



PSTricks

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Einführung in PSTricks

Teil II – Pakete

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prerex – prerequisite charts

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prerex



Quellcode

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prerex

```
1 \def\radius{4 }\def\PhiI{20 }\def\PhiII{50 }
2 \def\RadIs{\radius \PhiI sin mul}
3 \def\RadIc{\radius \PhiI cos mul}
4 \def\RadIIs{\radius \PhiII sin mul}
5 \def\RadIIc{\radius \PhiII cos mul}
6 \def\psxyzlabel#1{\bgroup\tiny\textsf{#1}\egroup}
7 \pause
8 \begin{pspicture}(-5,-6.5)(3,4.5)
9   \psset{Alpha=45,Beta=30,linestyle=dashed,unit=0.8cm}
10  \pstThreeDCoor[linestyle=solid,xMin=-5,xMax=5,yMin=-4,yMax
11    =5,zMax=5,IIIdticks]
12  \pstThreeDEllipse[linecolor=red](0,0,0)(0,\radius,0)(0,0,\
13    radius)
14  \pstThreeDEllipse(\RadIs,0,0)(0,\RadIc,0)(0,0,\RadIc)
15  \pstThreeDEllipse(\RadIIs,0,0)(0,\RadIIc,0)(0,0,\RadIIc)
16  %
17  \pstThreeDEllipse[linestyle=dotted,SphericalCoord](0,0,0)(\
18    radius,90,\PhiI)(\radius,0,0)
19  \pstThreeDEllipse[SphericalCoord,
20  beginAngle=-90,endAngle=90](0,0,0)(\radius,90,\PhiI)(\radius
21    ,0,0)
22  \pstThreeDEllipse[linestyle=dotted,SphericalCoord](0,0,0)(\
23    radius,90,\PhiII)(\radius,0,0)
```



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```
1 \begin{pspicture}(-3,-3)(3,3)%\psgrid
2   \pstThreeDCoor[%
3     xMin=-3,xMax=3.5,yMin=-3,yMax=3.5,zMin=-3,zMax=3,%
4     Alpha=45,Beta=10]
5   \pstThreeDPut(1.2,-1.2,2.6){\color{blue}$\vec{\mu}$}
6   \psset{linecolor=blue}
7   \pstThreeDLine[linewidth=2pt](0,0,-3)(0,0,-1.5)
8   \rput{30}(0,0){%
9     \pstThreeDLine(0,0,-3.5)(0,0,0)
10    \pstThreeDSphere[Beta=10,linecolor={[cmyk]{0.2,0.6,1,0}},
11      linewidth=0pt,%
12      SegmentColor={[cmyk]{0.2,0.6,1,0}}](0,0,0){1.5}
13    \pstThreeDLine[arrows=->](0,0,1.7)(0,0,3.5)}
14    \pstThreeDLine[linewidth=2pt,arrows=->](0,0,1.7)(0,0,3)
15    \pstThreeDPut(-.2,.2,3){\color{blue}$\vec{B}_0$}%
16  \end{pspicture}
```

► Zurück