}{Tan} {cmyk}{0.14,0.42,0.56,0}
\DefineNamedColor{named}{Gray} {cmyk}{0,0,0,0.50}
\DefineNamedColor{named}{Black} {cmyk}{0,0,0,1}
\DefineNamedColor{named}{White} {cmyk}{0,0,0,0}

\vipsnames

3 \dvips

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

\dvips

3.1 Colour

Uses the generic ‘color1’ code.
3.2 File inclusion

\includeeps #1 input file (or command)
\def\Ginclude@eps#1{%  
\message{<#1>}%  
\bgroup  
dvips likes to work with its own pixel resolution, so mangle the sizes slightly.  
\def\@tempa{!}%
\dimen@\Gin@req@width
\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
\ifGin@clip clip clip@fi}%
\egroup}

\includebmp #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  
\special{em: graph #1}%
\ifdim\Gin@urx bp=\z@
\ifdim\Gin@ury bp=\z@
\special{em: graph #1}\fi
\else
\special{em: graph #1,\Gin@urx bp}\fi
\else
\special{em: graph #1,\Gin@urx bp,\Gin@ury bp}\fi
\fi
\else
\special{em: graph #1,\Gin@urx bp,\Gin@ury bp}%
\fi
\fi%
}

\includepict 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.
\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})

7
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}{}  
\ifGin@setpagesize  
\ifx\paperwidth\@undefined\else  
\paperwidth\stockwidth  
\paperheight\stockheight  
\fi  
\ifdim\paperwidth>\z@  
\ifdim\paperheight>\z@  
\special{papersize=\the\paperwidth,\the\paperheight}  
\fi  
\fi
\fi
\endgroup}}}
\fi
\fi
\langle dvips \rangle

6 dvipdf

A \LaTeX \textit{2e} graphics driver file for \textit{dvi\textit{pdf}} 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
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@tempdim@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@\else
\special{pdf: /GRAPH #1 sp}%
\else
\special{pdf: /GRAPH #1 \number\Gin@req@width sp}%
\fi
\else
\special{pdf: /GRAPH #1 \number\Gin@req@width sp
9
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}#1{{bmp}{.bb}{#1}}
@namedef{Gin@rule@.jpg}#1{{bmp}{.bb}{#1}}
@namedef{Gin@rule@.bmp}#1{{bmp}{.bb}{#1}}
⟨/dvipdf⟩

8 Oz\TeX
A \LaTeX{} 2ε graphics driver file for Oz\TeX{} (versions 1.42 and later), by Andrew Trevorrow.

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}
\divide\Gin@req@height by 65781\%
\special{#1=#2\space
width=\number\Gin@req@width \space
height=\number\Gin@req@height
}\
\end{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{%
\def\@tempa{!}%
\ifx\Gin@scaley\@tempa
\let\Gin@scaley\Gin@scalex%
\else
\ifx\Gin@scalex\@tempa\let\Gin@scalex\Gin@scaley\fi
\fi
\ifx\Gin@scaley\@tempa\let\Gin@scaley\Gin@scaley\fi
\else
\setlength{\tempdima}{\Gin@scaley\@tempa\let\Gin@scaley\Gin@scaley\fi
\setlength{\tempdima}{\Gin@scaley\@tempa\let\Gin@scaley\Gin@scaley\fi
\ifdim\@tempdima>\@tempdima
\let\Gin@scaley\Gin@scaley
\fi
\fi
\if\Gin@clip
\typeout(no clipping support in Textures)\%
\fi
\@tempdima=1000sp%
\setlength{\tempdima}{\Gin@scaley\@tempdima}%
\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}}
\end{verbatim}

\begin{verbatim}
\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 \texttt{dvialw} graphics driver file for dvialw, by Nelson Beebe

\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 \texttt{emtex} graphics driver file for Eberhard Mattes’ \emTeX

\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}
11.1 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}%  
}\
(/emtex)

12 dvilaser/ps
A \LaTeX\!\!ε graphics driver file for Arbortext’s dvilaser/ps
\def\dvilaser{%
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}%;
}\
(/dvilaser)

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

14 dvipsone
A \LaTeX\!\!ε graphics driver file for Y&Y’s dvipsone
\def\dvipsone{%
14.1 Graphic file inclusion

PostScript Files.

\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 \if\Gin@scalex\@tempa\else rwi=\number\dimen@ \space \fi \if\Gin@scaley\@tempa\else rhi=\number\@tempdima \space \fi \if\Gin@clip clip \space \fi}\eregroup}

Tiff files.

\def\Ginclude@tiff#1{%
  \message{<#1>}%
  \special{insertimage: #1 \number\Gin@req@width \space \number\Gin@req@height}}

Windows Metafiles.

\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}}

14.2 Rotation

\def\Grot@start{%
  \special{ps: gsave currentpoint \space currentpoint translate \Grot@angle \space rotate neg exch neg exch translate}\
}

\def\Grot@end{%
  \special{ps: currentpoint currentpoint grestore moveto setfont}\
}

14.3 Scaling

\def\Gscale@start{%
  \special{ps: currentpoint currentpoint translate \space \scale@x \space \scale@y \space scale neg exch neg exch translate}\
}

\def\Gscale@end{%
  \special{ps: currentpoint currentpoint translate \space 1 \space \scale@x \space div \space 1 \space \scale@y \space div \space scale \space neg exch neg exch translate}\
}

14.4 File Extensions

\@namedef{Gin@rule@.wmf}{wmf}{#1}
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}}}

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

17.1 Rotation

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

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 \@m
\% \multiply\Gin@req@height by \@m
\ifGin@clip
\% \typeout{no clipping support in dvitops} %
18 dvi2ps

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

18.1 Graphic file inclusion

\def\Ginclude@eps#1{\%\reset\message{<#1>}\%\ifGin@clip\typeout{no clipping support in dvi2ps}%\fi\special{psfile=#1\space hscale=\Gin@scalex\space 1000 mul vscale=\Gin@scaley\space 1000 mul}}

19 pctexps

A \LaTeX\ 2ε 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{\%\reset\message{<#1>}\%\ifGin@clip\typeout{no clipping support in pctexps}%\fi\special{ps:#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}{.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 translate \Grot@angle\space rotate neg exch neg exch translate}}
\def\Grot@end{\special{ps:: currentpoint grestore moveto}}
\def\Gscale@start{\special{ps:: currentpoint \Gscale@x\space \Gscale@y\space scale neg exch neg exch translate}}
\def\Gscale@end{\special{ps:: currentpoint \Gscale@x\space div \Gscale@y\space div scale neg exch neg exch translate}}
\langle /pctexps \rangle

20 \texttt{pctex32}

A \TeX{} 2e 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.

\langle /pctex32 \rangle

20.2 Graphic file inclusion

% including PostScript graphics
\def\Ginclude@eps#1{\message{<#1>} \bgroup \def\@tempa{!} \dimen@.1bp \divide\dimen@\dimen@ii \@tempdima.1bp \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!\else rwi=\number\dimen@\space\fi \ifx\Gin@scaley!\else rhi=\number\@tempdima\space\fi \if\Gin@clip clip\fi \egroup}
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 
1 \Gscale@x\space div 1 \Gscale@y\space div scale 
neg exch neg exch exchange}}
\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}
\edef\@namedef{Gin@rule@.ps}#1{{eps}{.ps}{#1}}
\edef\@namedef{Gin@rule@.eps}#1{{eps}{.eps}{#1}}
\edef\@namedef{Gin@rule@.bmp}#1{{bmp}{}{#1}}
\edef\@namedef{Gin@rule@.wmf}#1{{wmf}{}{#1}}

(\pctex32)

21 pctexwin
A \TeX\ 2\ epsilon 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@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\Gin@req@width.03515\Gin@req@height\special{ps:#1}}

\def\Ginclude@bmp#1{\message{<#1>}\ifGin@clip\typeout{no clipping support in pctexwin}\fi\Gin@req@width.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@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{} 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>}%
if\Gin@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{} 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{} 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}}}
\@namedef{Gin@rule@.ps}#1{{eps}{.ps}{#1}}
\@namedef{Gin@rule@.eps}#1{{eps}{.eps}{#1}}
\let\Ginclude@eps\Ginclude@bmp

The only exception is EPS files, as they may be read for BoundingBox.
\@namedef{Gin@rule@.eps}#1{{eps}{.eps}{#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}
\langle/dviwin\rangle

25 ln
A \TeX\ 2\epsilon\ 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}}
\langle/*ln\rangle

26 truetex
A \TeX\ 2\epsilon\ 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 
  \@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 rh=\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 
\@tempdima\Gin@ury 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@cropbottom";% 
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’}
\def\TCI@cropleft{0}
\def\TCI@cropright{1}
\def\TCI@cropbottom{0}
\let\TCI@temp@empty

23
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}#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}}

\special{tcdvi}

### 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 (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

852 ⟨*psrules⟩
853 \def\Gin@extensions{.eps,.ps}
854 \namedef{Gin@rule@.ps}#1{{eps}{.ps}{#1}}
855 \namedef{Gin@rule@.eps}#1{{eps}{.eps}{#1}}
856 \namedef{Gin@rule@*}#1{{eps}{\Gin@ext}{#1}}
857 ⟨/psrules⟩
858 ⟨*psrulesZ⟩
859 \def\Gin@extensions{.eps,.ps,.eps.gz,.ps.gz,.eps.Z,.mps}
860 \namedef{Gin@rule@.ps}#1{{eps}{.ps}{#1}}
861 \namedef{Gin@rule@.eps}#1{{eps}{.eps}{#1}}
862 \namedef{Gin@rule@.mps}#1{{eps}{.mps}{#1}}
863 \namedef{Gin@rule@.pz}#1{{eps}{.bb}{#1}}
864 \namedef{Gin@rule@.eps.Z}#1{{eps}{.eps.bb}{#1}}
865 \namedef{Gin@rule@.ps.Z}#1{{eps}{.ps.bb}{#1}}
866 \namedef{Gin@rule@.ps.gz}#1{{eps}{.ps.bb}{#1}}
867 \namedef{Gin@rule@.eps.gz}#1{{eps}{.eps.bb}{#1}}
868 \namedef{Gin@rule@*}#1{{eps}{\Gin@ext}{#1}}
869 ⟨/psrulesZ⟩
870 ⟨*dosrules⟩
871 \def\Gin@extensions{.eps,.ps,.pcx,.bmp}
872 \namedef{Gin@rule@.pcx}#1{{bmp}{}{#1}}
873 \namedef{Gin@rule@.bmp}#1{{bmp}{}{#1}}
874 \namedef{Gin@rule@.msp}#1{{bmp}{}{#1}}
875 ⟨/dosrules⟩
876 ⟨*macrules⟩
877 \def\Gin@extensions{{},.ps,.eps,.pict}
878 \namedef{Gin@rule@.ps}#1{{eps}{.ps}{#1}}
879 \namedef{Gin@rule@.eps}#1{{eps}{.eps}{#1}}
880 \namedef{Gin@rule@.pict}#1{{pict}{}{#1}}
881 \namedef{Gin@rule@.pntg}#1{{pntg}{}{#1}}
882 \namedef{Gin@rule@.pict}#1{{pict}{}{#1}}
883 ⟨/macrules⟩
884 ⟨*tiffrules⟩
885 \namedef{Gin@rule@.tif}#1{{tiff}{}{#1}}
886 ⟨/tiffrules⟩