

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::graphhof <graph_handle>
<graph_handle> gv::graphhof <edge_handle>
<graph_handle> gv::graphhof <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 an open channel

*<boolean_string> **gv::renderchannel** <graph_handle> <string> format <string> channelname*

Render to a string result

***gv::renderresult** <graph_handle> <string> format <string> outdata*

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.