NAME

gv_tcl - graph manipulation in tcl

SYNOPSIS

#!/usr/bin/tclsh
package require gv

USAGE

Requires tcl8.3 or later.

INTRODUCTION

gv_tcl is a dynamically loaded extension for **tcl** that provides access to the graph facilities of **graphviz.**

COMMANDS

New graphs

New empty graph

<*graph_handle*> **gv::graph** <*name*>
<*graph_handle*> **gv::digraph** <*name*>
<*graph_handle*> **gv::strictgraph** <*name*>
<*graph_handle*> **gv::strictdigraph** <*name*>

New graph from a dot-syntax string or file

<*graph_handle*> **gv::readstring** <*string*>
<*graph_handle*> **gv::read** <*string*> *filename*
<*graph_handle*> **gv::read** <*channel*>

Add new subgraph to existing graph

<*graph_handle*> **gv::graph** <*graph_handle*> <*name*>

New nodes

Add new node to existing graph

<*node_handle*> **gv::node** <*graph_handle*> <*name*>

New edges

Add new edge between existing nodes

<*edge_handle*> **gv::edge** <*tail_node_handle*> <*head_node_handle*>

Add a new edge between an existing tail node, and a named head node which will be induced in the graph if it doesn't already exist

<*edge_handle*> **gv::edge** <*tail_node_handle*> <*head_name*>

Add a new edge between an existing head node, and a named tail node which will be induced in the graph if it doesn't already exist

<*edge_handle*> **gv::edge** <*tail_name*> <*head_node_handle*>

Add a new edge between named tail and head nodes which will be induced in the graph if they don't already exist

<*edge_handle*> **gv::edge** <*graph_handle*> <*tail_name*> <*head_name*>

Setting attribute values

Set value of named attribute of graph/node/edge - creating attribute if necessary

<*string*> **gv::setv** <*graph_handle*> <*attr_name*> <*attr_value*>
<*string*> **gv::setv** <*node_handle*> <*attr_name*> <*attr_value*>
<*string*> **gv::setv** <*edge_handle*> <*attr_name*> <*attr_value*>

Set value of existing attribute of graph/node/edge (using attribute handle)

<*string*> **gv::setv** <*graph_handle*> <*attr_handle*> <*attr_value*>
<*string*> **gv::setv** <*node_handle*> <*attr_handle*> <*attr_value*>
<*string*> **gv::setv** <*edge_handle*> <*attr_handle*> <*attr_value*>

Getting attribute values

Get value of named attribute of graph/node/edge

<*string*> **gv::getv** <*graph_handle*> <*attr_name*>
<*string*> **gv::getv** <*node_handle*> <*attr_name*>
<*string*> **gv::getv** <*edge_handle*> <*attr_name*>

Get value of attribute of graph/node/edge (using attribute handle)

<*string*> **gv::getv** <*graph_handle*> <*attr_handle*>
<*string*> **gv::getv** <*node_handle*> <*attr_handle*>
<*string*> **gv::getv** <*edge_handle*> <*attr_handle*>

Obtain names from handles

<*string*> **gv::nameof** <*graph_handle*>
<*string*> **gv::nameof** <*node_handle*>
<*string*> **gv::nameof** <*attr_handle*>

Find handles from names

<*graph_handle*> **gv::findsubg** <*graph_handle*> <*name*>
<*node_handle*> **gv::findnode** <*graph_handle*> <*name*>
<*edge_handle*> **gv::findedge** <*tail_node_handle*> <*head_node_handle*>
<*attr_handle*> **gv::findattr** <*graph_handle*> <*name*>
<*attr_handle*> **gv::findattr** <*node_handle*> <*name*>
<*attr_handle*> **gv::findattr** <*edge_handle*> <*name*>

Misc graph navigators returning handles

<*node_handle*> **gv::headof** <*edge_handle*>
<*node_handle*> **gv::tailof** <*edge_handle*>
<*graph_handle*> **gv::graphof** <*graph_handle*>
<*graph_handle*> **gv::graphof** <*edge_handle*>
<*graph_handle*> **gv::graphof** <*node_handle*>
<*graph_handle*> **gv::rootof** <*graph_handle*>

Obtain handles of proto node/edge for setting default attribute values

<*node_handle*> **gv::protonode** <*graph_handle*>
<*edge_handle*> **gv::protoedge** <*graph_handle*>

Iterators

Iteration termination tests

<*boolean_string*> **gv::ok** <*graph_handle*>
<*boolean_string*> **gv::ok** <*node_handle*>
<*boolean_string*> **gv::ok** <*edge_handle*>
<*boolean_string*> **gv::ok** <*attr_handle*>

Iterate over subgraphs of a graph

<*graph_handle*> **gv::firstsubg** <*graph_handle*>
<*graph_handle*> **gv::nextsubg** <*graph_handle*> <*subgraph_handle*>

Iterate over supergraphs of a graph (obscure and rarely useful)

<*graph_handle*> **gv::firstsupg** <*graph_handle*>
<*graph_handle*> **gv::nextsupg** <*graph_handle*> <*subgraph_handle*>

Iterate over edges of a graph
<edge_handle> **gv::firstedge** *<graph_handle>*
<edge_handle> **gv::nextedge** *<graph_handle> <edge_handle>*

Iterate over outedges of a graph
<edge_handle> **gv::firstout** *<graph_handle>*
<edge_handle> **gv::nextout** *<graph_handle> <edge_handle>*

Iterate over edges of a node
<edge_handle> **gv::firstedge** *<node_handle>*
<edge_handle> **gv::nextedge** *<node_handle> <edge_handle>*

Iterate over out-edges of a node
<edge_handle> **gv::firstout** *<node_handle>*
<edge_handle> **gv::nextout** *<node_handle> <edge_handle>*

Iterate over head nodes reachable from out-edges of a node
<node_handle> **gv::firsthead** *<node_handle>*
<node_handle> **gv::nexthead** *<node_handle> <head_node_handle>*

Iterate over in-edges of a graph
<edge_handle> **gv::firstin** *<graph_handle>*
<edge_handle> **gv::nextin** *<node_handle> <edge_handle>*

Iterate over in-edges of a node
<edge_handle> **gv::firstin** *<node_handle>*
<edge_handle> **gv::nextin** *<graph_handle> <edge_handle>*

Iterate over tail nodes reachable from in-edges of a node
<node_handle> **gv::firsttail** *<node_handle>*
<node_handle> **gv::nexttail** *<node_handle> <tail_node_handle>*

Iterate over nodes of a graph
<node_handle> **gv::firstnode** *<graph_handle>*
<node_handle> **gv::nextnode** *<graph_handle> <node_handle>*

Iterate over nodes of an edge
<node_handle> **gv::firstnode** *<edge_handle>*
<node_handle> **gv::nextnode** *<edge_handle> <node_handle>*

Iterate over attributes of a graph
<attr_handle> **gv::firstattr** *<graph_handle>*
<attr_handle> **gv::nextattr** *<graph_handle> <attr_handle>*

Iterate over attributes of an edge
<attr_handle> **gv::firstattr** *<edge_handle>*
<attr_handle> **gv::nextattr** *<edge_handle> <attr_handle>*

Iterate over attributes of a node
<attr_handle> **gv::firstattr** *<node_handle>*
<attr_handle> **gv::nextattr** *<node_handle> <attr_handle>*

Remove graph objects
<boolean_string> **gv::rm** *<graph_handle>*
<boolean_string> **gv::rm** *<node_handle>*
<boolean_string> **gv::rm** *<edge_handle>*

Layout

Annotate a graph with layout attributes and values using a specific layout engine
<boolean_string> **gv::layout** *<graph_handle> <string> engine*

Render

Render a layout into attributes of the graph
<*boolean_string*> **gv::render** <*graph_handle*>

Render a layout to stdout
<*boolean_string*> **gv::render** <*graph_handle*> <*string*> *format*

Render to an open file
<*boolean_string*> **gv::render** <*graph_handle*> <*string*> *format* <*channel*> *fout*

Render a layout to an unopened file by name
<*boolean_string*> **gv::render** <*graph_handle*> <*string*> *format* <*string*> *filename*

Render to a string result
<*string*> **gv::renderresult** <*graph_handle*> *ing* <*string*> *format*
gv::renderresult <*graph_handle*> <*string*> *format* <*string*> *outdata*

Render to an open channel
<*boolean_string*> **gv::renderchannel** <*graph_handle*> <*string*> *format* <*string*> *channelname*

Render a layout to a malloc'ed string, to be free'd by the caller

(deprecated - too easy to leak memory)

(still needed for "eval [gv::renderdata $G tk]")
<*string*> **gv::renderdata** <*graph_handle*> <*string*> *format*

Writing graph back to file
<*boolean_string*> **gv::write** <*graph_handle*> <*string*> *filename*
<*boolean_string*> **gv::write** <*graph_handle*> <*channel*>

Graph transformation tools
<*boolean_string*> **gv::tred** <*graph_handle*>

KEYWORDS

graph, dot, neato, fdp, circo, twopi, tcl.