Windvi Features

Windvi 0.54

21/07/1998

Many of these examples are taken from the *LaTeX Graphics Companion*.
First, we check the color text behavior:

green text

red text

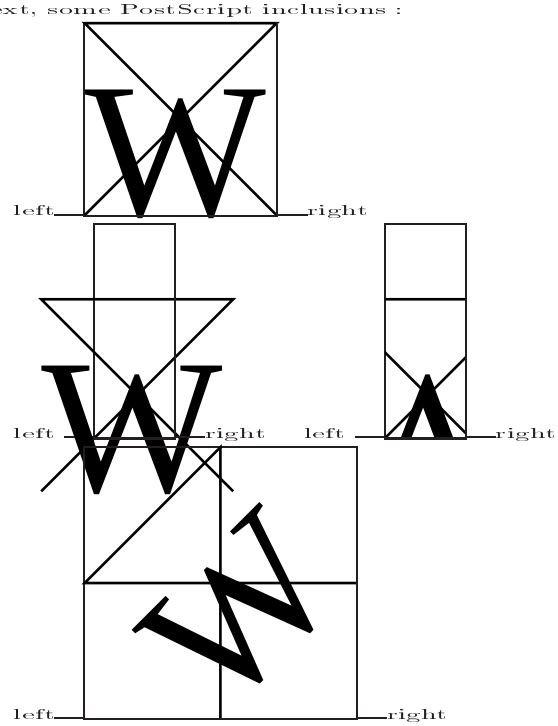
yellow text

magenta text

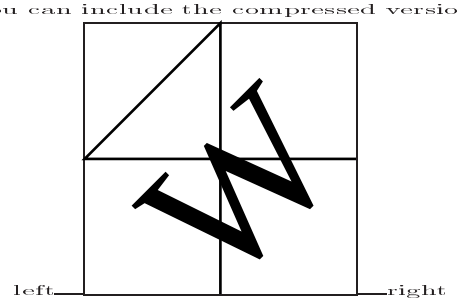
cyan text

This is the default text.

Next, some PostScript inclusions :



You can include the compressed version too:



or even some raw PostScript code. The following figure, Fig. 1, is an example of raw postscript being sent to the driver. It was taken from the *dvips* manual.

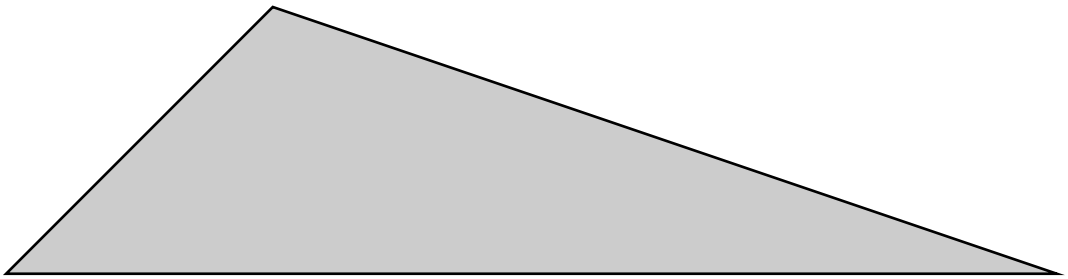
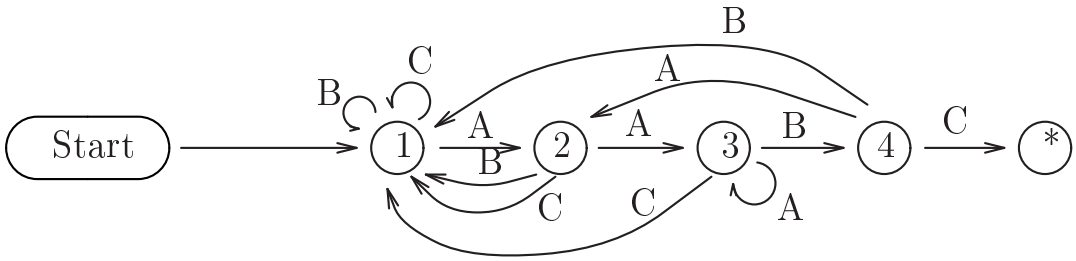
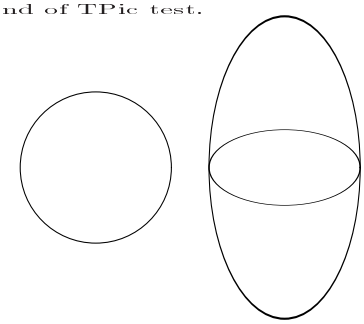


Figure 1: Postscript code directly from a *special* command.

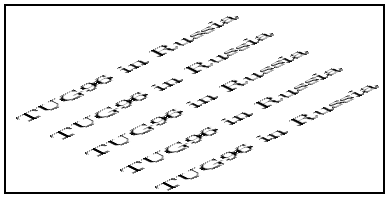
A TPiC trial:



End of TPic test.



Here the text should be rotated, but given this is text, and that this material is not processed by ghostscript, the text is not rotated.



The World of Color (I) :

1. magenta cmyk black
2. predefined blue gray text

The World of Color (II) :

Black text, blue background, red frame

White text, blue background, red frame

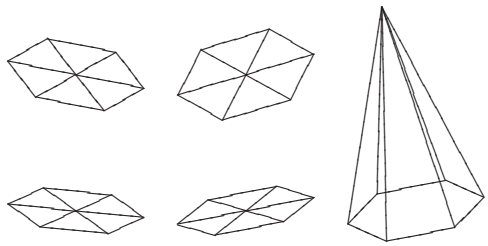
Green text, blue background, red frame

Fun with color

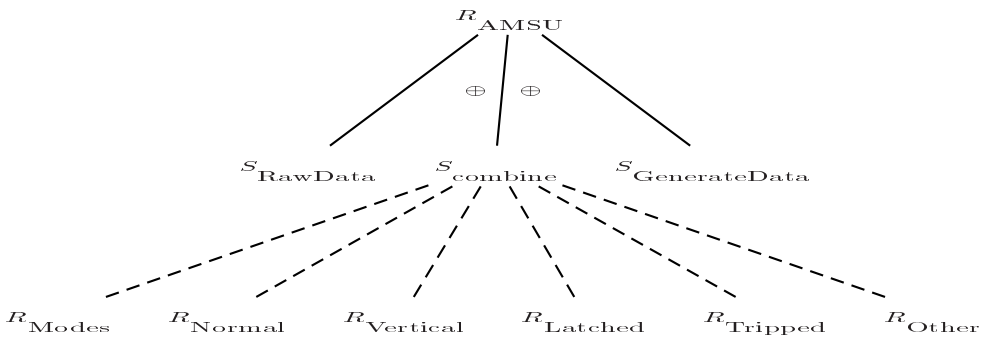
Fun with color

Fun with color

Fun with color

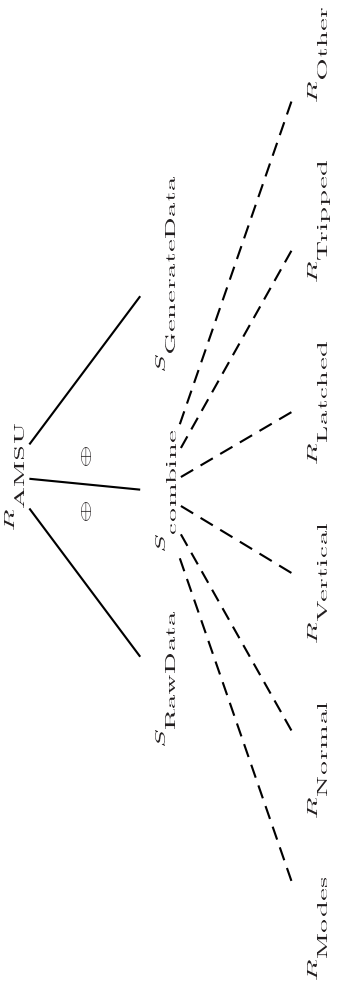


PSTricks (I)


R_{AMSU}
$\oplus$
$\oplus$
S_{RawData}
S_{combine}
$S_{\mathrm{GenerateData}}$
R_{Modes}
R_{Normal}
R_{Vertical}
R_{Latched}
R_{Tripped}
R_{Other}

PSTricks (II)

Here, only the PS drawing is rotated, not the text :



Something that is higly desirable : being able to jump to *any* page, and be placed in the correct color stack state. This is possible because Windvi does pre-scanning of all specials.

What will happen if we break some

page across color text ? Will we get the expected result ?

Test of the background for the windvi program.

Is the background restored to white ?

I hope not ! Because the `\pagecolor{}` command is sticky through out the document.

Figure 2: The author.

This is an inclusion of a .jpg image thanks to jpeg2ps.exe.

Oh ! By the way : that's me. This was the easiest jpeg picture to find.