This package defines some tools which are useful for all packages not only the PSTricks like packages. Since the version 0.10 it includes the macros from random.tex.

Thanks to: Marcel Krüger; Pablo Gonzáles Luengo; Rolf Niepraschk;
1 Predefined styles

The style \texttt{mmpaper} is defined for \texttt{\psgrid}:

\begin{pspicture}(6,3)
\psgrid[style=mmpaper](6,3)
\end{pspicture}

\begin{pspicture}(6,3)
\psgrid[style=mmpaper,gridcolor=blue,subgridcolor=blue!80](6,3)
\end{pspicture}

2 \texttt{\psPrintValue}

This macro allows to print single values of a math function. It has the syntax

\begin{Verbatim}
\psPrintValue [Options] \{PostScript code\}
\psPrintValue [algebraic,...] \{x value, algebraic code\}
\end{Verbatim}

Important is the fact, that \texttt{\psPrintValue} works on PostScript side. For TeX it is only a box of zero dimension. This is the reason why you have to put it into a box, which reserves horizontal space.

There are the following valid options for \texttt{\psPrintValue}:
<table>
<thead>
<tr>
<th>name</th>
<th>value</th>
<th>default</th>
</tr>
</thead>
<tbody>
<tr>
<td>printfont</td>
<td>font name Times</td>
<td>only the current font (printfont=) or valid PostScript font names are possible, e.g. Times-Roman, Helvetica, Courier, Helvetica, Bookman. If you want to embed the fonts use always the URW names NimbusRomNo9L-Regu, NimbusSanL-Regu and NimbusMonL-Regu. However, the names may vary on different operating systems. If you leave the argument empty, it will choose the currently active font.</td>
</tr>
<tr>
<td>postString</td>
<td>&lt;string&gt; {}</td>
<td>will be appended to the number string</td>
</tr>
<tr>
<td>trimSpaces</td>
<td>&lt;boolean&gt; false</td>
<td>will strip spaces on the right</td>
</tr>
<tr>
<td>fontscale</td>
<td>&lt;number&gt; 10</td>
<td>the font scale in pt</td>
</tr>
<tr>
<td>valuewidth</td>
<td>&lt;number&gt; 10</td>
<td>the width of the string for the converted real number; if it is too small, no value is printed</td>
</tr>
<tr>
<td>decimals</td>
<td>&lt;number&gt; -1</td>
<td>the number of printed decimals, a negative value prints all possible digits.</td>
</tr>
<tr>
<td>xShift</td>
<td>&lt;number&gt; 0</td>
<td>the x shift in pt for the output, relative to the current point.</td>
</tr>
<tr>
<td>algebraic</td>
<td>&lt;boolean&gt; false</td>
<td>function in algebraic notation.</td>
</tr>
<tr>
<td>VarName</td>
<td>&lt;string&gt; {}</td>
<td>saves the value in /&lt;VarName&gt; for further use</td>
</tr>
<tr>
<td>comma</td>
<td>&lt;boolean&gt; false</td>
<td>comma instead of the for decimals</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>x(deg)</th>
<th>sin x</th>
<th>cos x</th>
<th>( \sqrt{x} )</th>
<th>sin x + cos x sin^2 x + cos^2 x</th>
</tr>
</thead>
<tbody>
<tr>
<td>0</td>
<td>0.0</td>
<td>1.0</td>
<td>0.0</td>
<td>1.0</td>
</tr>
<tr>
<td>10</td>
<td>0.173648</td>
<td>0.984</td>
<td>3.16228</td>
<td>1.15846</td>
</tr>
<tr>
<td>20</td>
<td>0.34202</td>
<td>0.939</td>
<td>4.47214</td>
<td>1.28171</td>
</tr>
<tr>
<td>30</td>
<td>0.5</td>
<td>0.866</td>
<td>5.47723</td>
<td>1.36603</td>
</tr>
<tr>
<td>40</td>
<td>0.642788</td>
<td>0.766</td>
<td>6.32456</td>
<td>1.40883</td>
</tr>
<tr>
<td>50</td>
<td>0.766044</td>
<td>0.642</td>
<td>7.07107</td>
<td>1.40883</td>
</tr>
<tr>
<td>60</td>
<td>0.866025</td>
<td>0.5</td>
<td>7.74597</td>
<td>1.36603</td>
</tr>
<tr>
<td>70</td>
<td>0.939693</td>
<td>0.342</td>
<td>8.3666</td>
<td>1.28171</td>
</tr>
<tr>
<td>80</td>
<td>0.984808</td>
<td>0.173</td>
<td>8.94427</td>
<td>1.15846</td>
</tr>
<tr>
<td>90</td>
<td>1.0</td>
<td>0.0</td>
<td>9.48683</td>
<td>1.0</td>
</tr>
<tr>
<td>100</td>
<td>0.984808</td>
<td>-0.173</td>
<td>10.0</td>
<td>0.81116</td>
</tr>
<tr>
<td>110</td>
<td>0.939693</td>
<td>-0.342</td>
<td>10.4881</td>
<td>0.597672</td>
</tr>
<tr>
<td>120</td>
<td>0.866025</td>
<td>-0.5</td>
<td>10.9545</td>
<td>0.366025</td>
</tr>
<tr>
<td>130</td>
<td>0.766044</td>
<td>-0.642</td>
<td>11.4018</td>
<td>0.123257</td>
</tr>
<tr>
<td>140</td>
<td>0.642788</td>
<td>-0.766</td>
<td>11.8322</td>
<td>-0.123257</td>
</tr>
<tr>
<td>150</td>
<td>0.5</td>
<td>-0.866</td>
<td>12.2474</td>
<td>-0.366025</td>
</tr>
<tr>
<td>160</td>
<td>0.34202</td>
<td>-0.939</td>
<td>12.6491</td>
<td>-0.597672</td>
</tr>
<tr>
<td>170</td>
<td>0.173648</td>
<td>-0.984</td>
<td>13.0384</td>
<td>-0.81116</td>
</tr>
</tbody>
</table>

```
\psset{fontscale=12}
\makebox[2em]{x(deg)} \makebox[5em]{\$\sin x\$} \makebox[4em]{\$\cos x\$}\hspace{1em}
\makebox[5em]{\$\sqrt{x}\$} \makebox[7em]{\$\sin x+\cos x\$}\makebox[6em]{\$\sin^2 x+\cos^2 x\$}\hspace{3pt}
\multido{iA=0+10}{18}{
  \makebox[1em]{iA} \makebox[1em]{\$\sin x\$}
  \makebox[1em]{\$\cos x\$}
  \makebox[1em]{\$\sqrt{x}\$}
  \makebox[1em]{\$\sin x+\cos x\$}
  \hspace{1em}
}
```
With enabled algebraic option there must be two arguments, separated by a comma. The first one is the $x$ value as a number, which can also be PostScript code, which leaves a number on the stack. The second part is the function described in algebraic notation. Pay attention, in algebraic notation angles must be in radian and not degrees.
\begin{tabular}{cccc}
\textbf{x(deg)} & \textbf{\(\sin x\)} & \textbf{\(\cos x\)} & \textbf{\(\sqrt{x}\)} & \textbf{\(\sin x + \cos x \sin^2 x + \cos^2 x\)}
\hline
0.0 & 0.0 & 1.0 & 0.0 & 1.0 & 1.0 \\
0.1 & 0.099833 & 0.995 & 0.316228 & 1.09484 & 1.0 \\
0.20001 & 0.198679 & 0.98 & 0.447225 & 1.17874 & 1.0 \\
0.30002 & 0.295539 & 0.955 & 0.547741 & 1.25087 & 1.0 \\
0.40002 & 0.389437 & 0.921 & 0.632471 & 1.31049 & 1.0 \\
0.50003 & 0.479452 & 0.877 & 0.707128 & 1.35702 & 1.0 \\
0.60004 & 0.564676 & 0.825 & 0.774622 & 1.38999 & 1.0 \\
0.70004 & 0.644248 & 0.764 & 0.83684 & 1.40906 & 1.0 \\
0.80005 & 0.717391 & 0.696 & 0.894455 & 1.41406 & 1.0 \\
0.90005 & 0.783358 & 0.621 & 0.94871 & 1.40493 & 1.0 \\
1.00006 & 0.841503 & 0.54 & 1.00003 & 1.38176 & 1.0 \\
1.10007 & 0.891239 & 0.453 & 1.04884 & 1.3477 & 1.0 \\
1.20007 & 0.932064 & 0.362 & 1.09548 & 1.29436 & 1.0 \\
1.30008 & 0.96358 & 0.267 & 1.14021 & 1.231 & 1.0 \\
1.40009 & 0.985465 & 0.169 & 1.18325 & 1.15534 & 1.0 \\
1.50009 & 0.997501 & 0.07 & 1.22478 & 1.06815 & 1.0 \\
1.6001 & 0.99957 & -0.029 & 1.26495 & 0.970271 & 1.0 \\
1.7001 & 0.991652 & -0.128 & 1.30388 & 0.862708 & 1.0 \\
\end{tabular}
3 \psRegisterList

The macro defines for every list item an own macro for an easy access to the items. It must be a comma separated list.

\psRegisterList{Name}{value list}
\langle Name\rangle{Index}

\psRegisterList{Color}{yellow,blue,green,red}% defines macro \Color
\begin{pspicture}(-7,-4.5)(7,5.5)
\psaxes{-}(0,0)(-6.5,-4.5)(6.75,5)
\psset{plotpoints=400,algebraic,linewidth=1pt,fillstyle=solid,opacity=0.4}
\multido{iA=1+1}{4}{%
  \psplot[linecolor=\Color\iA,fillcolor=\Color\iA!60]{-6.283}{6.283}{\iA*sin(\iA*x)}%}
\psset{plotpoints=400,algebraic}
\psforeach\iA{1,2,3,4}{%
  \psplot[linecolor=\Color\iA]{-6.28}{6.28}{\iA*sin(\iA*x)}%}
\end{pspicture}

4 Random numbers

The file random.tex from Donald Arseneau is no more part of CTAN due to a missing licence statement. pst-tools at version 0.10 includes the code. The documentation was inside the package otself:

Random integers are generated in the range 1 to 2147483646 by the macro \nextrandom. The result is returned in the counter \randomi. Do not change \randomi except, perhaps, to initialize it at some random value. If you do not initialize it, it will be initialized using the time and date. (This is a sparse initialization, giving fewer than a million different starting values, but you should use
other sources of numbers if they are available—just remember that most of the numbers available to TeX are not at all random.)

The \texttt{\textbackslash nextrandom} command is not very useful by itself, unless you have exactly 2147483646 things to choose from. Much more useful is the \texttt{\textbackslash setrannum} command which sets a given counter to a random value within a specified range. There are three parameters:

\texttt{\textbackslash setrannum\{<counter>\}\{<minimum>\}\{<maximum>\}}

For example, to simulate a die-roll:

\texttt{\textbackslash setrannum\{\texttt{\textbackslash die}\}\{1\}\{6\} \texttt{\textbackslash ifcase}\texttt{\textbackslash die}...}

If you need random numbers that are not integers, you will have to use dimen registers and \texttt{\textbackslash srandimen}. For example, to set a random page width:

\texttt{\textbackslash srandimen \textbackslash hsize\{3in\}\{6.5in\}}

The »\texttt{\textbackslash pointless}« macro will remove the »pt« that TeX gives so you can use the dimensions as pure `real' numbers. In that case, specify the range in pt units. For example,

\texttt{\textbackslash srandimen\textbackslash answer\{2.71828pt\}\{3.14159pt\}}

The answer is \texttt{\textbackslash pointless\textbackslash answer}.

The random number generator is the one by Lewis, Goodman, and Miller (1969) and used as \texttt{\textbackslash ran0} in »Numerical Recipies« using Schrage's method for avoiding overflows. The multiplier is 16807(7^5), the added constant is 0, and the modulus is 2147483647(2^{31}−1). The range of integers generated is 1−2147483646. A smaller range would reduce the complexity of the macros a bit, but not much—most of the code deals with initialization and type-conversion. On the other hand, the large range may be wasted due to the sparse seed initialization.

\textbf{5 List of the defined PostScript functions}

\begin{verbatim}
/Pi2 1.57079632679489661925640 def
/factorial { % n on stack, returns n!}
/MoverN { % m n on stack, returns the binomial coefficient m over n }
/ps@ReverseOrderOfPoints { % on stack [P1 P2 P3 ...Pn]->[Pn,Pn-1,...,P2,P1]
/cxadd { % [a1 b1] [a2 b2] = [a1+a2 b1+b2]
/cxneg { % [a b]
/cxsub { cxneg cxadd } def % same as negative addition
/cxmul { % [a1 b1] [a2 b2]
/cxsqr { % [a b]^2 = [a^2-b^2 2ab] = [a2 b2]
/cxlog { % [a b] -> log[a b] = [a^2-b^2 2ab] = [a2 b2]
/cxn2m2 { % [a b] -> a^2+b^2
/cxnorm { %
/cxconj { % [a b] -> [a -b]
/cxre { 0 get } def % real value
/cxim { 1 get } def % imag value
/cxrechip { % [a b] -> 1/[a b] = ([a -b]/(a^2+b^2)
/cxmake1 { 0 2 array astore } def % make a complex number, real given
/cxmake2 { 2 array astore } def % dito, both given
/cxdiv { cxrecip cxmul } def
/cxmul { % [a b] r->[r*a r*b]
/cxdiv { % [a b] r->[1/r*a 1/r*b]
/cxconv { % theta -> exp(i theta) = cos(theta)+i sin(theta) polar<->cartesian
/bubblesort { % on stack must be an array [...]
/concatstringarray{ % [(a) (b) ... (z)] -> (ab...z) 20100422
/concatstrings{ % (a) (b) -> (ab)
/reversestring { % (ABC) -> (CBA)
/concatarray{ % [a c] [b d] -> [a c b d]
/dot2comma { % on stack a string (....)
\end{verbatim}

\end{verbatim}
/rightTrim { % on stack the string and the character number to be stripped
/psStringwidth /stringwidth load def
/psShow /show load def
# List of all optional arguments for pst-tools

<table>
<thead>
<tr>
<th>Key</th>
<th>Type</th>
<th>Default</th>
</tr>
</thead>
<tbody>
<tr>
<td>decimalSeparator</td>
<td>ordinary</td>
<td>.</td>
</tr>
<tr>
<td>comma</td>
<td>boolean</td>
<td>true</td>
</tr>
<tr>
<td>trimSpaces</td>
<td>boolean</td>
<td>true</td>
</tr>
<tr>
<td>xShift</td>
<td>ordinary</td>
<td>0</td>
</tr>
<tr>
<td>yShift</td>
<td>ordinary</td>
<td>0</td>
</tr>
<tr>
<td>postString</td>
<td>ordinary</td>
<td></td>
</tr>
<tr>
<td>VarName</td>
<td>ordinary</td>
<td></td>
</tr>
<tr>
<td>printfont</td>
<td>ordinary</td>
<td>NimbusRomNo9L-Regu</td>
</tr>
<tr>
<td>valuewidth</td>
<td>ordinary</td>
<td>10</td>
</tr>
<tr>
<td>fontscale</td>
<td>ordinary</td>
<td>10</td>
</tr>
<tr>
<td>decimals</td>
<td>ordinary</td>
<td>-1</td>
</tr>
<tr>
<td>round</td>
<td>boolean</td>
<td>true</td>
</tr>
<tr>
<td>science</td>
<td>boolean</td>
<td>true</td>
</tr>
</tbody>
</table>

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