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>*

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