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Information processing systems — Computer graphics — Graphical Kernel System for Three Dimensions (GKS-3D) functional description

Systèmes de traitement de l'information — Infographie — Système graphique de base pour trois dimensions (GKS-3D) description fonctionnelle

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Foreword

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International Standard ISO 8805 was prepared by Technical Committee ISO/TC 97, *Information processing systems.*

Users should note that all International Standards undergo revision from time to time and that any reference made herein to any other International Standard implies its latest edition, unless otherwise stated.

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Information processing systems - Computer graphics - Graphical Kernel System for Three Dimensions (GKS-3D) functional description

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0 Introduction

The Graphical Kernel System for Three Dimensions (GKS-3D) provides a set of functions for:

a) definition and display of 2D and 3D graphical data;

b) storage and manipulation of graphical data;

c) input of graphically related data.

The main reasons for introducing this International Standard for computer graphics is:

d) to allow application programs involving graphics to be easily portable between different installations;

e) to aid the understanding and use of graphics methods by application programmers;

f) to serve manufacturers of graphics equipment as a guideline in providing useful combinations of graphics capabilities in a device.

In order to reach these main objectives, the GKS-3D design was based on the following requirements:

g) GKS-3D should include all the capabilities that are essential for the whole spectrum of graphics, from simple passive output to highly interactive applications.

h) The whole range of graphics devices, including vector and raster devices, microfilm recorders, storage tube displays, refresh displays and colour displays should be controllable by GKS-3D in a uniform way.

i) GKS-3D should provide all the capabilities required by a majority of applications.

These requirements were used to formulate a number of principles that were used to judge specific design alternatives. Thus it was possible to contribute to the overall design goals while focussing on certain aspects. Five design aspects were identified, each having a group of principles

j) Design goals: The following principles should not be violated by any technical design:

1) consistency: the mandatory requirements of GKS-3D should not be mutually contradictory;

2) compatibility: other standards or commonly accepted rules of practice should not be violated;

3) orthogonality: the functions or modules of GKS-3D should be independent of each other, or the dependency should be structured and well defined.

k) Functional capabilities: The following principles were used to define the extent of GKS-3D:

1) completeness: all functions that a majority of applications want to use on a given level of functionality should be included;

2) minimality: functions that are unnecessary for applications of a given level of functionality should not be provided;

3) compactness: an application should be able to achieve a desired result by a set of functions and parameters that is as small as possible;

4) richness: a rich set of functions offers an extensive range of facilities that stretches beyond the basic functions and includes higher order capabilities.

It is obvious that there is a trade off between the principles in this group. Therefore, the functions of GKS-3D are organized in nine levels. An implementation of GKS-3D provides precisely the functions of one of these levels. While the lowest level contains only a minimal set of functions, higher levels are allowed to extend beyond the basic needs towards greater richness.

l) User interface design: The following principles were used to define the user interface design:

1) user friendliness: GKS-3D should allow the design of a desirable user interface;

2) clarity: the concepts and functional capabilities of GKS-3D should be easily understandable, especially by the application programmer;

3) error handling: failure of system functions or modules, caused by errors of the system itself or by the application program, should be treated in such a way that the error reaction is clearly understandable and informative to the application programmer and that the impact on the system and the application program is as small as possible.

Clarity and sound error handling are essential parts of user friendliness. Error handling is an integral part of GKS-3D. To aid clarity, the system and its state can be presented to the user in an easily comprehensible manner.

Clarity applies not only to the system design but also to the system description. To this end, the GKS-3D specification is divided into a general description, a description of the underlying logical data structures representing the state of the system, and a description of the functions and their effects on these data structures.

m) Graphics devices: The following principles are associated with the range of graphics devices that can be addressed by GKS-3D:

1) device independence: GKS-3D functions should be designed to allow an application program, using these functions, to address facilities of quite different graphics output and input devices without modification of the program structure;

2) device richness: the full capabilities of a wide range of different graphics output and input devices should be accessible from the functions of GKS-3D.

These principles led to a fundamental concept underlying the GKS-3D architecture: the concept of multiple independent graphical workstations connected to and driven by GKS-3D. The application program can inquire the capabilities of every workstation. The GKS-3D design includes escape functions that are easily identifiable within an application program and can be used to access special facilities of a particular device.

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n) Implementation: The last group of principles is related to the implementation of GKS-3D:

1) implementability: it should be possible to support the GKS-3D functions in most host languages, on most operating systems and with most graphics devices;

2) language independence: it should be possible to access the facilities of GKS-3D from all International Standard programming languages;

3) efficiency: GKS-3D should be capable of being implemented without time consuming algorithms;

4) robustness: the operator and application programmer should be protected in the best possible way from hardware or software failure of the system.

The five groups of principles are interconnected. For example, design goals and functional capabilities both contribute to user friendliness. Efficiency is also important when considering response time in an interactive environment. Some principles may be conflicting, such as richness versus minimality, comprehensive error handling versus efficiency, and compactness versus device richness. Compromises needed to be made to achieve the overall design objective: GKS-3D should have an easily comprehensible structure and a set of functions that enables a vast majority of computer graphics users to design portable, device independent application programs addressing the whole range of computer graphics equipment.

o) Relationship to ISO 7942: This International Standard adheres to the following design goals with respect to ISO 7942:

1) the relationship between the functions in ISO 7942 and the functions described in this International Standard should be precisely defined and not be implementation dependent;

2) the format of functions and their parameters in ISO 7942 will remain unchanged in this International Standard;

3) additional functions will be added solely to support the new 3D functionality.

p) Compatibility of Application Programs: a major goal of this International Standard is that application programs written using the functions specified in ISO 7942 will run without modification on implementations conforming to this International Standard and produce the same results on workstations of the same type, subject to the allowable differences as detailed in Annex D. However, it is recognized that in certain situations, especially involving the use of metafiles, this goal cannot always be achieved (see Annex D for further details).

q) Relationship to ISO 9592: This International Standard has the following relationship to ISO 9592 (PHIGS):

The primary emphasis of PHIGS is different from that of GKS/GKS-3D. Unlike GKS/GKS-3D, PHIGS is not restricted to graphics and provides data structure definition and editing facilities which are not necessarily related to graphical output. PHIGS provides data structure facilities which can be rendered as graphical output, rather than being purely directed towards providing graphical output and interaction.

GKS/GKS-3D is oriented towards the direct output of graphical primitives grouped into segments, PHIGS provides data structures which are traversed to produce graphical output. However, the output primitives and their attributes generated at structure traversal time are almost identical to those of GKS-3D.

PHIGS provides the same underlying model of input as GKS-3D. The measure of the pick logical input device is extended to identify the structure element in the PHIGS Central Structure Store which generates the primitive picked by the operator.

Annexes C to H are given for information; they do not form part of the specification.

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1 Scope and field of application

This International Standard specifies a set of functions for computer graphics programming, the Graphical Kernel System for Three Dimensions (GKS-3D). GKS-3D is a basic graphics system for applications that produce computer generated three dimensional pictures on graphics output devices. It supports operator input and interaction by supplying basic functions for graphical input and picture segmentation. It allows storage and dynamic modification of pictures. A fundamental concept in GKS-3D is the workstation, consisting of a number of input devices and a single output device. Several workstations can be used simultaneously. The application program is allowed to adapt its behaviour at a workstation to make best use of workstation capabilities. This International Standard includes functions for storage on and retrieval from an external graphics file. Also, the functions are organized in upward compatible levels with increasing capabilities.

This International Standard provides application programs with the capability to define and display 3D graphical primitives, specified using 3D coordinates. In addition, the GKS-3D input model provides 3D locator and stroke input.

The output primitives of this International Standard differ from the output primitives of ISO 7942 in the following ways:

a) the polyline and polymarker primitives are defined by an arbitrary sequence of 3D coordinates;

b) the text, fill area and cell array primitives remain planar, but may lie in a plane positioned arbitrarily in 3D space;

c) the fill area set primitive is introduced.

Functions are provided in this International Standard to generate these primitives.

The functions of ISO 7942 can be used in this International Standard. However, the output functions generate instances of 3D primitives — instances that are constrained to lie in a plane. Furthermore, additional capabilities are provided in this International Standard to:

d) specify views of 3D objects;

e) obtain information from 3D input devices;

f) permit workstations to perform hidden line/hidden surface removal (HLHSR).

This International Standard provides no specific functions for controlling such rendering techniques as light source, shading, texturing, and shadow computations. However, workstations may apply these techniques, locally as the primitives and attributes are realized, provided that the general guidelines of Annex D concerning allowable workstation differences are followed.

NOTE - For certain parameters of the functions, GKS-3D defines value ranges as being reserved for registration (see 4.1.2). The meanings of these values will be defined using the established procedures.

GKS-3D defines a language independent nucleus of a graphics system. For integration into a programming language, GKS-3D is embedded in a language dependent layer obeying the particular conventions of that language.

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2 References

ISO 646, *Information processing - ISO 7-bit coded character set for information interchange.*

ISO 2022, *Information processing - ISO 7-bit and 8-bit coded character sets - Code extension techniques.*

ISO 2382/13, *Data processing - Vocabulary - Part 13: Computer graphics.*

ISO 6093, *Information processing - Representation of numerical values in character strings for information interchange.*

ISO 7942, *Information processing systems - Computer graphics - Graphical Kernel System (GKS) functional description*

ISO 8632, *Information processing systems - Computer graphics - Metafile for the storage and transfer of picture description information* [1)]

- *Part 1 : Functional description.*
- *Part 2 : Character encoding.*
- *Part 3 : Binary encoding.*
- *Part 4 : Clear text encoding.*

ISO/IEC 8806 *Information processing systems - Computer graphics - Graphical Kernel System for Three Dimensions (GKS-3D) Language Bindings* [2)]

- *Part 1 : FORTRAN*
- *Part 2 : PASCAL*
- *Part 3 : ADA*
- *Part 4 : C*

ISO/IEC 9592, *Information processing systems - Computer graphics - The Programmer's Hierarchical Interactive Graphics System (PHIGS)*

- *Part 1 : Functional description.*
- *Part 2 : Archive file format*
- *Part 3 : Clear text encoding.of archive file*

CIE Recommendations on colour space - supplement to CIE publication 15

CIE 1976 Supplementary standard colour metric of server and coordinate systems

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1) Two addenda are being produced which support segmentation and three dimensions.
2) At present at the stage of draft; publication anticipated in due course.

3 Definitions

For the purposes of this International Standard the following definitions apply.

NOTE - As far as possible, commonly accepted graphics terminology is used.

3.1 acknowledgement: Output to the operator of a logical input device indicating that a trigger has fired.

3.2 aspect ratio: The ratio of lengths along the principal axes of an object.

3.3 aspect source flag (ASF): A flag indicating whether a particular workstation dependent aspect of a primitive is selected from an attribute bundle, or as an individual attribute selection.

3.4 aspects of primitives: Ways in which the appearance of a primitive can vary. Some aspects are controlled directly by primitive attributes, some are controlled indirectly through a bundle table. Primitives inside segments have an aspect controlled through the segment containing them, for example highlighting; primitives outside segments do not.

3.5 attribute: Attributes control the properties of output primitives and segments. There ae four types of primitive attributes: geometric, non-geometric, viewing and identification. The geometric and non-geometric attributes control the values of aspects of primitives.

3.6 back plane: A plane parallel to the view plane whose location is specified as an N coordinate value in the view reference coordinate system. Primitives behind the back plane lie outside the view volume.

3.7 baseline: A horizontal line within a character body (see figure 3) which, for many character definitions, has the appearance of being a lower limit of the character shape. A descender passes below this line. All baselines in a font are in the same position in the character bodies.

3.8 bundle index: An attribute of an output primitive which is an index into a bundle table. It defines workstation dependent aspects of a primitive.

3.9 bundle table: A workstation dependent table specifying aspects of one or more output primitives. GKS-3D has polyline, polymarker, text, fill area, and edge bundle tables.

3.10 capline: A horizontal line within a character body (see figure 3) which, for many character definitions, has the appearance of being the upper limit of the character shape. An ascender may pass above this line and in some languages an additional mark (for example an accent) over the character may be defined above this line. All caplines in a font are in the same position in the character bodies.

3.11 cell array: An output primitive consisting of a parallelogram of equal sized cells, each of which is a parallelogram and has a single colour.

3.12 centre of projection: See Projection Reference Point (PRP).

3.13 centreline: A vertical line bisecting the character body (see figure 3).

3.14 character base vector: An aspect of text which defines the principal base direction of the text string. It is a two-dimensional vector in the text plane specified in the text output

3.15 character body: The rectangle defining the horizontal and vertical limits of an individual character.

3.16 character expansion factor: An aspect of text which specifies the deviation of character width from the defined nominal value.

3.17 character height: An aspect of text which specifies the nominal height of an upper case character.

3.18 character set: A registered interpretation for entries in the character code table (see ISO 2022).

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Definitions

3.19 character spacing: An aspect of text which specifies the fraction of font nominal character height to be added between adjacent character bodies in a string.

3.20 character up vector: An aspect of text which defines the principal up direction of the text string. It is a two-dimensional vector in the text plane specified in the text output function.

3.21 character width: An aspect of text which specifies the nominal width of an upper case character.

3.22 choice device: A GKS-3D logical input device providing a positive integer defining one of a set of alternatives.

3.23 CIE: Abbreviation for the Commission Internationale de L'Eclairage. Used to refer to the CIE universal colour definition system used as a colour model.

3.24 CIE L*u*v* colour model: A colour model witn an approximately uniform colour space for small colour differences and an associated colour difference formula. Its components are L* (Lightness) and u*, v* (Chromaticness). The coordinates of the associated chromaticity diagram are u* and v*.

3.25 CIE Tristimulus colour colour model: A colour model allowing the description of all colours within the colour gamut by non-negative tristimulus colour values X, Y, Z.

3.26 clipping: Removing those parts of output primitives which lie outside a specified volume.

3.27 clipping volume: Either the normalization viewport clipping volume, the view clipping volume or the intersection of the two. The normalization viewport clipping volume is a rectangular parallelepiped in normalized device coordinates (NDC). The view clipping volume is in the viewing reference coordinate system and is defined by the window, front and back planes, and projectors of the corners of the window. Output primitives within these volumes will not be clipped. Parts of output primitives on the planes forming the edges of these volumes are considered to be within the volume.

3.28 colour model: The method by which the application program describes a colour.

3.29 colour table: A workstation dependent table, in which the entries specify the values defining a particular colour.

3.30 coordinate graphics; line graphics: Computer graphics in which display images are generated from display commands and coordinate data.

3.31 device coordinates (DC): A device dependent coordinate system. In GKS-3D, DC units are metres on a device capable of producing a precisely scaled image, and appropriate workstation dependent units otherwise.

3.32 device driver: The device dependent part of a GKS-3D implementation that supports a physical graphics device. The device driver generates device dependent output and handles device dependent interaction.

3.33 device space: The space defined by the addressable points of a display device.

3.34 display device: A graphics device on which images can be represented. A display device is one possible component of a workstation.

3.35 display image; picture: A collection of output primitives or segments that are represented together at any one time on a display space.

3.36 display space: (1) That portion of the device space corresponding to the area available for displaying images. (2) The working space of an input device such as a digitiser.

3.37 echo: The immediate notification to the operator of the current measure of a logical input device.

3.38 echo area; echo volume: An area or volume, defined in device coordinates, which may be used for the display of a prompt or echo.

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3.39 echo type: A parameter of device initialization which selects the echo technique for a particular logical input device.

3.40 edge: The set of boundaries of the polygons defined in the fill area set primitive.

3.41 edge bundle table: A table associating specific values for workstation dependent aspects of a fill area set primitive with an edge bundle index. In GKS-3D, this table contains entries consisting of edge flag, edgetype, edgewidth scale factor, and colour index.

3.42 edge flag: An aspect of fill area set which enables or disables the display of edges.

3.43 edge type: An aspect of fill area set which indicates the style of the edges.

3.44 edgewidth scale factor: An aspect of fill area set which indicates the relative width of the image of an edge. The edgewidth scale factor is applied to a workstation dependent nominal value.

3.45 escape: A function which provides access to implementation dependent or device dependent features, not concerned with the generation of graphical output.

3.46 event mode: An operating mode for a logical input device in which asynchronous input is placed on the event queue as an event report when a trigger fires.

3.47 event queue: A time-ordered collection of event reports.

3.48 event report: An entry in the event queue which consists of a logical input value and identification of the logical input device responsible.

3.49 feedback: Output indicating to the operator the application program's interpretation of a logical input value.

3.50 fill area: An output primitive consisting of a single polygon.

3.51 fill area bundle table: A table associating specific values for workstation dependent aspects of fill area and fill area set primitives with bundle table index values. In GKS-3D, this table contains entries for interior style, style index, and colour index. The workstation dependent aspects of the fill area set edge are contained in the edge bundle table.

3.52 fill area set: An output primitive consisting of a set of fill areas with edge control.

3.53 front plane A plane parallel to the view plane which is specified as an N coordinate value in the view reference coordinate system. Primitives in front of the front plane lie outside the view volume.

3.54 Generalized Drawing Primitive (GDP): An output primitive which accesses implementation dependent and workstation dependent geometrical capabilities such as curve drawing.

3.55 GKS-3D level: Two values in the range 0 to 2 and a to c which together define a set of functional capabilities of GKS-3D. An implementation of GKS-3D provides precisely the functions of one level.

3.56 GKS-3D Metafile (GKSM): A sequential file that can be written or read by GKS-3D and is used for long-term storage (and for transmittal and transferral) of graphical information.

3.57 halfline: A horizontal line between the capline and the baseline within the character body (see figure 3), about which a horizontal string of characters in a font would appear centrally placed in the vertical direction. All halflines in a font are in the same position in the character bodies.

3.58 hatch interior style: One possible representation of the interior of a fill area set or fill area primitive. The interior is filled with a pattern of parallel or crossing hatch lines, selected from the workstation hatch table.

3.59 hatch table: The table of the hatch values defined on a workstation.

3.60 hidden line/hidden surface removal: Removal of those parts of output primitives which are obscured by other output primitives.

3.61 highlighting: A device independent way of emphasizing a segment by modifying its visual attributes.

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Definitions

3.62 HLS: An abbreviation for the Hue, Lightness, Saturation colour model.

3.63 hollow interior style: One possible representation of the interior of a fill area or fill area set primitive. The image is the boundary line only, including any boundaries created by clipping.

3.64 HSV: An abbreviation for the Hue, Saturation, Value colour model.

3.65 image: The appearance of objects after rendering.

3.66 implementation mandatory: Implementation mandatory describes a property that is required to be realized identically on all workstations of all implementations of GKS-3D.

3.67 input class: The characterization of the functionality of a logical input device. There are six classes of logical input device: LOCATOR, STROKE, VALUATOR, CHOICE, PICK, and STRING.

3.68 input mode: One of the three possible methods of obtaining data from a logical input device: REQUEST, SAMPLE, or EVENT.

3.69 inquiry function: A mechanism for communicating to the application program data contained in a state list or description table.

3.70 interior style: An aspect which indicates the style used to fill the interior of a fill area or fill area set.

3.71 linetype: An aspect which indicates the style of the image of a polyline, such as solid, dashed or dotted.

3.72 linewidth scale factor: An aspect which indicates the relative width of the image of a polyline. The linewidth scale factor is applied to a workstation dependent nominal value.

3.73 locator device: A logical input device providing a position in world coordinates, a normalization transformation number, and a view index.

3.74 logical input device: An abstraction of one or more physical input devices which delivers logical input values to the application program.

3.75 logical input value: A value delivered by a logical input device.

3.76 marker: A glyph with a specified appearance which is used to identify a location on a display surface. The shape of a marker is not subject to transformation.

3.77 marker size scale factor: An aspect which indicates the relative size of the image of a marker. The marker size scale factor is applied to a workstation dependent nominal value.

3.78 marker type: An aspect which selects the type of glyph used for markers.

3.79 measure: A value which is determined by the values of one or more physical input devices and a mapping from these values to a form required by one of the logical input classes.

3.80 measure process: A process which comes into existence when a logical input device is enabled for interaction. The current state of a measure process is the measure.

3.81 message: A string sent by the application program to a workstation principally for communication with the operator.

3.82 MI: An abbreviation for GKS-3D metafile input, a category of workstation.

3.83 MO: An abbreviation for GKS-3D metafile output, a category of workstation.

3.84 normalization transformation; window-to-viewport transformation: A transformation that maps the boundary and interior of a window to the boundary and interior of a viewport. In GKS-3D this transformation maps positions in world coordinates to normalized device coordinates.

3.85 normalized device coordinates (NDC): A coordinate specified in a device independent intermediate coordinate system, normalized to some range, typically 0 to 1. In GKS-3D, during an intermediate state the coordinates may lie outside the defined range, but associated clipping information ensures that the output does not exceed the coordinate range $[0,1]\times[0,1]\times[0,1]$.

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3.86 normalized projection coordinates (NPC): The device-dependent three dimensional Cartesian coordinate system in which the composition of images is specified to the graphics system. The projection viewport and workstation window are specified in NPC space.

3.87 oblique view: A parallel projection whose projectors are not perpendicular to the view plane or a perspective projection where the projector through the centre of the view window is not perpendicular to the view plane.

3.88 operator: Person manipulating physical input devices so as to change the measures of logical input devices and cause their triggers to fire.

3.89 output primitive A fundamental graphical display entity representing a geometric shape.

3.90 parallel transformation: The transformation of an object in which parallel lines in the object appear parallel in the resulting image without regard to relative distance or depth.

3.91 perspective transformation: The transformation of an object in which parallel lines in the object which intersect the view plane appear to converge in the resulting image as a function of relative distance or depth.

3.92 pick device: A GKS-3D logical input device providing the pick identifier attached to an output primitive and the associated segment name.

3.93 pick identifier: A name, attached to individual output primitives within a segment, and returned by the pick device. The same pick identifier can be assigned to different output primitives.

3.94 pixel; picture element: The smallest element of a display space that can be independently assigned a colour or intensity.

3.95 polyline: An output primitive consisting of a connected sequence of straight lines between specified points.

3.96 polyline bundle table: A table associating specific values for all workstation dependent aspects of a polyline primitive with a polyline bundle index. In GKS-3D, this table contains entries consisting of linetype, linewidth scale factor, and colour index.

3.97 polymarker: An output primitive consisting of a set of locations, each indicated by the same type of marker.

3.98 polymarker bundle table: A table associating specific values for all workstation dependent aspects of a polymarker primitive with a polymarker bundle index. In GKS-3D, this table contains entries consisting of marker type, marker size scale factor, and colour index.

3.99 primitive attribute: Primitive attribute values (for output primitives) are selected by the application in a workstation independent manner, but can have workstation dependent effects.

3.100 projection plane: See view plane.

3.101 projection reference point (PRP): A point in view reference coordinate space which determines the direction of projectors when the projection type is PARALLEL, or from which all projectors emanate when the projection type is PERSPECTIVE.

3.102 projector: A conceptual line which passes through each point of an object and intersects the view plane.

3.103 prompt: Output to the operator indicating that a specific logical input device is available.

3.104 raster graphics: Computer graphics in which a display image is composed of an array of pixels arranged in rows and columns.

3.105 RGB: An abbreviation for the Red, Green, Blue colour model.

3.106 rotation: Turning all or part of a display image about an axis. In GKS-3D, this capability is available via the segment and viewing transformations.

3.107 scaling; zooming: Enlarging or reducing all or part of a display image by multiplying the coordinates of display elements by a constant value. In GKS-3D, this capability is available via the

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segment and viewing transformations.

NOTE - For different scaling in three orthogonal directions three constant values are required.

3.108 segment: A collection of display elements that can be manipulated as a unit.

3.109 segment attributes: Attributes that apply only to segments. In GKS-3D, segment attributes are visibility, highlighting, detectability, segment priority, and segment transformation.

3.110 segment priority: A segment attribute used to determine which of several overlapping segments takes precedence for graphic output and input.

3.111 segment transformation: A transformation that causes the display elements defined by a segment to appear with varying position (translation), size (scale), and/or orientation (rotation) on the display space.

3.112 string: An ordered collection of character codes as described in ISO 2022.

3.113 string device: A logical input device providing a string.

3.114 stroke device: A logical input device providing a sequence of points in world coordinates and an associated normalization transformation number and view index.

3.115 text: An output primitive consisting of a character string drawn at a specified position on a specified text plane.

3.116 text alignment: An aspect of text which specifies the mode of justification. This aspect has horizontal and vertical components.

3.117 text bundle table: A table associating specific values for all workstation dependent aspects of a text primitive with a text bundle index. In GKS-3D, this table contains entries consisting of text font and precision, character expansion factor, character spacing and colour index.

3.118 text direction vectors: Two vectors, specified as part of the text output function, which, together with the text position, define the text plane.

3.119 text extent: A parallelogram defining the minimum area which completely encloses the character bodies in a string.

3.120 text font and precision: An aspect of text in GKS-3D, having two components, font and precision, which together determine the shape of the characters being output, on a particular workstation. In addition, the precision describes the fidelity with which the other text aspects match those requested by an application program. In order of increasing fidelity, the precisions are: STRING, CHAR and STROKE.

3.121 text path: An aspect of text which controls the relative positioning of successive characters in a string.

3.122 text plane: The plane in which a text primitive appears.

3.123 text position: A point, specified as part of the text output function, which, together with the text direction vectors, determine the text plane. It also determines, together with the text alignment, the location of the string.

3.124 translation; shift: The application of a constant displacement to the position of all or part of a display image. In GKS-3D, this capability is restricted to segments.

3.125 trigger: A physical input device or set of devices that an operator can use to indicate significant moments in time.

3.126 valuator device: A logical input device providing a real number.

3.127 view index: The attribute of all primitives that selects the viewing representation applied to the primitives at display time.

3.128 view mapping matrix: A 4×4 matrix which specifies the transformation of points from view reference coordinates to normalized projection coordinates.

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3.129 view orientation matrix: A 4×4 matrix which specifies the transformation of points from world coordinates to view reference coordinates.

3.130 view plane: A plane parallel to the U-V plane in view reference coordinate space (VRC). It is specified as an N coordinate value in VRC.

3.131 view plane distance: The distance of the view plane from the view reference point measured along the view plane normal vector in view reference system coordinates.

3.132 view plane normal: A vector in NDC or world coordinates, relative to the view reference point, which defines the N coordinate axis in view reference coordinate space.

3.133 view reference coordinate system (VRC): A device independent three-dimensional Cartesian coordinate system in which the parameters for the view mapping transformation are specified. The axes of the view reference coordinate system are called the U, V, and N axes. The position and orientation of this coordinate system, relative to world coordinates are defined by the view reference point, the view plane normal and the view up vector. The unit vectors of this system are of equal length to that of the NDC system.

3.134 view reference point: A point in NDC or world coordinates which defines the view reference coordinate system origin.

3.135 view table: The workstation dependent table of views found on each workstation. It is referenced by the workstation independent view index attribute.

3.136 view up vector: A vector defined in NDC or world coordinate space. The view reference coordinate system V coordinate axis is defined as an orthogonal projection of the view up vector onto the plane through the view reference point and perpendicular to the view plane normal. Vectors which are parallel to the view up vector in NDC or world coordinate space will appear vertical in the final image.

3.137 view volume: The view volume is detemined by the view window defined in the view plane, the front plane, the back plane, and projectors through the corners of the view window. If the projection type is PERSPECTIVE, the projectors all pass through the projection reference point, the view volume is therefore a frustum. If the projection type is PARALLEL, the projectors are parallel to the vector joining the projection reference point to the centre of the view window, the view volume in this case is a parallepiped. In two dimensional applications, the view volume reduces to the view window.

3.138 view window: A rectangle in the view plane. Projectors passing through the corners of the view window define the left, right, bottom, and top surfaces of the view volume.

3.139 viewing transformation: A transformation that maps positions in NDC coordinates to positions in NPC coordinates.

3.140 viewport: An application program specified part of normalized device coordinate space. In GKS-3D, this definition is restricted to a rectangular parallelepiped region of normalized device coordinate space used in the definition of the normalization transformation.

3.141 window: A predefined part of a virtual space. In GKS-3D, this definition is restricted to a rectangular parallelepiped region of the world coordinate space used for the definition of the normalization transformation.

3.142 workstation: GKS-3D is based on the concept of abstract graphical workstations, which provide the logical interface through which the application program controls physical devices.

3.143 workstation dependent segment storage (WDSS): Segment storage on a workstation that is used for graphical output. Segments cannot be transferred from WDSS to another workstation.

3.144 workstation independent segment storage (WISS): A special workstation type, where segments can be stored and later transferred to other workstations.

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Definitions

3.145 workstation mandatory: Workstation mandatory describes a property that is required to be realized identically on all workstations of a GKS-3D implementation.

3.146 workstation transformation: A transformation which maps the contents of the workstation window into the workstation viewport, preserving aspect ratio in X and Y, but not necessarily in Z.

3.147 workstation viewport: A rectangular parallelepiped in device coordinate space. All graphics output appears within this volume.

3.148 workstation window: A rectangular parallelepiped in normalized projection coordinate space. Its contents are mapped by the workstation transformation into the workstation viewport.

3.149 world coordinate (WC): A device independent Cartesian coordinate system used by the application program for specifying graphical input and output.

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4 The Graphical Kernel System for Three Dimensions

4.1 About this International Standard

4.1.1 Specification

The set of functions known as the Graphical Kernel System for Three Dimensions shall be as described in clauses 4, 5 and 6 and annexes A and B. These functions are organized in nine upward compatible levels with increasing capabilities as described in 4.10. An implementation of GKS-3D shall implement precisely the functions of one level. A GKS-3D implementation shall be invalid if it lies between two defined levels or outside the defined levels. In an implementation, all graphical capabilities that can be addressed by GKS-3D functions shall be used only via GKS-3D.

4.1.2 Registration[1)]

For certain parameters of the functions, GKS-3D defines value ranges as being reserved for registration. The meanings of these values will be defined using the established procedures. These procedures do not apply to values and value ranges defined as being workstation or implementation dependent; these values and ranges are not standardized.

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1) For the purpose of this International Standard and according to the rules for the designation and operation of registration authorities in the ISO directives, the ISO Council has designated the National Bureau of Standards (Institute of Computer Sciences and Technology) A-266, Technology Building, Gaithersburg, MD 20899, USA to act as the registration authority.

4.2 Introduction to GKS-3D

The Graphical Kernel System for Three Dimensions (GKS-3D) provides a functional interface between an application program and a configuration of graphical input and output devices. The functional interface contains all basic functions for interactive and non-interactive graphics on a wide variety of graphics equipment.

The interface is at such a level of abstraction that hardware peculiarities are shielded from the application program. As a result a simplified interface presenting uniform output primitives (POLYLINE, POLYMARKER, TEXT, FILL AREA, FILL AREA SET, CELL ARRAY, GENERALIZED DRAWING PRIMITIVE), and uniform input classes (LOCATOR, STROKE, VALUATOR, CHOICE, PICK, STRING) is obtained.

In 4.3 the concepts of basic output, input and the organization of input and output sequences are outlined. A central concept both for structuring GKS-3D and for realizing device independence is introduced, called the workstation.

The facilities for picture manipulation and change are introduced via the segment facilities, the dynamic attributes and the transformations. The integral control over all these methods for change is further explained in 4.5.3 on workstations.

The concept of multiple workstations allows simultaneous output to and input from various display systems. Facilities for internal and external storage are provided by special workstations together with the possibility of transferring graphical entities directly from the special workstation for internal storage to other workstations.

Not every GKS-3D implementation needs to support the full set of functions. Nine levels are defined to meet the different requirements of graphics systems. Each GKS-3D implementation precisely provides the functions of one level. The levels are upward compatible.

GKS-3D defines only a language independent nucleus of a graphics system. For integration into a language, GKS-3D is embedded in a language dependent layer containing the language conventions, for example, parameter and name assignment.

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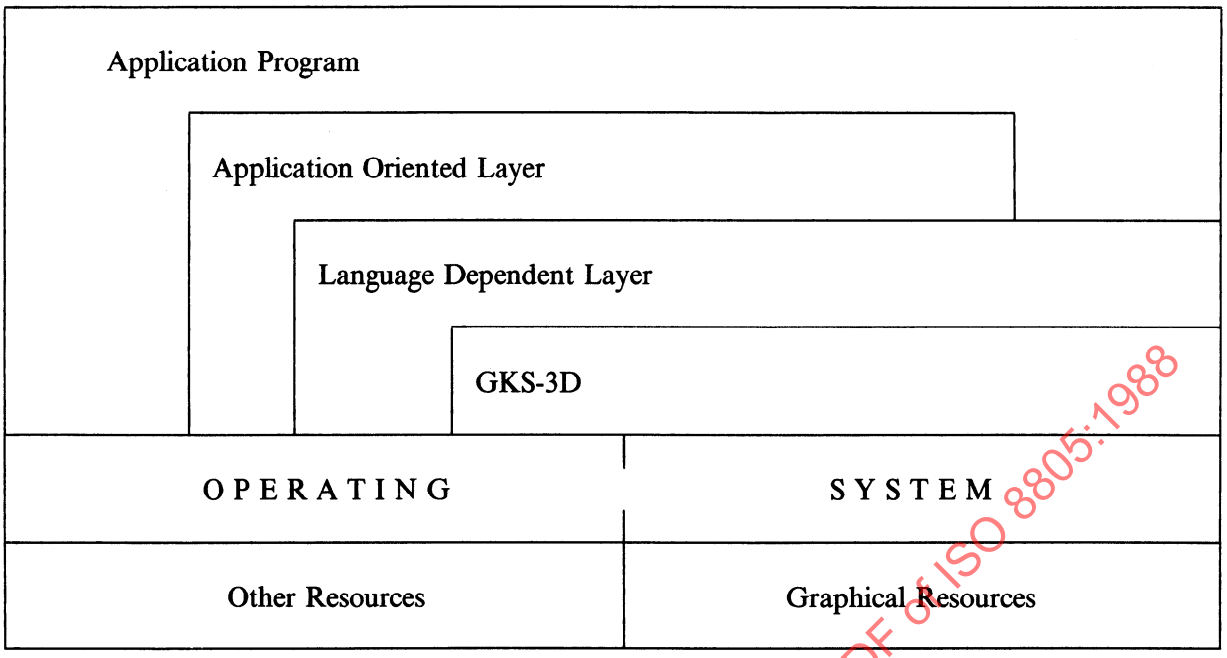


Figure 1 - Layer model of GKS-3D

The layer model represented in figure 1 illustrates the role of GKS-3D in a graphics system. Each layer may call the functions of the adjoining lower layers. In general the application program uses the application oriented layer, the language dependent layer, other application dependent layers, and operating system resources. All workstation capabilities that can be addressed by GKS-3D functions are used only via GKS-3D.

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4.3 Concepts

The graphical output that is generated by GKS-3D is built up from two groups of basic elements called output primitives and primitive attributes. The output primitives are abstractions of basic actions a device can perform, such as drawing lines, and printing character strings. The attributes control the aspects of the output primitives on a device, such as linestyle, colour, character height and pick identifier. Non-geometric aspects, such as colour but not character height, can be controlled for each workstation individually, to make best use of its capabilities.

The graphical information that is input from a device, as a result of operator actions, is mapped by GKS-3D onto six classes of input each represented by a data type referred to as a logical input value. An instance of such a device representation is called a logical input device. The effect of input actions on the display space, such as prompts and echoes, is controlled by GKS-3D for each logical input device individually.

The two abstract concepts (abstract output and abstract input) are the building blocks of a so-called abstract workstation. A workstation of GKS-3D represents a unit consisting of zero or one display spaces and zero or more input devices, such as keyboard, tablet and lightpen. The workstation presents these devices to the application program as a configuration of abstract devices thereby shielding the hardware peculiarities. Conceptually, all workstations are three dimensional in GKS-3D.

The geometrical information (coordinates) contained in output primitives, attributes and logical input values (locators and strokes) can be subjected to transformations. These transformations perform mappings between five coordinate systems, namely:

a) World Coordinates (WC), used by the application programmer;

b) Normalized Device Coordinates (NDC), used to define a uniform coordinate system for all workstations;

c) View Reference Coordinates (VRC), used to define the parameters of a view;

d) Normalized Projection Coordinates (NPC), used to facilitate hidden line/hidden surface computations and composition of different views;

e) Device Coordinates (DC), one coordinate system per workstation, representing its display space coordinates.

Output primitives and attributes are mapped from WC to NDC by normalization transformations, from NDC to NDC by segment transformations (see next paragraph), from NDC to VRC by view orientation transformations, from VRC to NPC by view mapping transformations, and from NPC to DC by workstation transformations. Locator and stroke input is mapped by the inverse of these transformations from DC to WC.

Output primitives and primitive attributes may be grouped together in a segment. Segments are the units for manipulation and change. Manipulation includes creation, deletion, and renaming. Change includes transforming a segment, making a segment visible or invisible, and highlighting a segment. Segments also form the basis for workstation independent storage of pictures at run time. Via this storage, which is set up as a special workstation called workstation independent segment storage, segments can be inserted and transferred to other workstations.

The attributes which control the appearance of parts of the picture (output primitives, segments, prompt and echo types of input devices) on the display space are organized in a uniform manner. Two groups of attributes apply to the appearance of each output primitive: primitive attributes (that are workstation independent) and workstation attributes. Primitive attributes are specified modally and are bound to a primitive when it is created. The primitive attributes include all geometric

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aspects of primitives, such as character height for text and pattern size for fill area. In addition, the non-geometric aspects of primitives are controlled by the primitive attributes in one of two ways. A non-geometric aspect of a primitive can be specified either by an attribute that specifies one or more aspects of the primitive by an index that points to a workstation dependent representation (set of values) or by an attribute that specifies each aspect independent of the workstation. The former is referred to as bundled specification and the latter is referred to as individual specification. In addition, an index is bound to the primitive which selects the view and projection transformations in a workstation dependent manner.

Hidden lines or hidden surfaces may be removed using a workstation dependent method (see 4.5.7).

Workstation attributes include the actual representations on a workstation pointed to by indices used in bundled specification of non-geometric aspects. For example, the representations (or bundles) for polyline each contain values of linetype, linewidth scale factor and colour index. Workstation attributes also specify the colour and pattern tables and the control over deferral of picture change. Workstation attributes can be reset dynamically.

The appearance of segments is controlled by segment attributes, which are segment transformation, visibility, highlighting, segment priority, and detectability. These may be reset dynamically. Segment attributes can be a basis for feedback during manipulations (for example, highlighting).

The attributes which control the operation of logical input devices can be specified either upon initialization or as part of input device setting, depending upon the attributes. Through initialization, an initial value, a prompt and echo technique, and a volume within the display space for echoing can be specified. A data record may further provide device specific attributes. Through input device setting, the operating mode may be selected and the echo may be switched on or off. The operating modes of logical input devices specify who (operator or application program) has the initiative: SAMPLE input is acquired directly by the application program; REQUEST input is produced by the operator in direct response to the application program; EVENT input is generated asynchronously by the operator and is collected in a queue for the application program.

At run time GKS-3D can be in one of five different operating states. Associated with each state are the set of GKS-3D functions allowed in this state, and a set of state variables. The operating state concept and the state variables allow for proper specification of initializations (for example, at OPEN WORKSTATION) and the effect of various functions, especially with respect to the maintenance of device independence. One special set of functions called inquiry functions is allowed in all states. They give read-only access to the state lists. In this way useful information can be provided when errors occur. Other inquiry functions allow read-only access to the workstation descriptions, to allow the application program to adapt to particular workstation capabilities. Inquiry functions never cause errors. Instead they return information specifying whether a valid inquiry was made.

GKS-3D provides an interface to a system for filing graphical information for the purpose of external long term storage and exchange. The interface consists of a GKS-3D Metafile output workstation, which writes to a so-called graphics metafile (which is sequential), and a GKS-3D Metafile input workstation, which reads from the metafile. In addition to the normal functions for output to workstations, a GKS-3D Metafile output workstation may accept items containing non-graphical information. Input from a metafile is controlled by read and interpret functions which have the same effect as invoking the corresponding functions directly from the application program.

GKS-3D provides graphic functions for primitives defined in a three dimensional space whereas ISO 7942 provides functions for primitives defined in a plane. Thus, ISO 7942 functions are a special

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case of the corresponding functions in GKS-3D. The functions common to ISO 7942 and GKS-3D are called the 2D functions.

GKS-3D has a set of output primitives (see 4.4.1) which can be generated either by a 3D function or by a 2D function (e.g., a polyline primitive is generated by the 3D function POLYLINE 3 or the 2D function POLYLINE). However, 2D functions used in a 3D environment can be affected by 3D functions, for example, primitives generated using 2D functions will be transformed by 3D transformation matrices.

The primitives generated by the 2D functions are considered to lie in the $Z=0$ plane. The default view is an orthographic projection onto the $Z=0$ plane. The implication is that application programs run on a GKS-3D implementation produce the same results as on an ISO 7942 implementation.

The mapping between the 2D functions and the corresponding 3D functions is described in 4.14.

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4.4 Graphical output

4.4.1 Output primitives

The graphical information that is generated by GKS-3D and routed to all active workstations is built up of basic pieces called output primitives. GKS-3D provides seven output primitives:

a) POLYLINE: GKS-3D generates a set of connected lines defined by a point sequence.

b) POLYMARKER: GKS-3D generates symbols of one type centred at given positions.

c) TEXT: GKS-3D generates a character string at a given position.

d) FILL AREA: GKS-3D generates a polygonal area which may be hollow or filled with a uniform colour, a pattern, or a hatch style.

e) FILL AREA SET: GKS-3D generates a set of polygonal areas which may be hollow or filled with a uniform colour, a pattern, or a hatch style. This allows for specifying areas with holes or disjoint regions that must be treated as a single entity, particularly for hidden line/hidden surface removal computation.

f) CELL ARRAY: GKS-3D generates an array of pixels with individual colours.

g) GENERALIZED DRAWING PRIMITIVE(GDP): GKS-3D addresses special geometrical output capabilities of a workstation such as the drawing of spline curves, circular arcs, and elliptic arcs. The objects are characterized by an identifier, a set of points and additional data. GKS-3D applies all transformations to the points but leaves the interpretation to the workstation.

Text, fill area, fill area set and cell array are planar primitives in arbitrary planes. Conceptually these planes have 2 sides and zero thickness. The viewing transformation determines which side of the primitive is seen.

The plane in which the text primitive lies is defined by a point and two vectors that are contained in the definition of the text primitive. Similarly, the plane in which the cell array primitive lies is defined by three points contained in the definition of the cell array primitive. For fill area and fill area set primitives, the plane of the primitives is defined by the points of the respective primitives.

Ensuring that the points are coplanar is the responsibility of the application program. Implementations are not required to check coplanarity. While slightly non-coplanar points (e.g., owing to numerical roundoff errors) should be mapped to a plane, the effect of large deviations is implementation dependent.

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4.4.2 Output primitive attributes

Each output primitive potentially has four types of attribute (geometric, non-geometric, viewing and identification). The first three attribute types determine the exact appearance of the output primitive while the fourth attribute type is used in connection with input. The values of these attributes are set modally and are recorded in the GKS-3D state list. A separate function is provided for each primitive attribute (except the ASFs: see later in this sub-clause), to allow the application program to specify the value of an attribute without unnecessarily specifying the values of other attributes. During creation of an output primitive (that is, when one of the GKS-3D output primitive functions is invoked) these values are bound to the primitive and cannot be changed afterwards.

Attributes of the first type control the geometric aspects of primitives; these are aspects which affect the shape or size of the whole primitive (for example, CHARACTER HEIGHT for TEXT). Hence, they are sometimes referred to as geometric attributes. Attributes of this type are workstation independent and, if they represent coordinate data (points or displacements), are expressed in world coordinates (for example, CHARACTER HEIGHT is expressed in world coordinates but TEXT PATH takes one of a set of enumerated values). They are defined separately for each primitive and a primitive may have zero, one or many geometric attributes.

Current values of (workstation independent) geometric attributes, which are expressed in world coordinates, are stored in world coordinates. When they are bound to their respective primitives, the values are subject to the same transformations as the geometric data contained in the definition of the primitive. Hence, current values are unaffected by changes in the normalization, viewing and workstation transformation.

Attributes of the second type control the non-geometric aspects of primitives; these are aspects which merely affect a primitive's appearance (for example, linetype for POLYLINE, or colour index for all primitives except CELL ARRAY) or the shape or size of the component parts of the primitive (for example, marker size scale factor for POLYMARKER). Non-geometric aspects do not represent coordinate data. The non-geometric aspects of a primitive may be specified in one of two ways, namely via a bundle or individually.

Bundled aspects are controlled by a bundle index into a bundle table, each entry of which contains non-geometric aspects of a primitive. The non-geometric aspects are workstation dependent in this method of specification and each workstation has its own set of bundle tables (stored in the workstation state list). The values in a particular bundle (or entry in the bundle table) may be different for different workstations.

For individual specification of aspects, there is a separate attribute for each non-geometric aspect. As with the attributes controlling the geometric aspects, these attributes are workstation independent and are stored in the GKS-3D state list.

For a given non-geometric aspect, the values that can be assigned to the appropriate bundle component are the same as the values that can be assigned to the corresponding attribute for individual specification. Since the bundles are set separately for each workstation, the values of their components are restricted to the valid values for that workstation. In the case of individual attribute specification, such restrictions are not imposed. Default actions for the display of a primitive are defined to occur if it is created with a value of an individually specified attribute that is invalid on a particular workstation.

As indicated above, GENERALIZED DRAWING PRIMITIVE (GDP) and CELL ARRAY do not have associated bundle tables nor corresponding individually specified attributes. The GDP may use the most appropriate bundle tables or sets of individually specified attributes for each GDP

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function. For example, if one GDP function is essentially a FILL AREA, then the fill area bundle table or the set of individually specified fill area attributes would be used. CELL ARRAY contains colour index information as part of its definition but has no other non-geometric aspects and so does not use a bundle table nor does it have a set of individually specified attributes.

The method of specification of the non-geometric aspects of a primitive may be chosen separately for each aspect. A further group of primitive attributes, called ASPECT SOURCE FLAGS (ASFs), take the values INDIVIDUAL and BUNDLED to specify the choice. As with the other primitive attributes, these attributes are workstation independent and are stored in the GKS-3D state list. There is one ASF for each non-geometric aspect. The initial values of all the ASFs are the same; this may be either BUNDLED or INDIVIDUAL, the choice being implementation dependent. If the initial values are not altered, the system will operate

a) as if individual specification of non-geometric aspects were not a system feature, if the initial values of all the ASFs are BUNDLED;

b) as if specification of non-geometric aspects via a bundle were not a system feature, if the initial values of all the ASFs are INDIVIDUAL.

The flags may be set at any time when GKS-3D is open by the functions SET ASPECT SOURCE FLAGS and SET ASPECT SOURCE FLAGS 3. This enables some non-geometric aspects of a primitive to be specified individually and others via a bundle.

When a primitive is displayed, the values of the non-geometric aspects with which it is displayed are determined as follows.

c) If the ASF for an aspect is INDIVIDUAL, the value used on all workstations is the value of the corresponding individually specified attribute of that primitive.

d) If the ASF for an aspect is BUNDLED, the value used on a workstation is obtained via the bundle table for that primitive on the workstation; the corresponding component of the bundle, pointed to by the bundle index, is used.

If colour is a non-geometric aspect of a primitive, then it is specified as an index into a separate colour table. There is only one colour table per workstation into which all the colour indices point. Similarly, other entries in a bundle, or corresponding individually specified attributes, may be indices either into another workstation table (for example, style index when interior style PATTERN is used) or into a fixed list (for example, linetypes for polyline).

There are two attributes of the third type, namely VIEW INDEX and HLHSR IDENTIFIER. The attribute VIEW INDEX is a pointer to a view table entry at a workstation. There is one view table per workstation.

The attribute HLHSR IDENTIFIER supplies HLHSR information to the workstation. The interpretation of the identifier is implementation dependent (see 4.5.7). Implementation of the functions to control hidden line/hidden surface removal is obligatory, but the functions may have no effect on the appearance of primitives.

There is precisely one attribute of the fourth type per primitive, namely PICK IDENTIFIER. This is used for identifying a primitive, or a group of primitives, in a segment when that segment is picked.

The attributes which apply to each output primitive (attributes controlling non-geometric aspects, geometric attributes, view attributes and PICK IDENTIFIER) are:

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e) POLYLINE:
- POLYLINE INDEX
- LINETYPE
- LINEWIDTH SCALE FACTOR
- POLYLINE COLOUR INDEX
- LINETYPE ASF
- LINEWIDTH SCALE FACTOR ASF
- POLYLINE COLOUR INDEX ASF
- VIEW INDEX
- HLHSR IDENTIFIER
- PICK IDENTIFIER

f) POLYMARKER:
- POLYMARKER INDEX
- MARKER TYPE
- MARKER SIZE SCALE FACTOR
- POLYMARKER COLOUR INDEX
- MARKER TYPE ASF
- MARKER SIZE FACTOR ASF
- POLYMARKER COLOUR INDEX ASF
- VIEW INDEX
- HLHSR IDENTIFIER
- PICK IDENTIFIER

g) TEXT:
- TEXT INDEX
- TEXT FONT AND PRECISION
- CHARACTER EXPANSION FACTOR
- CHARACTER SPACING
- TEXT COLOUR INDEX
- TEXT FONT AND PRECISION ASF
- CHARACTER EXPANSION FACTOR ASF
- CHARACTER SPACING ASF
- TEXT COLOUR INDEX ASF
- CHARACTER HEIGHT
- CHARACTER UP VECTOR
- TEXT PATH
- TEXT ALIGNMENT
- VIEW INDEX
- HLHSR IDENTIFIER
- PICK IDENTIFIER

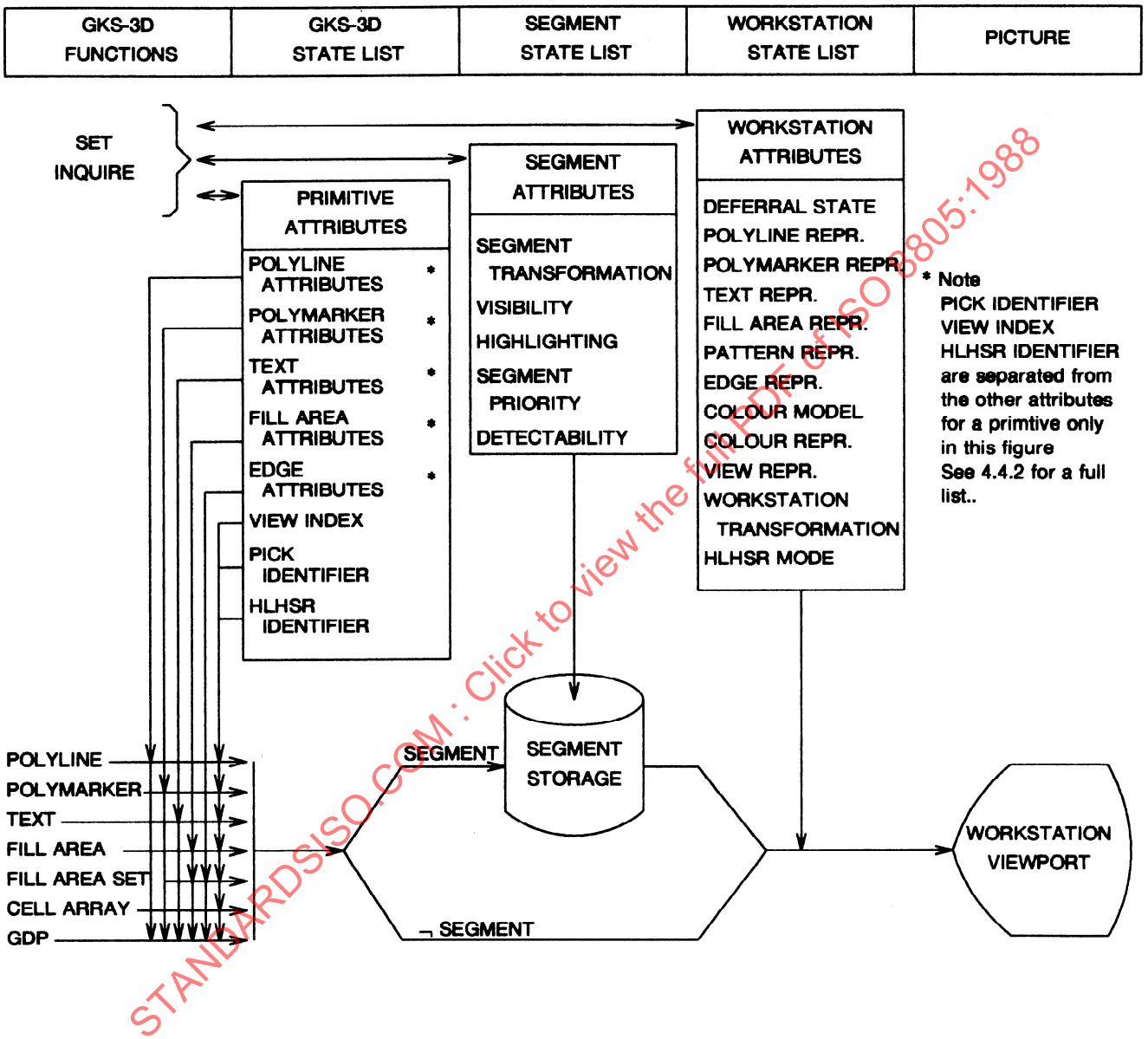
h) FILL AREA:
- FILL AREA INDEX
- FILL AREA INTERIOR STYLE
- FILL AREA STYLE INDEX
- FILL AREA COLOUR INDEX
- FILL AREA INTERIOR STYLE ASF
- FILL AREA STYLE INDEX ASF
- FILL AREA COLOUR INDEX ASF
- PATTERN SIZE
- PATTERN REFERENCE POINT AND VECTORS
- VIEW INDEX
- HLHSR IDENTIFIER
- PICK IDENTIFIER

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i)	FILL AREA SET:	FILL AREA INDEX FILL AREA INTERIOR STYLE FILL AREA STYLE INDEX FILL AREA COLOUR INDEX FILL AREA INTERIOR STYLE ASF FILL AREA STYLE INDEX ASF FILL AREA COLOUR INDEX ASF PATTERN SIZE PATTERN REFERENCE POINT AND VECTORS EDGE INDEX EDGE FLAG EDGETYPE EDGEWIDTH SCALE FACTOR EDGE COLOUR INDEX EDGE FLAG ASF EDGEWIDTH SCALE FACTOR ASF EDGE COLOUR INDEX ASF VIEW INDEX HLHSR IDENTIFIER PICK IDENTIFIER
j)	CELL ARRAY:	PICK IDENTIFIER VIEW INDEX HLHSR IDENTIFIER
k)	GENERALIZED DRAWING PRIMITIVE	Zero or more of the sets e) to i) except that PICK IDENTIFIER, VIEW INDEX and HLHSR IDENTIFIER are always attributes

Figure 2 shows the binding of the attributes.

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Figure 2 - Binding of attributes

The attributes for each primitive, other than PICK IDENTIFIER, are described in 4.4.3 to 4.4.13. PICK IDENTIFIER is described in more detail in 4.7.1. VIEW INDEX and HLHSR IDENTIFIER are described in more detail in 4.4.12 and 4.4.13. In the descriptions, attributes appear in upper case (for example, the attributes CHARACTER HEIGHT and PICK IDENTIFIER); aspects appear in both upper and lower case, according to their context. Geometric aspects are always controlled by geometric attributes and so appear in upper case (for example, the aspect CHARACTER HEIGHT). Non-geometric aspects may be controlled via a <bundle> INDEX or by individually specified attributes. Non-geometric aspects appear in lower case unless the corresponding individually specified attributes are being used which appear in upper case (for example, the aspect linetype but the individually specified attribute LINETYPE).

The entries in the bundle, pattern, colour, and view tables may be set separately for each workstation. Some standard definitions for table entries are contained in the workstation description table and are used as initial values. The application program may select a standard definition or may define the values of a specific entry explicitly. Only the most commonly used (or anticipated) combinations of values need to be predefined for each output type workstation. At least those predefined entries with indices up to the minimum number of predefined entries at a given level (see 4.10.3) are distinguishable from each other. Other combinations of values can be specified by the SET <bundle | PATTERN | COLOUR> REPRESENTATION and SET VIEW REPRESENTATION 3 functions, possibly after inquiring the workstation capabilities. The tables, which are on every workstation of category OUTPUT, OUTIN or MO (i.e. they are workstation attributes), are:

polyline bundle table
polymarker bundle table
text bundle table
fill area bundle table
edge bundle table
pattern table
colour table
view table

The values in these tables may be (dynamically) changed. In fact, the only way of changing the aspects of a primitive which are stored in a bundle table is by changing that table. However, note that a change in a bundle table entry can only be reflected in a displayed primitive if the values of the corresponding ASFs (of that primitive) for the aspects in the bundle table are BUNDLED. The entry 'dynamic modification accepted' in the workstation description table indicates which changes

l) lead to an implicit regeneration (may be deferred) (IRG);

m) can be performed immediately (IMM).

The deferral state is explained in more detail in 4.5.3. If changes can be performed immediately, those changes may affect primitives outside segments in addition to those inside segments.

4.4.3 Polyline attributes

Polyline has no geometric attributes. The representation of polyline on the workstation is controlled by the POLYLINE INDEX, or the set of individually specified polyline attributes (LINETYPE, LINEWIDTH SCALE FACTOR, and POLYLINE COLOUR INDEX) or some combination of the two, depending upon the values of the ASFs for linetype, linewidth scale factor and polyline colour index. The POLYLINE INDEX is a pointer into the polyline bundle table, each entry of which contains values for linetype, linewidth scale factor and polyline colour index.

Linetypes 1 to 4 are solid, dashed, dotted and dashed-dotted. Every workstation of category

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OUTPUT or OUTIN realizes linetypes 1 to 4 with recognizable styles. Linetypes greater than 4 are reserved for registration (see 4.1.2). Linetypes less than 0 may be available but their styles are implementation dependent. The linetype specifies a sequence of line segments and gaps which are repeated to draw a polyline. It is workstation dependent whether this sequence is restarted or continued at the start of the polyline, at the start of a clipped piece of a polyline, and at each vertex of a polyline.

The linewidth is calculated as a nominal linewidth multiplied by the linewidth scale factor. This value is mapped by the workstation to the nearest available linewidth.

4.4.4 Polymarker attributes

Polymarker has no geometric attributes. The representation of polymarker at the workstation is controlled by the POLYMARKER INDEX, or the set of individually specified polymarker attributes (MARKER TYPE, MARKER SIZE SCALE FACTOR, and POLYMARKER COLOUR INDEX) or some combination of the two, depending upon the values of the ASFs for marker type, marker size scale factor, and polymarker colour index. The POLYMARKER INDEX is a pointer into the polymarker bundle table, each entry of which contains values for marker type, marker size scale factor and polymarker colour index.

Marker types 1 to 5 are dot, plus sign, asterisk, circle, and diagonal cross each centred on the positions they are identifying. Every workstation of category OUTPUT or OUTIN realizes marker types 1 to 5 with recognizable shapes at the given positions. Marker types greater than 5 are reserved for registration (see 4.1.2). Marker types less than 0 may be available but their forms are implementation dependent.

The marker size is calculated as a nominal size multiplied by the marker size scale factor. This size is mapped by the workstation to the nearest available size. Marker type 1 is always displayed as the smallest displayable dot.

The marker is visible if, and only if, the marker position is within the clipping volume. The clipping of partially visible markers is workstation dependent. Since the polymarker has no geometric attributes, transformations affect only the marker position and not the appearance of the marker glyph.

4.4.5 Text attributes

Text is a planar primitive. The plane of the text primitive is defined by a point and two vectors contained in the definition of the text primitive. The point is called the text position. The two vectors are called the first and second text direction vectors. The point and these vectors define a text plane and a local coordinate system on that plane in which all geometric text attributes are measured. This coordinate system, which is known as the text local coordinate (TLC) system, will be defined in the next paragraph.

Let P be the text position and U and V be the first and second text direction vectors respectively. The text plane is the plane that contains P and is perpendicular to $U \times V$. The origin of the local coordinate system is at the point P. The positive X axis of the local coordinate system is parallel to U. Let T be a vector perpendicular to U and in the text plane. If $T \cdot V$ is positive, then the positive Y axis is parallel to T otherwise the positive Y axis is opposite T. By this definition, any point in the text plane can be represented by two reals r_1 and r_2, since it is uniquely defined by the expression $P + r_1E_1 + r_2E_2$, where E_1 and E_2 are two unit vectors parallel to the positive X axis and Y axis, respectively. This means that there is a 1-1 correspondence between a pair of two reals and a point in the text plane. In a similar way, there is a 1-1 correspondence between a pair of two reals and a vector parallel to the text plane. This correspondence holds especially for the 2D vectors

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CHARACTER UP VECTOR and the CHARACTER BASE VECTOR, which will be later be defined in this subclause.

In the following all references to coordinates refer to this text local coordinate system unless explicitly stated otherwise.

Text has the geometric attributes CHARACTER HEIGHT, CHARACTER UP VECTOR, TEXT PATH, and TEXT ALIGNMENT which are specified and used as described in this sub-clause.

Text also has two implicitly specified geometric attributes CHARACTER WIDTH and CHARACTER BASE VECTOR. These are implicitly specified by the functions SET CHARACTER HEIGHT and SET CHARACTER UP VECTOR respectively. They otherwise behave like ordinary geometric attributes (their values are bound to TEXT primitives when the primitives are created and cannot be changed afterwards and these values are subject to the same transformations as the geometric data contained in the definition of the primitive).

The representation of text at the workstation is controlled by the TEXT INDEX, or the set of individually specified text attributes (TEXT FONT AND PRECISION, CHARACTER EXPANSION FACTOR, CHARACTER SPACING, and TEXT COLOUR INDEX) or some combination of the two, depending upon the values of the ASFs for text font and precision, character expansion factor, character spacing and text colour index. The TEXT INDEX is a pointer into the text bundle table, each entry of which contains values for text font and precision, character expansion factor, character spacing and text colour index.

Precise control of the appearance of TEXT on a workstation is provided by the following aspects: CHARACTER HEIGHT, CHARACTER WIDTH, character expansion factor, TEXT PATH, CHARACTER UP VECTOR, CHARACTER BASE VECTOR, character spacing and TEXT ALIGNMENT. However, the use of these values in displaying text is determined by the setting of the text font and precision aspect (font and precision are two components of the same aspect). The CHARACTER HEIGHT specifies the nominal height of a capital letter character. The CHARACTER WIDTH specifies the nominal width of a character; the actual width depends upon the width to height ratio of the character indicated by the font designer and may vary from character to character. The character expansion factor specifies the deviation of the width to height ratio of the character from the ratio indicated by the font designer. The CHARACTER UP VECTOR gives the up direction of a character. The CHARACTER BASE VECTOR gives the direction of the baseline of a character. Only the directions, not the lengths, of these vectors are relevant. TEXT PATH has the possible values RIGHT, LEFT, UP and DOWN. It specifies the writing direction of the text string. For RIGHT, the text string is written along a baseline in the direction of the CHARACTER BASE VECTOR. For LEFT, the baseline direction is the opposite direction of the CHARACTER BASE VECTOR. For UP, the character path coincides with the direction of the CHARACTER UP VECTOR. For DOWN, it is the opposite direction of the CHARACTER UP VECTOR. For the UP and DOWN text path directions the characters are arranged so that the centres of the character bodies are on a straight line in the direction of the CHARACTER UP VECTOR.

The character spacing value specifies how much additional space is to be inserted between two adjacent character bodies. If the value of character spacing is zero, the character bodies are arranged one after the other along the TEXT PATH, without any additional space between. A positive value of character spacing will insert additional space between character bodies. A negative value of character spacing will cause adjacent character bodies to overlap. Character spacing is specified as a fraction of the font nominal character height.

The effect of the aspects CHARACTER HEIGHT, CHARACTER WIDTH, character expansion factor, TEXT PATH, character spacing and text font is to define an (imaginary) rectangle with its

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sides parallel to the x and y axes, enclosing the text. The bounds of this enclosing rectangle are as follows. For TEXT PATH = LEFT or RIGHT, the height of the rectangle is the height of the character body of the specified font; the left side of the rectangle is the left side of the character body of the leftmost character and the right side of the rectangle is the right side of the character body of the rightmost character. For TEXT PATH = UP or DOWN, the top of the rectangle is the top of the character body of the topmost character and similarly, the bottom of the rectangle is the bottom of the bottommost character; the width of the rectangle is the width of the widest character in the specified font.

The effect of the CHARACTER UP VECTOR and CHARACTER BASE VECTOR attributes is to transform the enclosing rectangle, thus defining an enclosing parallelogram, the text extent parallelogram (the rectangle has been rotated and sheared).

The TEXT ALIGNMENT attribute controls the positioning of this text extent parallelogram in relation to the text position. For simplicity the TEXT ALIGNMENT is described in terms of the default CHARACTER UP VECTOR and CHARACTER BASE VECTOR, when the text extent parallelogram is actually a rectangle. The horizontal component of TEXT ALIGNMENT has four values: LEFT, CENTRE, RIGHT and NORMAL. If the horizontal component is LEFT, the left side of the text extent parallelogram passes through the text position. Similarly, if the value is RIGHT, the right side of the text extent parallelogram passes through the text position. If the horizontal component is CENTRE, the text position lies midway between the left and right sides of the text extent parallelogram. Thus, if TEXT PATH = UP or DOWN, the straight line passing through the centrelines of the characters also passes through the text position. The vertical component of TEXT ALIGNMENT has six values: TOP, CAP, HALF, BASE, BOTTOM and NORMAL. These each correspond to one of the font specific horizontal lines in the definition of a character (see figure 3). A value of TOP causes the top of the text extent parallelogram to pass through the text position. A value of CAP causes the text position to lie on the capline of the whole string (TEXT PATH = LEFT or RIGHT) or on the capline of the topmost character in the string (TEXT PATH = UP or DOWN). A value of HALF causes the text position to lie on the halfline of the whole string (TEXT PATH = LEFT or RIGHT) or on a line halfway between the halflines of the top and bottom characters (TEXT PATH = UP or DOWN). A value of BASE causes the text position to lie on the baseline of the whole string (TEXT PATH = LEFT or RIGHT) or on the baseline of the bottom character in the string (TEXT PATH = UP or DOWN). A value of BOTTOM causes the bottom of the text extent parallelogram to pass through the text position.

In the general case, the orientation referred to as horizontal is that of the CHARACTER BASE VECTOR with RIGHT representing direction of that vector and LEFT being opposite to it. Similarly the orientation referred to as vertical is that of the CHARACTER UP VECTOR with UP representing the direction of that vector and DOWN being opposite to it.

Either component of TEXT ALIGNMENT can take the value NORMAL. For each value of TEXT PATH, the effect of a particular component being NORMAL is equivalent to one of the other values of that component. In each case, the equivalent alignment value is chosen to achieve a natural alignment for that TEXT PATH value. The complete list of equivalent values is:

TEXT PATH	NORMAL Horizontal and Vertical Alignments
RIGHT	(LEFT, BASE)
LEFT	(RIGHT, BASE)
UP	(CENTRE, BASE)
DOWN	(CENTRE, TOP)

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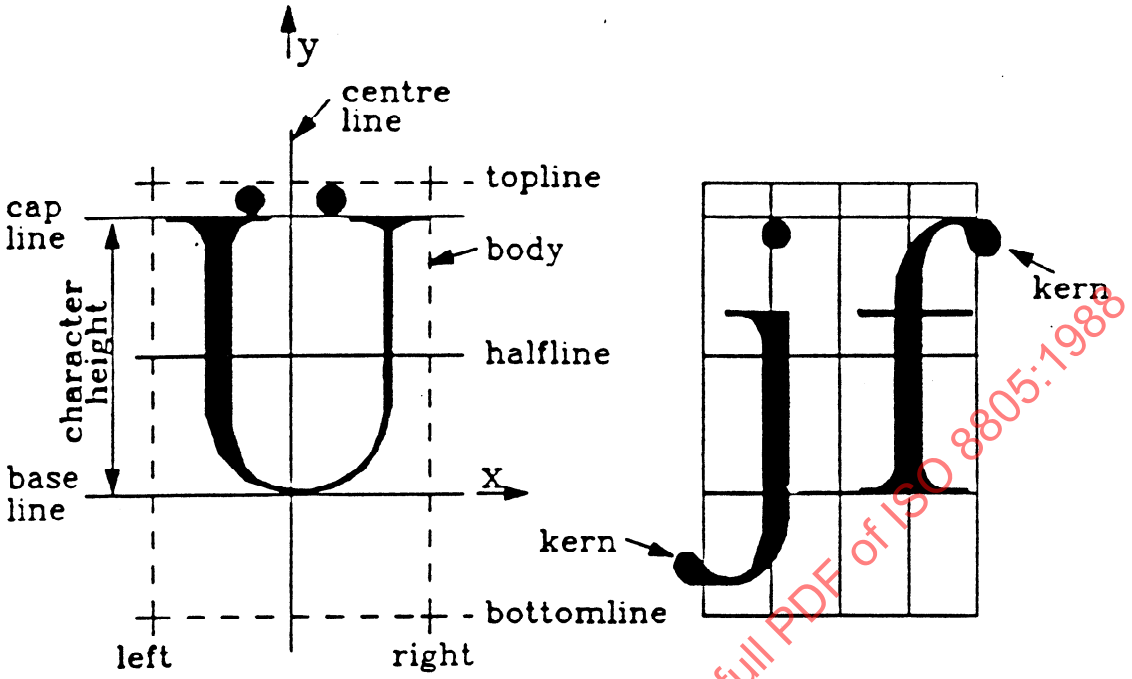


Figure 3 - Font description coordinate system

The initial values of the geometric text attributes are:

CHARACTER HEIGHT	TLC	0.01 (i.e. 1% of the height of the default window)
CHARACTER UP VECTOR	TLC	(0,1)
TEXT PATH		RIGHT
TEXT ALIGNMENT		(NORMAL, NORMAL)

and the initial values of the implicitly specified geometric text attributes are:

CHARACTER WIDTH	TLC	0.01 (i.e. the same value as the initial value of CHARACTER HEIGHT)
CHARACTER BASE VECTOR	TLC	(1,0)

Text font and precision together constitute one aspect. The text font value is used to select a particular font on the workstation. Every workstation supports at least one font that is able to generate a graphical representation of the characters defined in ISO 646. This is font number 1. Font numbers greater than 1 are reserved for registration (see 4.1.2). Font numbers less than 0 may be supported but are implementation dependent.

The text precision value is used to select the 'closeness' of the text representation at the workstation in relation to that defined by the workstation independent text attributes and the transformation and clipping currently applicable. The text precision value has the following possible values:

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a) STRING: The TEXT character string is generated in the requested text font and is positioned by aligning the TEXT output primitive at the given text position. CHARACTER HEIGHT, CHARACTER WIDTH and character expansion factor are evaluated as closely as reasonable, given the capabilities of the workstation. CHARACTER UP VECTOR, CHARACTER BASE VECTOR, TEXT PATH, TEXT ALIGNMENT and character spacing, need not be used. Clipping is done in an implementation and workstation dependent way.

b) CHAR: The TEXT character string is generated in the requested text font. For the representation of each individual character, the aspects CHARACTER HEIGHT, CHARACTER WIDTH, the up direction of the CHARACTER UP VECTOR, the baseline direction of the CHARACTER BASE VECTOR, and character expansion factor are evaluated as closely as possible, in a workstation dependent way. The spacing used between character bodies is evaluated exactly; the character body, for this purpose, is an ideal character body, calculated precisely from the text aspects and the font dimensions. The position of the resulting text extent parallelogram is determined by the TEXT ALIGNMENT and the text position. Clipping is performed at least on a character by character basis.

c) STROKE: The text character string in the requested text font is displayed at the text position by applying all text aspects. The character string is clipped exactly at the clipping volume.

STROKE precision does not necessarily mean vector strokes; as long as the representation adheres to the rules governing STROKE precision, the font may be realized in any form, for example by raster fonts.

A GKS-3D output level 0 implementation supports text precisions STRING and CHAR. Above output level 0, all text precisions are supported as follows. A workstation may use a higher precision than the one requested for this purpose i.e. if STROKE precision is supported in a particular font, the implication is that both STRING and CHAR precision are available in that font. However it is not necessary for a workstation to support all precisions for a given font (i.e. for a given font, STROKE can be missing or both STROKE and CHAR can be missing). Text font and precision are workstation mandatory. That is, for any GKS-3D level supporting a STROKE precision font, every workstation of a particular installation supports at least one STROKE precision text font. This is font number 1, containing the character set defined by ISO 646. In addition, font number 1 shall be monospaced with a workstation dependent aspect ratio. This implies that, for STROKE precision text, some sort of software character generator is required for those implementations that have inadequate hardware. Not all workstations need to support all fonts, but for those that do, the same font number is used to select that font on all workstations of a particular installation.

Fonts are defined only within the GKS-3D implementation. The font designer specifies the shape of the symbol representing each character in a local 2D cartesian font coordinate system. Fonts are either monospaced or proportionally spaced. Each character in a font coordinate system has an associated character body, a font baseline, a font halfline, a capline and a centreline (see figure 3). For monospaced fonts, the character bodies of all characters have the same size. For proportionally spaced fonts, the width of the bodies may differ from character to character. The character body edges are parallel to the axes of the font coordinate system. The font baseline, the font halfline and the capline are parallel to the x-axis of the font coordinate system, and within the vertical extent of the body. The position of the font halfline is defined by the font designer for use in aligning text strings. The centreline is parallel to the y-axis and bisects the body. Their exact positions are specified by the font designer.

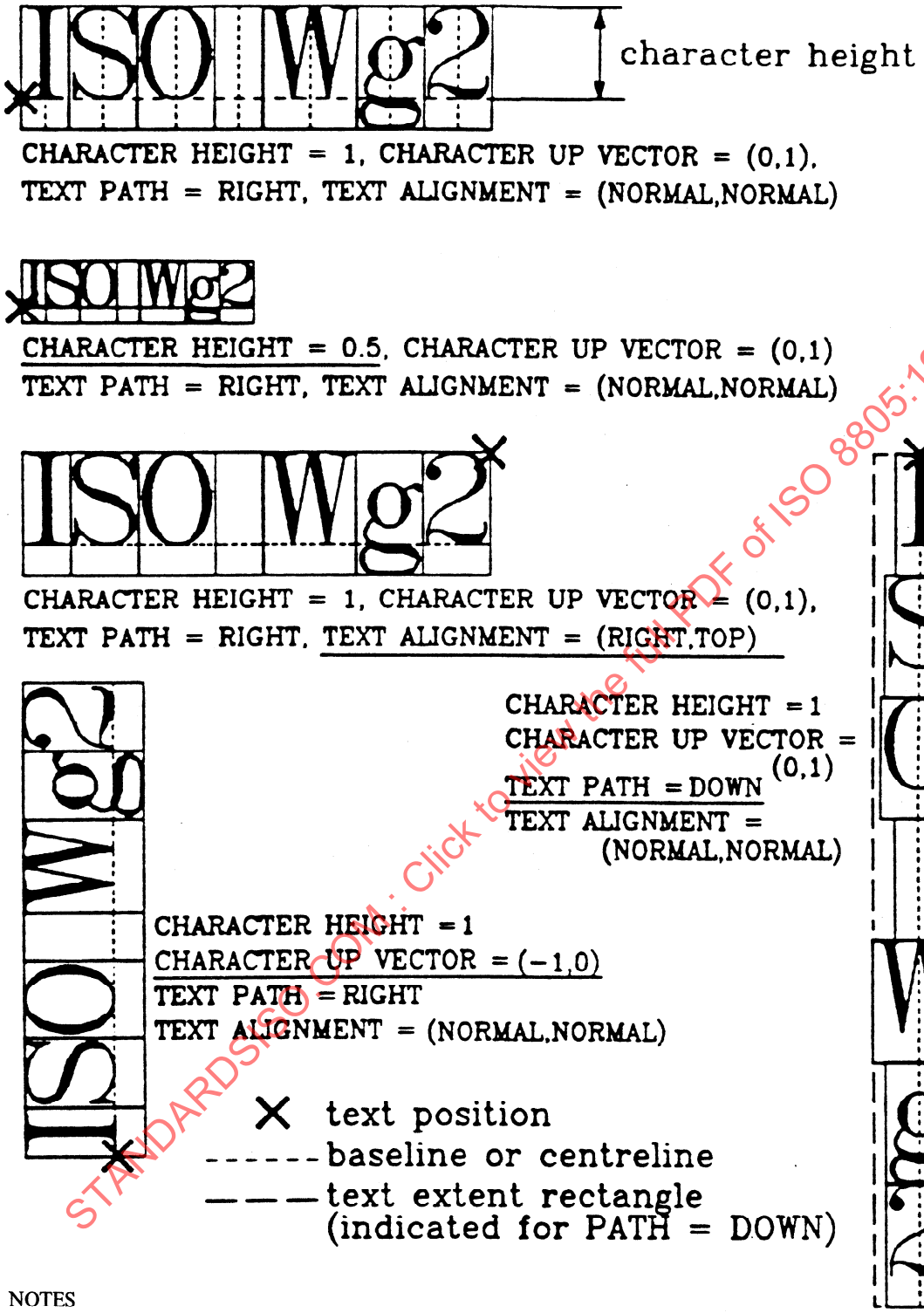
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The height of a character in the font coordinate system is given by the height from the font base line to the capline. The width of a character is given by the width of the character body. The width of a character may include space on either side of the character and this space is generally evenly split between the left and right sides of the character. It is assumed that the characters lie within their body, except that kerned characters may exceed the side limits of the character body.

In general, the top limits of the bodies for a font are identical with, or very close to, the typographical capline or ascender line, and the bottom limit to the descender line. The space, if any, between the topline and the capline may be used for an additional mark over the character, for example an accent. However, these and other details are purely for the use of the font designer. The intention is only that characters placed with their bodies touching in the horizontal direction should give an appearance of good normal spacing, and characters touching in the vertical direction will avoid clashes between ascenders and descenders (typographically 'set solid').

Since the values of CHARACTER HEIGHT, CHARACTER WIDTH, CHARACTER UP VECTOR and CHARACTER BASE VECTOR are given in text local coordinate units, but the characters are generated on the workstation in device coordinates, using the workstation dependent font and precision, the geometric attributes need to be transformed in such a way that the workstation can generate the characters in the way intended.

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NOTES

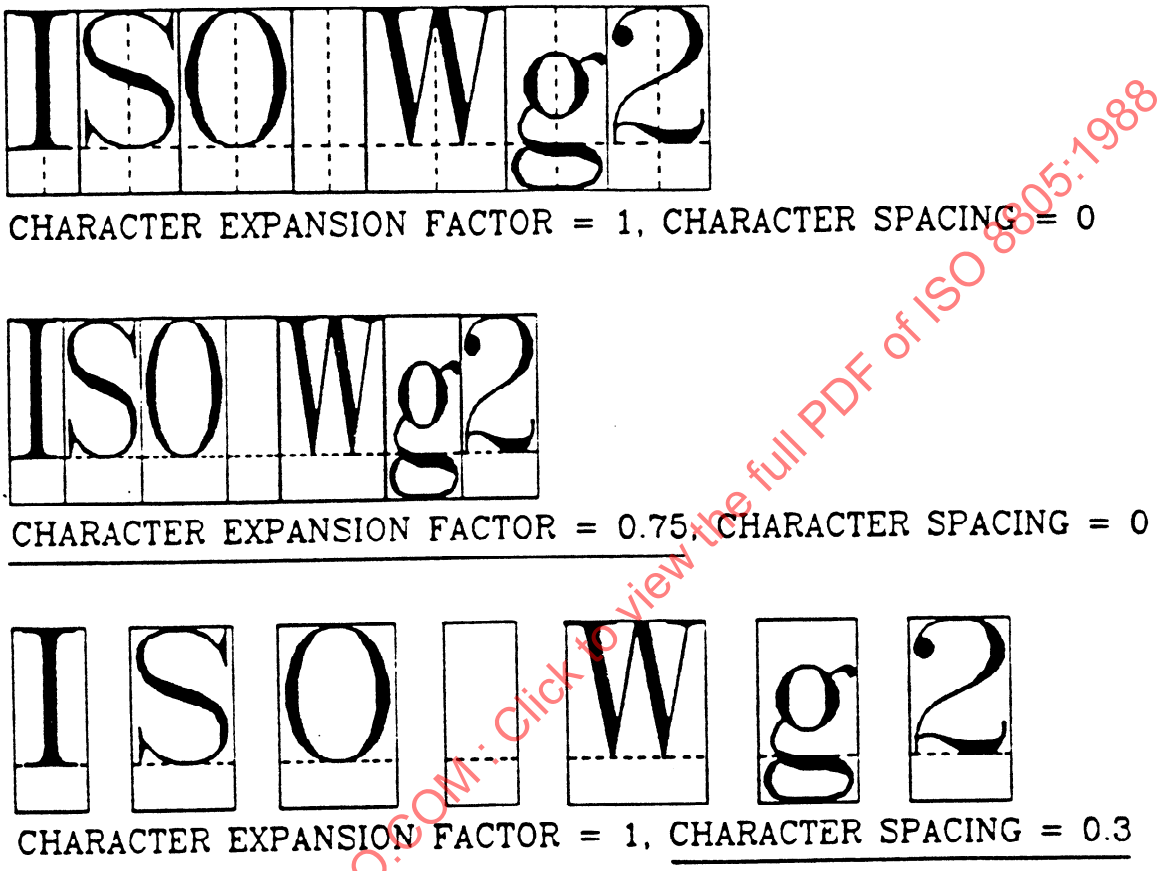
1 Examples are illustrated with STROKE precision, a character expansion factor of 1 and a zero character spacing.

2 Capline = topline in these examples.

3 Changed attributes are underlined.

Figure 4 - Effects of changes in geometric text attributes

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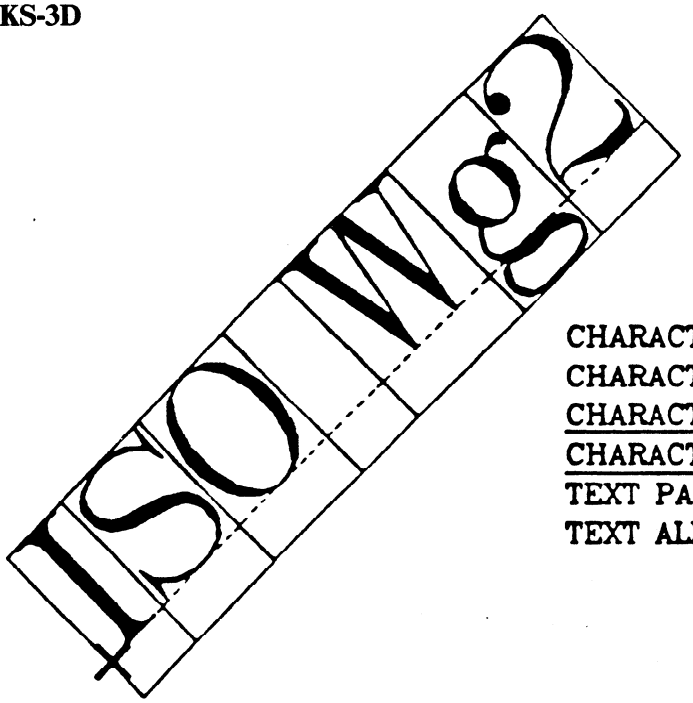
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NOTES

1 Examples are illustrated with default values of the geometric text attributes and with STROKE precision.

2 Changed aspects are underlined.

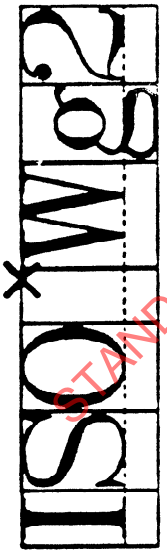
Figure 5 - Effects of changes in non-geometric text aspects



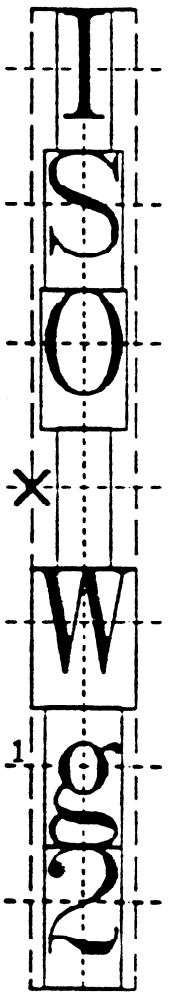
CHARACTER EXPANSION FACTOR = 1
CHARACTER SPACING = 0
CHARACTER HEIGHT = 1.414
CHARACTER UP VECTOR = (−1,1)
TEXT PATH = RIGHT
TEXT ALIGNMENT = (NORMAL,NORMAL)



CHARACTER EXPANSION FACTOR = 1
CHARACTER SPACING = −0.3
CHARACTER HEIGHT = 1
CHARACTER UP VECTOR = (0,1)
TEXT PATH = LEFT
TEXT ALIGNMENT = (NORMAL,NORMAL)



CHARACTER EXPANSION FACTOR = 1
CHARACTER SPACING = 0
CHARACTER HEIGHT = 1
CHARACTER UP VECTOR = (−1,0)
TEXT PATH = RIGHT
TEXT ALIGNMENT = (CENTRE,TOP)



CHARACTER EXPANSION FACTOR = 1
CHARACTER SPACING = 0
CHARACTER HEIGHT = 1
CHARACTER UP VECTOR = (0,1)
TEXT PATH = DOWN
TEXT ALIGNMENT = (LEFT,HALF)

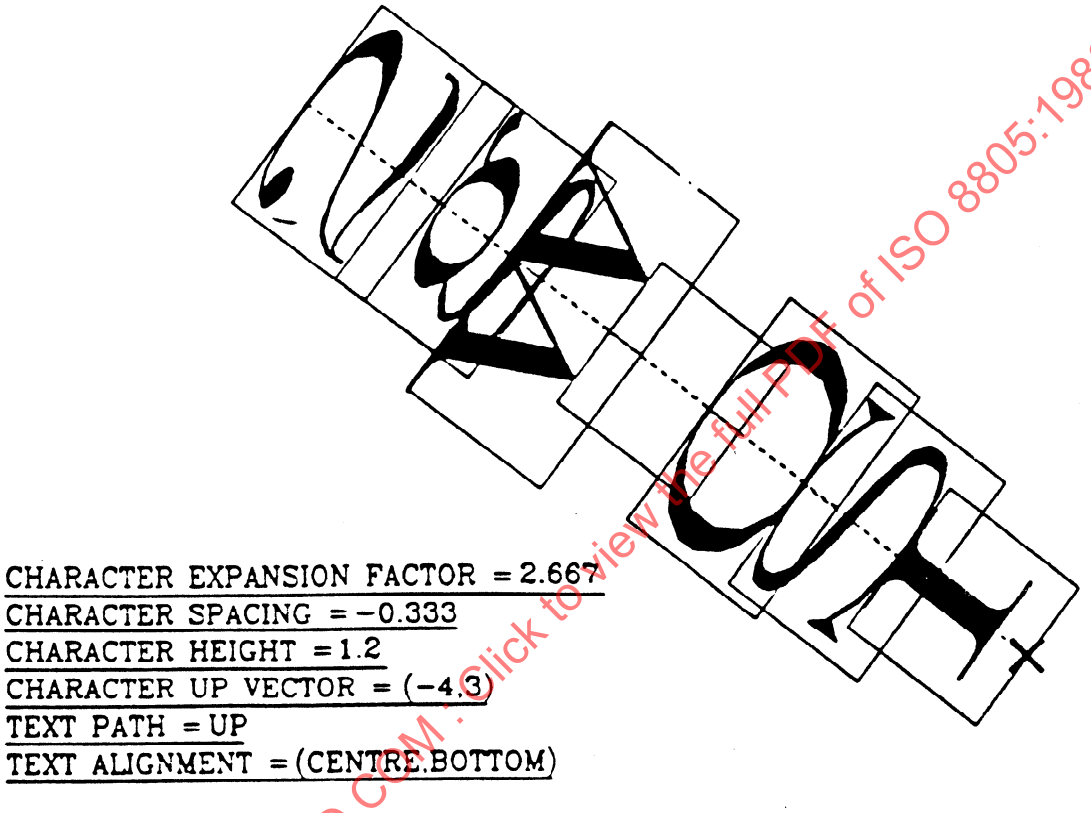
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NOTES

1 Changes from the top example of figures 4 and 5 are underlined.

2 In the last example, halflines of all characters are shown.

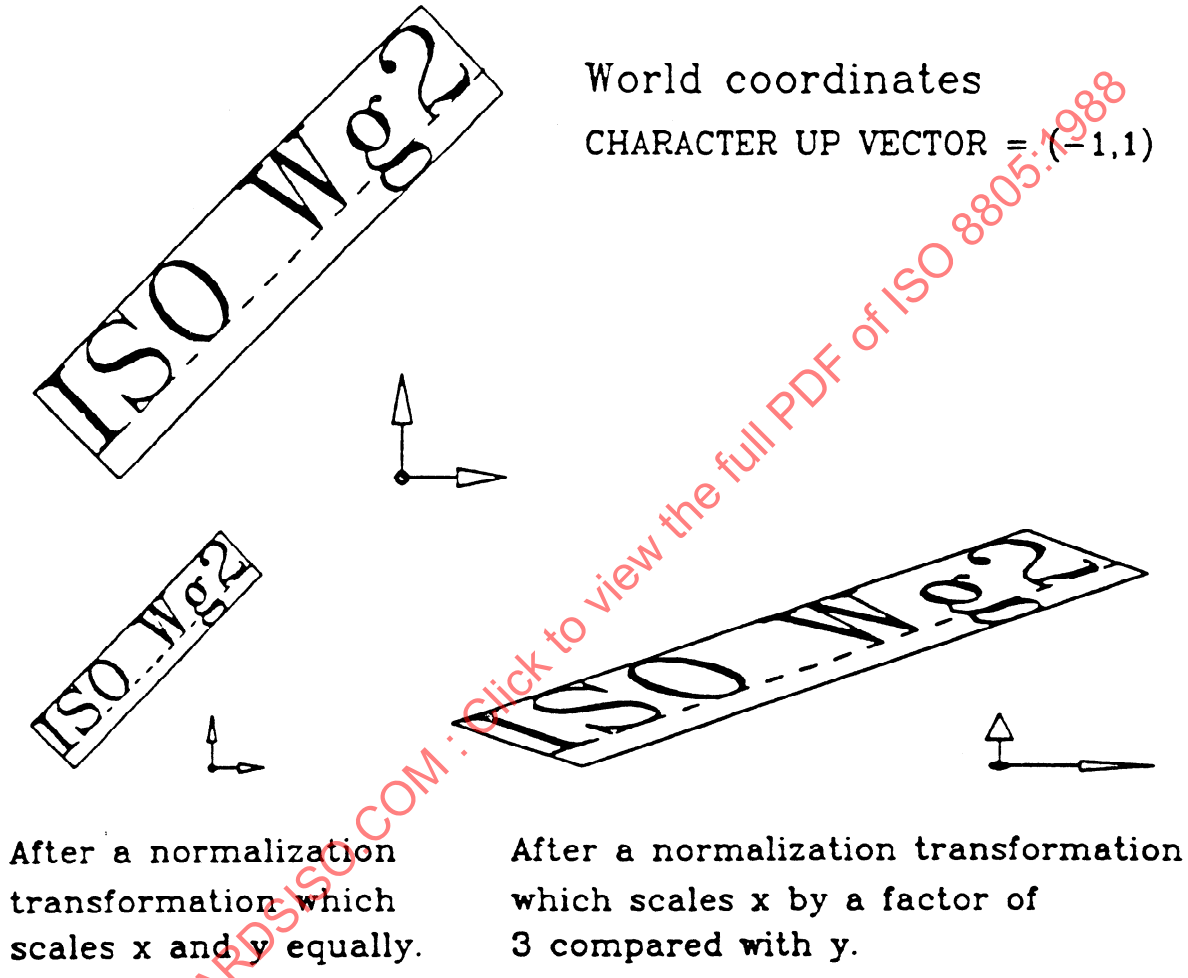
Figure 6 - Effects of combined changes in text aspects



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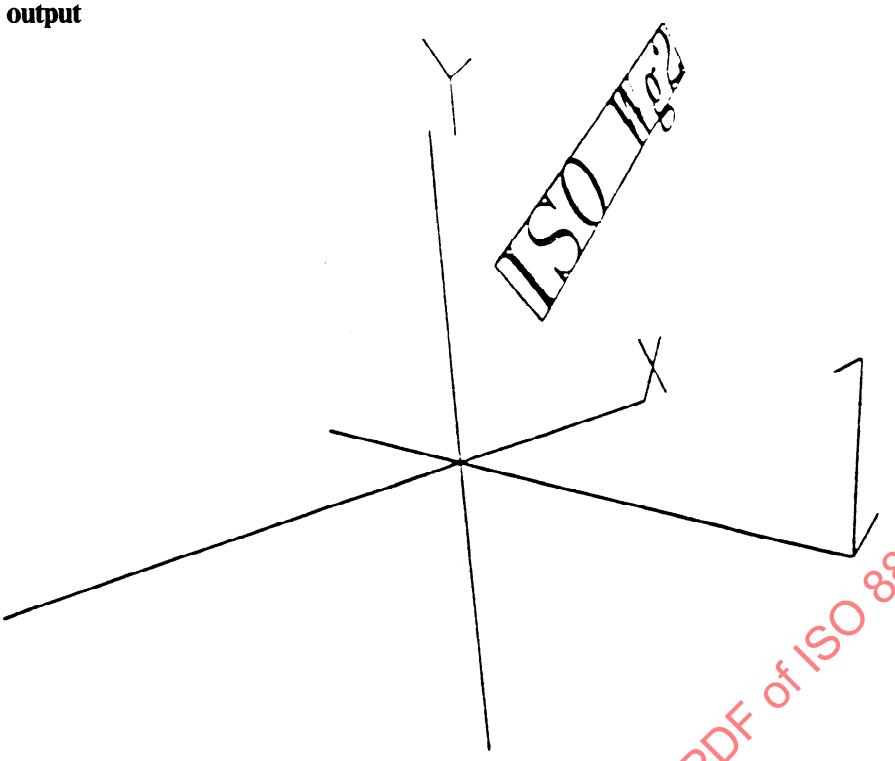
NOTE - Changes from the top example of figures 4 and 5 are underlined.

Figure 7 - Effects of several changes in text aspects

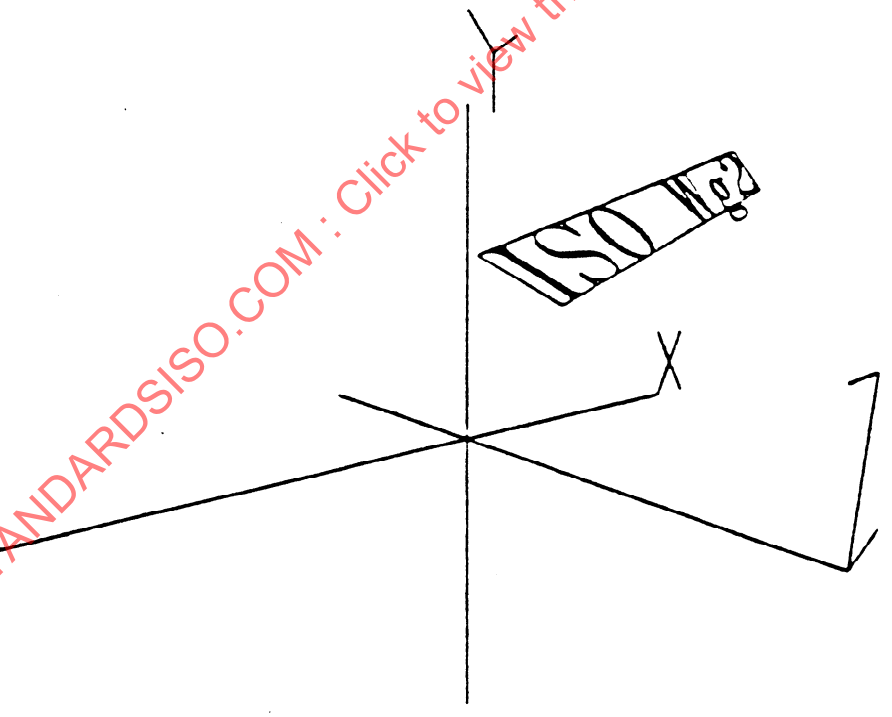


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Figure 8 - Effects of different normalization transformations on text in STROKE precision



world coordinates: character up vector = (-1,1)



After a normalization transformation which scales
x and z by a factor of 2 compared with y.

Figure 9 - Effects of different normalization transformations on text in STROKE precision

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The effect to be achieved is now described. A series of rectangles, aligned and positioned on the text plane by applying the current text attributes to the nominal character body extent rectangle, is passed through the viewing pipeline. The rectangle height vector has the length CHARACTER HEIGHT and is parallel to the actual character up vector (i.e. the 3D vector in WC that is equal to $chu_1 E_1 + chu_2 E_2$, where chu_1 and chu_2 are the components of the 2D CHARACTER UP VECTOR and E_1 and E_2 are unit vectors parallel to the positive X axis and Y axis in the text plane). The rectangle width vector has the length CHARACTER WIDTH and is parallel to the actual character base vector (i.e. the 3D vector in WC that is equal to $chb_1 E_1 + chb_2 E_2$, where chb_1 and chb_2 are the components of the 2D CHARACTER BASE VECTOR). The world coordinates of the four corners of the rectangle are transformed by the normalization transformation, by a segment transformation if within a segment, by a viewing transformation, and by the workstation transformation. The resulting quadrilateral can be used by the workstation character generator. Thus, the shape of individual characters can be transformed by a normalization transformation that scales x, y and z non-uniformly, by a segment transformation, by a viewing transformation and by a workstation transformation that scales z non-uniformly. Before the viewing transformation, the character body extent is a parallelogram and can be conveniently represented by the text position and two vectors to the two adjacent corners of the parallelogram. This parallelogram is stored in segments.

The resulting characters need to conform to the shape of the character extent quadrilateral exactly for STROKE precision. For STRING precision text, the character height and width vectors need to be evaluated only at the leading edge of the first character. For CHAR precision, the character height and width vectors need to be evaluated only at the leading edge of each character.

On the workstation, the height of a character is given by the length of the transformed height vector; the character up direction is given by the direction of the transformed height vector; the width of a character is given by the length of the transformed width vector multiplied by the font width to height ratio for the character and by the character expansion factor; the character base direction is given by the direction of the transformed width vector. The characters are arranged together in a text extent parallelogram, depending on the values of TEXT PATH and character spacing. The text extent parallelogram is then positioned according to the value of TEXT ALIGNMENT and the text position, contained in the definition of the TEXT primitive.

Figures 4 to 7 give examples of the effects of different values of text aspects. Figures 8 and 9 give examples of the effect of different normalization transformations on the displayed form of the text.

4.4.6 Text extent and concatenation

The text extent rectangle is the minimum rectangle which completely encloses the character bodies of the text string. This may be determined by INQUIRE TEXT EXTENT or INQUIRE TEXT EXTENT 3 which calculates the value of the text extent rectangle.

For font 1, the results are workstation independent. For other fonts, the results may be workstation dependent. STROKE precision text is assumed so that the information retrieved is exact.

4.4.7 Fill area attributes

Fill area has the geometric attributes PATTERN REFERENCE POINT and two PATTERN REFERENCE VECTORS. It also has two implicitly specified geometric attributes PATTERN WIDTH VECTOR and PATTERN HEIGHT VECTOR. These are implicitly specified by the function SET PATTERN SIZE. Like ordinary geometric attributes, their values are bound to the fill area primitives when the primitives are created and cannot be changed afterwards. These values are subject to the same transformations as the geometric data contained in the definition of the primitive. The usage of the fill area geometric attributes is described later in this sub-clause.

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The representation of fill area at the workstation is controlled by the FILL AREA INDEX, or the set of individually specified fill area attributes (FILL AREA INTERIOR STYLE, FILL AREA STYLE INDEX, and FILL AREA COLOUR INDEX) or some combination of the two, depending upon the values of the ASFs for fill area interior style, fill area style index, and fill area colour index. The FILL AREA INDEX is a pointer into the fill area bundle table, each entry of which contains values for the fill area interior style, fill area style index and fill area colour index.

The fill area interior style is used to determine in what style the area should be filled. It has the following values:

a) HOLLOW: No filling, but draw the bounding polyline, using the fill area colour index currently selected (either via the fill area bundle or individually, depending upon the corresponding ASF). The linetype and linewidth are implementation dependent.

b) SOLID: Fill the interior of the polygon using the fill area colour index currently selected (either via the fill area bundle or individually, depending upon the corresponding ASF).

c) PATTERN: Fill the interior of the polygon using the fill area style index currently selected (either via the fill area bundle or individually, depending upon the corresponding ASF) as an index into the pattern table. In this context, the fill area style index is sometimes referred to as the pattern index.

d) HATCH: Fill the interior of the polygon using the fill area colour index and the fill area style index currently selected (either via the fill area bundle or individually, depending upon the corresponding ASFs). The fill area style index is used as a pointer into the list of hatch styles, in which case it is sometimes referred to as the hatch index.

For interior style PATTERN, the pattern is defined by the pattern representation, which specifies an array (DX×DY) of colour indices that are pointers into the colour table. The size and starting position of the pattern are determined by a pattern box in a local coordinate system on the fill area plane. The pattern box is defined as follows:

e) The PATTERN REFERENCE POINT and the PATTERN REFERENCE VECTORS are projected along a normal vector onto the fill area plane.

f) The origin of the box, which may be a parallelogram, is the projection of the PATTERN REFERENCE POINT.

g) The PATTERN WIDTH VECTOR is one side of the pattern box. Its direction is parallel to the projection of the first PATTERN REFERENCE VECTOR. Its length is equal to that of the SX component of the current PATTERN SIZE.

h) The PATTERN HEIGHT VECTOR is the adjacent side of the pattern box. Its direction is parallel to the projection of the second PATTERN REFERENCE VECTOR. Its length is equal to the SY component of the current PATTERN SIZE.

If the projected pattern box is degenerate, an implementation dependent technique determines the location and shape of the pattern box.

The pattern box is conceptually divided into a grid of DX×DY cells. The colour index array is associated with the cells as follows: the element (1,DY) is associated with the cell having the projected PATTERN REFERENCE POINT at one corner; elements with increasing first dimension are associated with successive cells in the direction of the PATTERN WIDTH VECTOR. Elements with decreasing second dimension are associated with successive cells in the direction of the PATTERN HEIGHT VECTOR. The pattern is mapped onto the fill area by replicating the transformed pattern box in directions parallel to its sides until the entire fill area is covered. The resulting

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pattern is subject to the same transformations as the fill area primitive.

Mapping the transformed pattern cells to the pixels of a raster display is performed by the following rules:

i) If the centre of a pixel lies inside the parallelogram defined by the transformed cell, its colour is set;

j) If the pixel centre lies on a cell boundary, it is implementation dependent which of the adjacent cells is used to define the colour of the pixel;

k) The pixel is assigned the colour of the cell corresponding to the pixel's centre.

For a workstation which can implement patterns but not transformable patterns, a suitable action is to generate non-transformed patterns to fill a polygon.

For interior style HATCH, the hatch index selects among hatch styles: hatch styles greater than 0 are reserved for registration (see 4.1.2); hatch styles less than 0 are workstation dependent. Whether hatching is affected by transformations or not is workstation dependent.

Interior style HOLLOW is available on every workstation of category OUTPUT or OUTIN. It is workstation dependent which of the interior styles SOLID, PATTERN and HATCH are available.

4.4.8 Fill area set attributes

Fill area set uses the same fill area attributes as fill area (see section 4.4.7).

Another set of aspects for fill area set permits independent control of the edges of fill area sets. The aspects, which can be either individual or bundled, are:

EDGE FLAG
EDGE TYPE
EDGE WIDTH SCALE FACTOR
EDGE COLOUR INDEX

The EDGE FLAG can have values ON or OFF. When the value is OFF, the edge is not drawn. When the value is ON, the edge is rendered according to the other EDGE attributes. Every fill area set primitive has an EDGE INDEX attribute, which selects the bundle from the workstation edge bundle table. For each edge aspect an aspect source flag exists that controls whether the individual aspect is bound to the fill area set or whether the value is taken from the bundle designated by the EDGE INDEX, as follows:

EDGE FLAG ASF
EDGE TYPE ASF
EDGE WIDTH SCALE FACTOR ASF
EDGE COLOUR INDEX ASF

The edges drawn according to the above aspects are drawn on top of the interior. Conceptually edges and interior are disjoint, in practice they may overlap. The boundary drawn for style HOLLOW is considered part of the interior. Consequently, the edges will have precedence over the interior when drawn, and will then be visible. The boundary associated with the style HOLLOW may be visible as well. Parts of edges that are clipped become invisible. Parts of HOLLOW interiors that become clipped will have a boundary drawn at the clipping boundary.

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4.4.9 Cell array attributes

The plane of the cell array primitive is defined by 3 points that are corners of a parallelogram (see figure 23). The results are implementation dependent if the points are co-linear.

Cell array has no attributes other than VIEW INDEX, HLHSR IDENTIFIER and PICK IDENTIFIER. However, an array of colour indices, which are pointers into the colour table, is part of the definition of a cell array.

4.4.10 Generalized Drawing Primitive attributes

Generalized Drawing Primitive(GDP) has no explicit geometric attributes. Such information may be specified in the GDP data record. The representation of the GDP at the workstation is controlled by zero or more of the sets of polyline, polymarker, text, fill area and edge attributes (see 4.4.2). Whether bundle indices or associated individually specified attributes are used depends upon the values of the appropriate ASFs. The sets of attributes most appropriate for the specified GDP function are selected for the GDP as part of the definition of the GDP and are recorded in the workstation description table. Similarly, if a GDP is essentially a cell array, then an array of colour indices would be specified in the GDP data record.

4.4.11 Colour

In GKS-3D, colour is specified in a number of different situations. It may be an aspect of a primitive, in which case it is specified either in the bundle for that primitive or by the individual colour attribute for that primitive. It may be part of a pattern for FILL AREA, in which case an array of colours is specified, or it may be part of a primitive itself, namely CELL ARRAY, when an array of colours is also specified. In each case, the colour is specified as an index into a colour table on the workstation. On each workstation, there is one colour table into which all the colour indices point.

The size of the colour table is workstation independent but entries 0 and 1 always exist. Entry 0 corresponds to the background colour (the colour of the display after it has been cleared). Entry 1 is the default foreground colour, and entries higher than 1 correspond to alternative foreground colours.

Colours are described by a colour model together with a specification of colour coordinates in the colour space of that model. There is a colour model in effect at each workstation, specified by the 'Current Colour Model' entry in the workstation state list.

Colours are associated with a colour index by the function SET COLOUR REPRESENTATION. The function INQUIRE COLOUR REPRESENTATION can be used to determine the colour associated with a colour index. The parameters of these functions describe the colour as a specification of colour coordinates in the colour space of the current colour model.

The current colour model at a workstation is set by the control function SET COLOUR MODEL. This function selects the colour model used for interpretation of the parameters of SET COLOUR REPRESENTATION and INQUIRE COLOUR REPRESENTATION. It does not affect the colours associated with the indices. The current colour model at a workstation can be inquired by the function INQUIRE COLOUR MODEL.

Colour models 1 to 4 are predefined as RGB, CIE, HSV and HLS. Only RGB and CIE are required to be available. Colour models greater than 4 are required for registration and colour models less than 0 are implementation dependent. Those colour models and the appropriate conversion algorithms are described in Annex H. The colour models available on a workstation can be inquired by the function INQUIRE COLOUR MODEL FACILITIES.

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When colours are associated with a colour index, they are mapped onto the nearest colour available on the workstation. On some workstations it may not be possible to change the background colour, and in this case the mapping of specific colour to the nearest available for the background colour may be different to that of mapping the same colour for the foreground colours.

Some workstations are not capable of displaying colours (for example, workstations only capable of displaying colours with equal red, green, and blue intensities or workstations only capable of displaying colours which are different intensities of the same colour); these are referred to as monochrome workstations. Whether a workstation is capable of colour is recorded in the 'colour available' entry in the workstation description table. On monochrome workstations, the intensity is computed from the colour values in a workstation dependent way.

4.4.12 View index

An attribute of each primitive is the VIEW INDEX. The current value of the VIEW INDEX is bound to the primitive at creation. The index will select viewing parameters from a view table at each workstation. The VIEW INDEX is treated in the same fashion as the other bundle indices. The view representation is workstation dependent. The INSERT SEGMENT and INSERT SEGMENT 3 functions replace the VIEW INDEX, stored with an output primitive when the segment was created, by the current VIEW INDEX.

4.4.13 Hidden line/hidden surface removal (HLHSR) identifier

An attribute for each primitive is the HLHSR IDENTIFIER. The current value of the HLHSR IDENTIFIER is bound to the primitive at creation. The HLHSR IDENTIFIER will be interpreted at the workstation in an implementation dependent manner.

The INSERT SEGMENT and INSERT SEGMENT 3 functions replace the HLHSR IDENTIFIER, stored with an output primitive when the segment was created, by the current HLHSR IDENTIFIER.

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4.5 Workstations

4.5.1 Workstation characteristics

GKS-3D is based on the concept of abstract graphical workstations. These provide the logical interface through which the application program controls physical devices. Certain special workstations provide facilities for the storage and exchange of graphical information.

For every type of workstation present in a GKS-3D implementation (except for the special workstations), there exists a workstation description table which describes the capabilities and characteristics of the workstation. The application program can inquire which capabilities are available and adapt its behaviour accordingly. If a capability is requested that a particular workstation does not provide, a standard error reaction is defined. Certain minimal capabilities of a workstation are detailed in 4.10.

An abstract graphical workstation with maximum capabilities

a) has one addressable display space of fixed resolution;

b) allows only rectangular parallepiped display spaces (the display space does not consist of a number of separate parts);

c) permits the specification and use of smaller display spaces than the maximum while guaranteeing that no display image is generated outside the specified display space;

d) supports several linetypes, text fonts, character sizes, etc., to allow output primitives to be drawn with different aspects;

e) has one or more logical input devices for each input class;

f) permits REQUEST, SAMPLE and EVENT type input;

g) allows logical input devices to be set in REQUEST, SAMPLE or EVENT mode independently of each other;

h) stores segments and provides facilities for changing and manipulating them;

i) permits definitions of several transformations that support 3D viewing transformations.

In practice, the workstation is not necessarily equipped with all of these capabilities.

Each workstation has a type. Each workstation type falls into one of six categories:

OUTPUT	Output
INPUT	Input
OUTIN	Output and input
WISS	Workstation Independent Segment Storage(WISS)
MO	GKS-3D Metafile (GKSM) output
MI	GKSM input

A workstation of category OUTPUT has only output capabilities. It can display all output primitives, with the possible exception of the GENERALIZED DRAWING PRIMITIVE which is optional. Minimal requirements for displaying TEXT and FILL AREA primitives are listed in 4.4, and for CELL ARRAY in 5.3.

GKS-3D allows the appearance of output primitives to vary between workstations, thus allowing advantage to be taken of their differing capabilities. The facilities which allow this variation are:

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polyline representation (see 4.4)
polymarker representation (see 4.4)
text representation (see 4.4)
fill area representation (see 4.4)
edge representation (see 4.4)
pattern representation (see 4.4)
colour model (see 4.4)
colour representation (see 4.4)
deferral state (see 4.5.3)
HLHSR mode (see 4.5.7)
workstation transformation (see 4.6.3)
view representation (see 4.6.6)

Figure 2 (see 4.4) illustrates the binding of the workstation attributes.

A workstation of category INPUT has at least one logical input device, but no output capability.

A workstation of category OUTIN has the characteristics of both an OUTPUT and INPUT workstation. In addition, the existence of a workstation in this category in a GKS-3D implementation gives rise to additional requirements regarding logical input devices (see 4.8.1).

The last three categories WISS, MO and MI are special GKS-3D facilities that provide a means for temporarily or permanently storing graphical information. They are treated as workstations for the purposes of control, but otherwise have quite different characteristics (see 4.7.5 and 4.9).

Clause 5 of annex A gives a complete listing of all GKS-3D functions which apply directly or indirectly to each category of workstation.

Actual workstations may provide more capabilities than those listed in the workstation description table. These cannot be used by GKS-3D. However, if the workstation itself provides sufficient intelligence, the additional capabilities may be accessed via the GENERALIZED DRAWING PRIMITIVE or ESCAPE functions, or used locally by the workstation operator. As an example, if a workstation has two display spaces, the operator may switch locally from one to the other without notifying GKS-3D or the application program. More than one display space can be controlled by GKS-3D only by defining a separate workstation for each display space.

4.5.2 Selecting a workstation

The application program references a workstation by means of a workstation identifier. Connection to a particular workstation is established by the function OPEN WORKSTATION, which associates the workstation identifier with a workstation type and a connection identifier (for example, a unit number in FORTRAN). The current state of each open workstation is kept in a workstation state list. Segment manipulation and input can be performed on all open workstations. Output primitives are sent to, and segments are stored on, all active workstations and no others; an open workstation is made active by the function ACTIVATE WORKSTATION.

An active workstation is made inactive by the function DEACTIVATE WORKSTATION; an open workstation is closed by the function CLOSE WORKSTATION.

The following sequence of functions illustrates workstation selection:

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```
OPEN WORKSTATION (N1,conid1,workstation type A);
OPEN WORKSTATION (N2,conid2,workstation type B);
ACTIVATE WORKSTATION (N1);

    Output functions;          {generated only on N1}
    Input functions;           {possible on N1,N2}

ACTIVATE WORKSTATION (N2);

    Output functions;          {generated on N1,N2}

DEACTIVATE WORKSTATION (N1);

    Output functions;          {generated only on N2}
    Input functions;           {possible on N1,N2}

CLOSE WORKSTATION (N1);
DEACTIVATE WORKSTATION (N2);
CLOSE WORKSTATION (N2);
```

4.5.3 Deferring picture changes

It is desirable that the display of a workstation reflects, as far as possible, the actual state of the picture as defined by the application program. However, to use the capabilities of a workstation efficiently, GKS-3D allows a workstation to delay, for a certain period of time, the actions requested by the application program. During this period, the state of the display may be undefined.

The function SET DEFERRAL STATE allows the application program to choose that deferral state which takes into account the capabilities of the workstation and the requirements of the application program. Two attributes are defined for this purpose. Deferral mode controls the time at which output functions have their visual effects. Implicit regeneration controls the time at which picture changes have their visual effects: picture changes in general imply an alteration not just an addition to the picture.

The concept of deferral refers only to visible effects of GKS-3D functions. Effects on the segment storage or on the state of the workstation are (conceptually) not deferred.

Deferral mode controls the possible delaying of output functions: for example, data sent to a device may be buffered to optimize data transfer. The values of deferral mode (in increasing order of delay) are:

a) ASAP: The visual effect of each function will be achieved on the workstation As Soon As Possible (ASAP). GKS-3D ensures that the actions necessary to achieve this visual effect are initiated before control is returned to the application program, but, owing to possible delays not under the influence of GKS-3D, the actions are not necessarily completed before control is returned.

b) BNIG: The visual effect of each function will be achieved on the workstation Before the Next Interaction Globally (BNIG), i.e. before the next interaction with a logical input device gets underway on any workstation (see 4.8.2). If an interaction on any workstation is already underway, the visual effect will be achieved as soon as possible.

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c) BNIL: The visual effect of each function will be achieved on the workstation Before the Next Interaction Locally (BNIL), i.e. before the next interaction with a logical input device gets underway on that workstation (see 4.8.2). If an interaction on that workstation is already underway, the visual effect will be achieved as soon as possible.

d) ASTI: The visual effect of each function will be achieved on the workstation At Some TIme (ASTI).

Deferral applies to the following functions that generate output:

POLYLINE 3
POLYLINE
POLYMARKER 3
POLYMARKER
TEXT 3
TEXT
FILL AREA 3
FILL AREA
FILL AREA SET 3
FILL AREA SET
CELL ARRAY 3
CELL ARRAY
GENERALIZED DRAWING PRIMITIVE 3
GENERALIZED DRAWING PRIMITIVE
INSERT SEGMENT 3
INSERT SEGMENT
ASSOCIATE SEGMENT WITH WORKSTATION
COPY SEGMENT TO WORKSTATION
INTERPRET ITEM

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For none of the possible values of deferral mode is it mandatory for an implementation to delay the visual effect of output functions. If the application program requires a delay, it can achieve this using the segment storage facility and the visibility attribute. This restriction means that the buffer for deferred actions can be chosen in an implementation dependent manner.

Certain functions can be performed immediately on some workstations, but on other workstations imply a regeneration of the whole picture to achieve their effect. For example, an implicit regeneration is necessary when picture changes require new paper to be put on a plotter. The entries 'dynamic modification accepted' in the workstation description table indicate which changes

e) lead to an implicit regeneration (IRG);

f) can be performed immediately (IMM).

If changes can be performed immediately, those changes may affect primitives outside segments in addition to those inside segments. If regeneration occurs, all primitives outside segments will be deleted from the display space.

An implicit regeneration is equivalent to an invocation of the function REDRAW ALL SEGMENTS. Its possible delay is controlled by the implicit regeneration mode, a single entry in the workstation state list. The values of implicit regeneration mode are

g) SUPPRESSED: Implicit regeneration of the picture is suppressed, until it is explicitly requested: the entry 'new frame necessary at update' is set to YES.

h) ALLOWED: Implicit regeneration of the picture is allowed.

An implicit regeneration is made necessary, if any of the following occur:

i) if the functions listed below have a visible effect on the display image of the respective workstation:

1) if the 'dynamic modification accepted' entry in the workstation description table is IRG (implicit regeneration necessary) for the specified representation:

SET POLYLINE REPRESENTATION
SET POLYMARKER REPRESENTATION
SET TEXT REPRESENTATION
SET FILL AREA REPRESENTATION
SET EDGE REPRESENTATION
SET PATTERN REPRESENTATION
SET COLOUR REPRESENTATION
SET VIEW REPRESENTATION 3

2) if the 'dynamic modification accepted' entry in the workstation description table is IRG for the workstation transformation:

SET WORKSTATION WINDOW 3
SET WORKSTATION WINDOW
SET WORKSTATION VIEWPORT 3
SET WORKSTATION VIEWPORT

3) if the 'dynamic modification accepted' entry in the workstation description table is IRG for segment priority and this workstation supports segment priority:

- if primitives are added to open segment overlapping a segment of higher priority:

POLYLINE 3
POLYLINE
POLYMARKER 3
POLYMARKER
TEXT 3
TEXT
FILL AREA 3
FILL AREA
FILL AREA SET 3
FILL AREA SET
CELL ARRAY 3
CELL ARRAY
GENERALIZED DRAWING PRIMITIVE 3
GENERALIZED DRAWING PRIMITIVE
INSERT SEGMENT 3
INSERT SEGMENT

(since only segments have priority, primitives outside segments do not make an implicit regeneration necessary.)

- if the complete execution of one of the following actions would be affected by segment priority:

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DELETE SEGMENT
DELETE SEGMENT FROM WORKSTATION
ASSOCIATE SEGMENT WITH WORKSTATION
SET SEGMENT TRANSFORMATION 3
SET SEGMENT TRANSFORMATION
SET VISIBILITY
SET SEGMENT PRIORITY

4) if the 'dynamic modification accepted' entry in the workstation description table is IRG for segment transformation:

SET SEGMENT TRANSFORMATION 3
SET SEGMENT TRANSFORMATION

5) if the 'dynamic modification accepted' entry in the workstation description table is IRG for 'visibility (visible → invisible)':

SET VISIBILITY (INVISIBLE)

6) if the 'dynamic modification accepted' entry in the workstation description table is IRG for 'visibility (invisible → visible)':

SET VISIBILITY (VISIBLE)

7) if the 'dynamic modification accepted' entry in the workstation description table is IRG for highlighting:

SET HIGHLIGHTING

8) if the 'dynamic modification accepted' entry in the workstation description table is IRG for delete segment:

DELETE SEGMENT
DELETE SEGMENT FROM WORKSTATION

9) if the 'dynamic modification accepted' entry in the workstation description table is IRG for HLHSR mode:

SET HLHSR MODE

10) if the HLHSR MODE is such that the workstation will perform HLHSR and the operating state is SGOP:

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POLYLINE 3
POLYLINE
POLYMARKER 3
POLYMARKER
TEXT 3
TEXT
FILL AREA 3
FILL AREA
FILL AREA SET 3
FILL AREA SET
CELL ARRAY 3
CELL ARRAY
GENERALIZED DRAWING PRIMITIVE 3
GENERALIZED DRAWING PRIMITIVE
INSERT SEGMENT 3
INSERT SEGMENT

j) if any of the above situations occurs as a result of INTERPRET ITEM.

An implicit regeneration has to be done (including deletion of primitives outside segments) only if one of the functions listed causes a visible effect on the display; for example, if an invisible segment is deleted, a regeneration need not be done. However, an implementation is allowed to perform an implicit regeneration in any of the cases listed above.

Deferred actions can be made visible at any time by the use of the UPDATE WORKSTATION function or by an appropriate change of the deferral state.

4.5.4 Clearing the display space

Two capabilities for clearing the display space are recognized, namely:

a) clear the display space even if it is empty;

b) ensure that the display space is clear without clearing the display space needlessly.

The second capability means that the display space is only cleared when needed: this would normally be when the display space is not clear, (i.e. when the 'display space empty' entry in the workstation state list is NOTEMPTY). The entry 'display space empty' in the workstation state list is set to NOTEMPTY if output is sent to the device. It may be set to NOTEMPTY even if output does not appear on the display space (for example, a GDP primitive which has been clipped at the device to non-existence).

Both capabilities for clearing the display space are available to the user through the function CLEAR WORKSTATION. The second capability is also used in UPDATE WORKSTATION and REDRAW ALL SEGMENTS ON WORKSTATION.

4.5.5 Elimination of primitives outside segments

Elimination of primitives outside segments occurs in the following situations:

a) if the following GKS-3D functions are invoked:

CLEAR WORKSTATION

REDRAW ALL SEGMENTS ON WORKSTATION

UPDATE WORKSTATION
if the parameter update regeneration flag is PERFORM and if 'new frame action necessary at update' in the workstation state list is YES;

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SET DEFERRAL STATE
if 'implicit regeneration mode' is ALLOWED and 'new frame action necessary at update' is YES;

b) if an implicit regeneration is made necessary (see 4.5.3) and 'implicit regeneration mode' is ALLOWED;

c) if any of the above situations occurs as a result of INTERPRET ITEM.

4.5.6 Sending messages to a workstation

The MESSAGE function allows a character string to be sent to a workstation. The application program has no control over the position and appearance of the character string and an implementation is allowed to place the string on a device distinct from, but associated with, the workstation. The rules to be followed by an implementation are stated in 5.2.

4.5.7 Hidden line/hidden surface removal

Hidden line/hidden surface removal (HLHSR) is the process of determining which parts of primitives are invisible as a result of being obscured by other primitives when observed from the PRP or along the projection direction (see 4.6.6). In GKS-3D, the method by which these parts are calculated is implementation dependent. Moreover, implementation of any HLHSR capabilities is not mandatory.

HLHSR is controlled on a workstation by workstation basis, by the workstation attribute HLHSR MODE and, on a primitive by primitive basis, by a global attribute HLHSR IDENTIFIER. Both attributes are specified as integers the meaning of which are determined in a workstation and implementation dependent manner. The attributes may not be used for other purposes than HLHSR. The default value for both attributes is 0. Where appropriate, 0 should be the most convenient action for that workstation.

Adding a primitive may cause an implicit regeneration if HLHSR is being performed. Primitives outside segments do not take part in HLHSR calculations. Primitives in segments that have the segment attribute visibility set to INVISIBLE cannot obscure other primitives. Primitives that are not visible as a result of HLHSR are not detectable.

The INSERT SEGMENT and INSERT SEGMENT 3 functions replace the HLHSR IDENTIFIER bound to a primitive by the current HLHSR IDENTIFIER.

HLHSR removal takes precedence over segment priority.

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4.6 Coordinate systems and transformations

4.6.1 Normalization transformations

In GKS-3D, the application programmer can compose his graphical picture from separate parts each of which, conceptually, is defined with its own world coordinate system (WC). The relative positioning of the separate parts is defined by having a single normalized device coordinate space (NDC) onto which all the defined world coordinate systems are mapped. A set of normalization transformations define the mappings from the world coordinate systems onto the single normalized device coordinate space, which can be regarded as a workstation independent abstract viewing space. This normalized picture can be stored and manipulated via the segment mechanism; it can also be stored on a metafile.

For output, a single normalization transformation is current at any one time and this is used to transform world coordinates specified, for example in output primitives and geometric attributes, into normalized device coordinates.

A normalization transformation is specified by defining the limits of a volume in the world coordinate system (window) which is to be mapped onto a specified volume of the normalized device coordinate space (viewport). Window and viewport limits specify rectangular parallelepipeds with edges parallel to the coordinate axes in WC and NDC. The volumes include their boundaries. The normalization transformation performs a mapping from WC onto NDC that includes translation and differential scaling with positive scale factors for the three axes. The scale factor may be zero for the z-axis.

Although NDC space conceptually extends to infinity, the part of NDC space in which the viewport needs to be located and that can be viewed at a workstation is the closed range $[0,1]\times[0,1]\times[0,1]$. In addition, an implementation may support only a restricted range of NDC space. However, this range is always sufficiently greater than the $[0,1]\times[0,1]\times[0,1]$ cube that useful effects of INSERT SEGMENT and INSERT SEGMENT 3 can be achieved. In particular, NDC coordinates in the range $[-7,7]\times[-7,7]\times[-7,7]$ are always handled.

Each normalization transformation is identified by a transformation number which is an integer between 0 and an implementation dependent value n which can be inquired from the GKS-3D state list. The normalization transformation with transformation number 0 is the unity transformation which maps $[0,1]\times[0,1]\times[0,1]$ in world coordinates to $[0,1]\times[0,1]\times[0,1]$ in normalized device coordinates. It cannot be changed.

Initially, all other normalization transformations are set to a default transformation which is the same as transformation number 0. Different transformations can be specified at any time when GKS-3D is open. Since GKS-3D provides a number of different normalization transformations, it is possible for the application program to specify them prior to outputting the graphical picture. The separate parts of the picture are output by selecting a particular normalization transformation before outputting the associated graphical primitives. However, specifying a normalization transformation, while the graphical output is taking place, is allowed.

A normalization transformation may be selected by SELECT NORMALIZATION TRANSFORMATION, and it will be used for all output until another is selected. By default, normalization transformation 0 is selected.

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4.6.2 Clipping

The viewport of a particular normalization transformation is used to define a clipping volume, as well as, with the window, specifying the normalization transformation. When the viewport of the current normalization transformation is set or when a normalization transformation is selected, the 'clipping volume' entry in the GKS-3D state list is set to the resulting viewport of the current normalization transformation. Clipping to this clipping volume can either be enabled or disabled. There is a single global switch (the clipping indicator) which defines whether or not the clipping volume is to be used for clipping.

Clipping does not take place when the normalization transformation is performed but is delayed until the output primitives are to be displayed in the display space of a workstation. Output primitives stored in segments have their coordinates transformed to NDC and the associated clipping volume and clipping indicator stored with the primitives. The INSERT SEGMENT and INSERT SEGMENT 3 functions allow the clipping volume and clipping indicator in the GKS-3D state list to replace the clipping volume and clipping indicator stored with an output primitive when the segment was defined.

Primitives sent to a workstation of category MO are not clipped.

4.6.3 Workstation transformations

Points in NDC space are transformed into Normalized Projection Coordinates (NPC) space by the viewing operations described in 4.6.6. NPC space can be regarded as a workstation independent abstract viewing space. Each open workstation can select independently some part of NPC space in the range $[0,1]\times[0,1]\times[0,1]$ to be displayed somewhere in the workstation display space. A particular workstation transformation is a mapping from NPC space onto the device coordinates (DC) space for that workstation.

The units of device coordinates are metres on a device capable of producing a precisely scaled image (for example, on most plotters) and appropriate workstation dependent units otherwise (for example, on a display unit with unknown monitor size). In either case the device coordinate system maps onto the display space in the following way:

a) the DC origin is at the bottom left corner furthest from the observer of the display space;

b) the device coordinate units are related to the display space in such a way that a cube in device coordinates appears as a cube on the display space (this is trivially true if device coordinate units are metres);

c) x, y and z increase to the right, upwards and towards the observer respectively.

On some devices, device coordinate units do not coincide with addressable units, for example if the addressable units do not satisfy the above conditions.

The size of the display space in device coordinate units is recorded in the workstation description table.

The workstation transformation is a uniform mapping from NPC onto DC for x and y and thus performs translation and *equal* scaling with a positive scale factor for these two axes. Thus picture composition can be achieved using the normalization transformations whereas the workstation transformation allows different aspects of the composed picture to be viewed on different workstations. For example, a drawing could be output to a plotter at the correct scale and simultaneously some part of the drawing could be displayed on the full display space of an interactive terminal.

The workstation transformation can be specified at any time after the workstation has been opened.

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However, actually changing the workstation transformation may cause an implicit regeneration of the picture.

A workstation transformation is specified by defining the limits of a volume in the normalized projection coordinate system within the range [0,1]×[0,1]×[0,1] (workstation window) which is to be mapped onto a specified volume of the device coordinate space (workstation viewport). Workstation window and workstation viewport limits specify rectangular parallelepipeds with edges parallel to to the coordinate axes in NPC and DC. The volumes include their boundaries. To ensure that no output outside the workstation window is displayed, GKS-3D clips at the workstation window boundaries, and this clipping cannot be disabled.

As the workstation window is defined within the NPC range [0,1]×[0,1]×[0,1], this ensures that the only part of NPC space that can be viewed on any workstation lies in the range [0,1]×[0,1]×[0,1]. If the workstation window and workstation viewport have different aspect ratios for x, y, and z, the scaling specified would be different on each axis if the workstation window was mapped onto the workstation viewport in its entirety. To ensure optimum results on the display space, the workstation transformation maps the workstation window onto the largest rectangular parallelepiped that can fit within the workstation viewport such that:

d) aspect ratio in x and y is preserved;

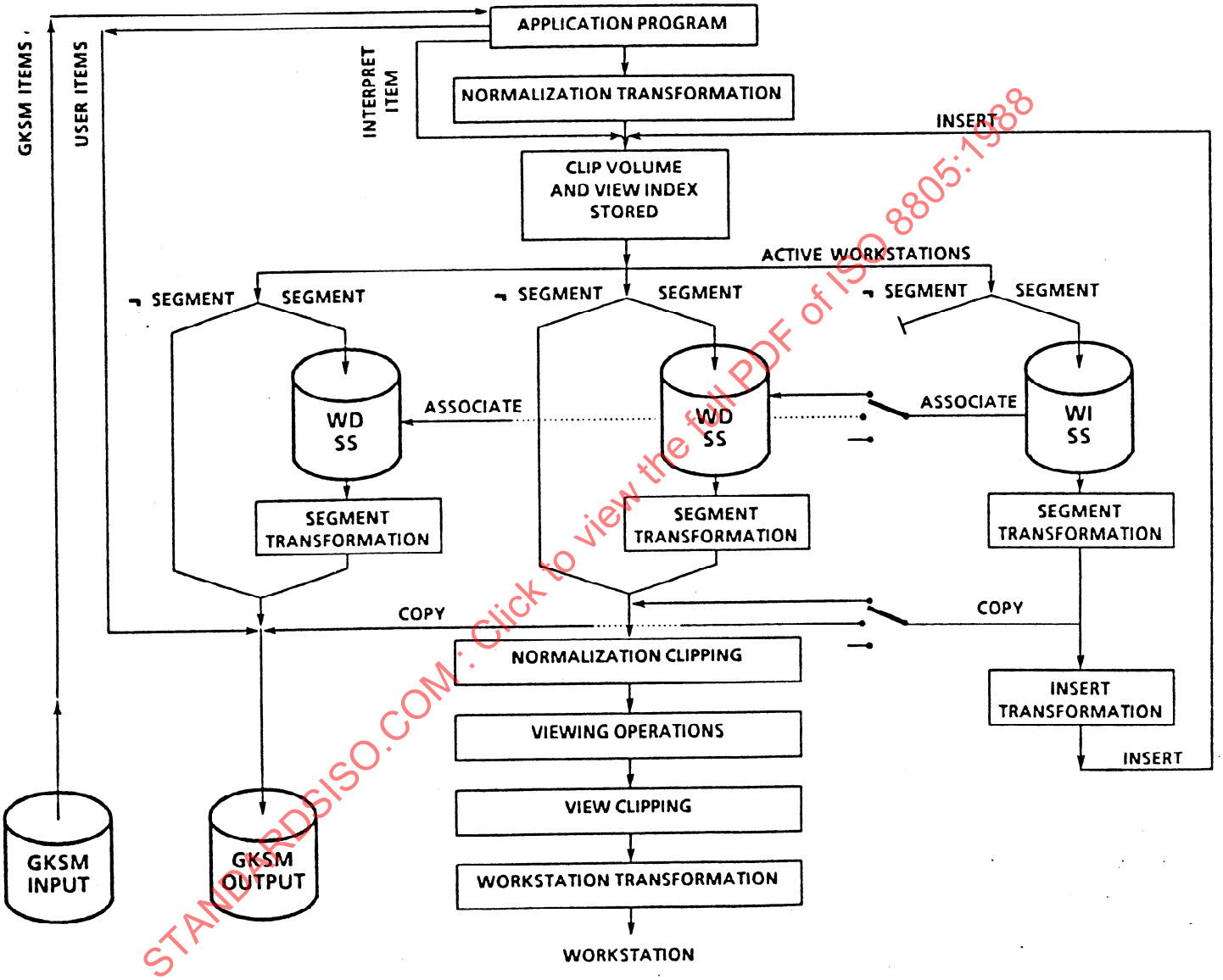
e) the lower left hand corner of the workstation window closest to 0 in z is mapped to the lower left hand corner of the workstation viewport furthest from the observer;

f) the z extent of the workstation window is mapped to the entire z extent of the workstation viewport.

Thus, space is left unused at the top or right side of the workstation viewport if the aspect ratios of the workstation window and workstation viewport are different.

All workstation transformations are set by default to map NPC space [0,1]×[0,1]×[0,1] onto the whole of the workstation display space. If the display space is not a cube, the same rules as above apply to determine the scaling on each axis.

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Figure 10 - Data flow chart for graphical output in GKS-3D

Workstation transformations can be changed by SET WORKSTATION WINDOW, SET WORKSTATION WINDOW 3, SET WORKSTATION VIEWPORT, or SET WORKSTATION VIEWPORT 3. As a specification of the workstation transformation may be deferred (see 4.5.3), these two functions only set the 'requested workstation window' and 'requested workstation viewport' entries in the workstation state list. The 'current workstation window' and 'current workstation viewport' entries continue to hold the previously set transformation parameters. When the display is updated, the current values are set to the requested values.

A complete data flow chart for graphical output is given in figure 10. It should be noted that all three coordinate systems (WC, NPC and DC) are three dimensional Cartesian coordinate systems.

4.6.4 Transformation of locator input

The application programmer requires LOCATOR input to define a position in the most appropriate world coordinate system currently defined by the set of normalization transformations.

This is achieved by first transforming the input data from DC to NPC by the inverse workstation transformation which is in effect when LOCATOR input is generated. LOCATOR input can only be obtained from positions within the part of the current workstation viewport into which the current workstation window is mapped (note that this is a subset of the workstation viewport whenever the aspect ratio of the workstation viewport and workstation window differ). Thus, LOCATOR input always defines a position in the NPC range $[0,1]\times[0,1]\times[0,1]$.

The position in NPC space needs to be transformed from NPC to NDC by the inverse of the viewing transformation in one of the view representations. Each view representation has associated with it a view transformation input priority which is only relevant to LOCATOR and STROKE input. View representations are ordered in a list defined by the view transformation input priority. When a GKS-3D workstation is opened, a workstation-dependent number of view representations are initialized, and their view transformation input priorities are set with view representation 0 given the highest priority, view representation 1 the next highest and so on. Changing the view transformation input priority of any view transformation is allowed at any time. The LOCATOR input position in NPC space is compared with the view clipping limits of the view representations to find the view representation with the highest view transformation input priority whose view clipping limits contain the LOCATOR position.

The LOCATOR position is transformed by the inverse of this view transformation to the associated NDC.

To return to the application program a position in world coordinates, the position in NDC space needs to be transformed from NDC to WC by the inverse of one of the normalization transformations. Each normalization transformation has associated with it a viewport input priority which is only relevant to LOCATOR and STROKE input. Normalization transformations are ordered in a list defined by the viewport input priority. At GKS-3D initialization, an implementation defined number of normalization transformations are initialized to have window and viewport set to the cube $[0,1]\times[0,1]\times[0,1]$ and their viewport input priorities are set relative to the transformation number with transformation number 0 given the highest priority, transformation number 1 the next highest and so on. Changing the viewport input priority of any normalization transformation is allowed at any time.

The LOCATOR input position in NDC space is compared with the viewports of the normalization transformations, to find the normalization transformation with the viewport which has the highest viewport input priority and contains the LOCATOR position. The LOCATOR position is transformed by the inverse of this normalization transformation to the associated WC. This

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LOCATOR position is returned to the application program in WC together with the number of the normalization transformation and view index used.

If the point, after being transformed by the inverse viewing transformation, lies outside all normalization transformation viewports, normalization transformation 0 is used.

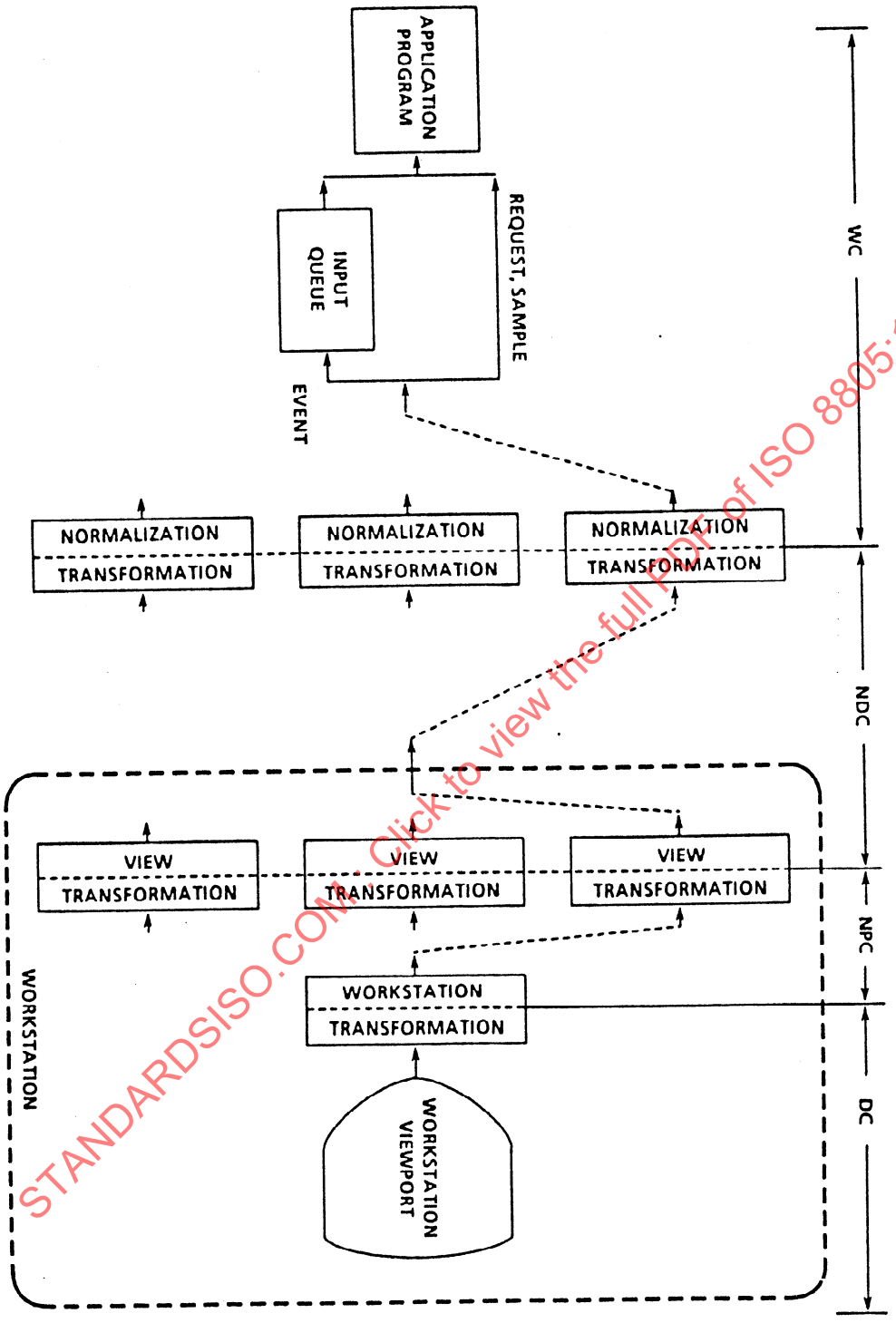
A data flow chart for LOCATOR input is given in figure 11.

As normalization transformation and view representation number 0 are given the highest input priority initially, LOCATOR input is effectively returned in WC equivalent to NPC until either a normalization transformation is defined with an input priority greater than that of normalization transformation number 0 or a view representation is defined with an input priority greater than that of view representation number 0. If a normalization transformation or view representation is no longer required for mapping LOCATOR input back to WC, it can effectively be hidden by reassigning it an input priority lower than that of normalization transformation or view representation number 0.

Changing the priority of view transformation and normalization transformation number 0 is allowed.

In an event report, generated by a LOCATOR device in EVENT mode, the DC position is transformed to the appropriate WC position before the event report is placed on the input queue. These transformations may be performed while the normalization and workstation transformations are being changed; thus, there is a race condition. The implementation has therefore to treat the transformations as resources to be allocated and deallocated between the competing processes.

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Figure 11 - Data flow chart for locator input

Between placing on the input queue and the execution of AWAIT EVENT which removes the LOCATOR position from the queue, it is possible for the normalization transformation and the workstation transformation to be changed by the application program. To ensure that the DC position located is equivalent to the WC position retrieved from the input queue, it is advisable for the application program not to change a transformation while a LOCATOR is in EVENT mode.

4.6.5 Transformation of stroke input

Similar considerations apply to transformation of STROKE input as apply to LOCATOR input, with the complication that more than one point is involved.

When each point of a stroke is generated, the coordinates of the point are transformed from DC to NPC by the inverse workstation transformation then in effect. STROKE input can only be obtained from positions within the part of the current workstation viewport into which the current workstation window is mapped (analogous to LOCATOR input). Thus STROKE input always consists of points in the NPC range $[0,1]\times[0,1]\times[0,1]$.

The position in NPC space needs to be transformed from NPC to NDC by the inverse of one of the viewing transformations.

The STROKE points in NPC space are compared with the projection viewports of the view transformations to find the view with the projection viewport that has the highest view transformation input priority and contains all the STROKE points. The STROKE points are transformed by the inverse of this view transformation to the associated NDC.

To return to the application program points in world coordinates, the points in NDC space need to be transformed from NDC to WC by the inverse of one of the normalization transformations. The STROKE points in NDC space are compared with the viewports of the normalization transformations, to find the normalization transformation with the viewport which has the highest viewport input priority and contains all of the points. The STROKE points are then transformed by the inverse of this normalization transformation and returned to the application program in WC together with the number of the normalization transformation and view index used.

If the STROKE device is in SAMPLE mode, the normalization and view transformation used may vary between successive samples.

In EVENT mode, there is a similar race condition to that applying to LOCATOR input. Between placing an event report on the input queue and the execution of AWAIT EVENT which removes the STROKE event from the queue, it is possible for the normalization transformation and the workstation transformation to be changed by the application program. To ensure that the DC points input by the operator are equivalent to the WC points retrieved from the input queue, it is advisable for the application program not to change transformations while a STROKE device is in EVENT mode.

4.6.6 Viewing

Viewing is the mechanism whereby coordinates in the Normalized Device Coordinate system are transformed to Normalized Projection Coordinates. Figure 12 shows the position of viewing in the graphical output pipeline. The view index attribute of a primitive is used to select an entry in a view table at each workstation. Figure 13 shows the effect on primitives of having a view index attribute of 2 displayed on multiple workstations. The view table entry specifies a view orientation matrix, a view mapping matrix, view clipping limits in NPC, and three clipping indicators. Figure 14 shows the three stages of viewing controlled by a view table entry. The two matrices are 4×4 homogeneous coordinate transformation matrices. The view clipping limits are 6 values: XMIN,

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XMAX, YMIN, YMAX, ZMIN, ZMAX defining a rectangular parallelepiped oriented with edges parallel to the NPC axes. The three clipping indicators are of a two-valued enumerated data type and comprise the front clipping indicator which controls clipping against the z=ZMAX plane, the back clipping indicator which controls clipping against the z=ZMIN plane, and the x—y indicator which controls clipping against x=XMIN, x=XMAX, y=YMIN and y=YMAX planes.

The purpose of the view orientation matrix is to transform homogeneous coordinate positions in NDC into coordinates relative to the View Reference Coordinate system (VRC). The axes of the VRC system are called U, V, and N.

The purpose of the view mapping matrix is to transform points in VRC to points in the Normalized Projection Coordinate system (NPC). This transformation is typically a parallel or perspective transformation.

The purpose of the view clipping limits is to specify the region of NPC space in which visible data may appear, provided clipping is turned on and ignoring clipping defined by the workstation window. The purpose of the clipping indicators is to control whether the planes of the clipping limits are active or inactive, so that the potentially viewable portion of NPC may extend beyond the view clipping limits.

If the x—y clipping indicator is NOCLIP, the region of NPC space in which visible data may appear is unlimited in x and y. If the front clipping indicator is NOCLIP, the region of NPC space in which visible data may appear is unlimited in the positive Z direction. If the back clipping indicator is NOCLIP, the region of NPC space in which visible data may appear is unlimited in the negative Z direction.

All or part of the viewing operations may be accomplished by other technological means at the workstation, in a manner not under application control. For example, workstations with holographic capabilities may use human perception to accomplish perspective. In this case it is workstation dependent whether all, part, or none of the viewing mechanism is used in a workstation.

A workstation defined number of views can be stored in each workstation. They are numbered consecutively starting with 0. In each view table there is a special entry, having index 0, that cannot be modified. It is predefined and contains the following information:

view orientation matrix:	identity, i.e. 1 0 0 0 0 1 0 0 0 0 1 0 0 0 0 1
view mapping matrix:	identity, i.e., 1 0 0 0 0 1 0 0 0 0 1 0 0 0 0 1
view clipping limits:	0, 1, 0, 1, 0, 1
x—y clipping indicator:	CLIP
front plane clipping indicator:	CLIP
back plane clipping indicator:	CLIP

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The effect of view table entry 0 is to map the cube [0,1]×[0,1]×[0,1] in VRC to the cube in NPC: [0,1]×[0,1]×[0,1].

In GKS-3D, the predefined view table entries are initialized to values in the workstation description table, the others are initialized to the same values as view table entry 0. View table entries with index higher than 0 can be modified by the function SET VIEW REPRESENTATION 3. This function takes a workstation identifier and a view index in addition to the values to be stored in the view table entry.

Since the visual effect of setting a view table entry can be deferred, the function SET VIEW REPRESENTATION 3 only sets the 'requested' entries in the view table in the workstation state list. The 'current' entries in the view table in the workstation state list continue to hold their previous values. When the display is next updated the current values are set to the requested values.

View table entries are ordered in a list defined by the view transformation input priority. The view table entry with view index zero has the highest view transformation input priority initially.

In GKS-3D, the function SET VIEW INDEX sets the value of the 'current view index' in the GKS-3D state list. This index is bound to all output primitives.

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4.6.7 Viewing utility functions

Utility functions are provided that compute 4×4 matrices suitable for use as view orientation matrices and view mapping matrices. The parameters for these utility functions are based on 3D models of orientation and projection. These models explain how certain parameters are used to determine 4×4 matrices. While GKS-3D supports certain models, other models are possible and can be utilized by an application by creating its own matrices in accordance with its desired model.

Both of the utility functions described below have two output parameters, a matrix and an error indicator. If the input parameters are incorrectly or inconsistently specified, the error indicator is set to indicate what the problem is and the error handling procedure is not invoked.

In GKS-3D, the input parameters are either in WC or in NDC, depending on a 'coordinate switch'. If the 'coordinate switch' has the value WC, the parameters are first transformed by the current normalization transformation.

The 3D model for orientation provides for translation and rotation of axes. This model is supported by the function EVALUATE VIEW ORIENTATION MATRIX 3. The input parameters of this function are as follows.

The 'view reference point' in WC or NDC defines the origin of the VRC. The view reference point is typically a point on or near the object to be viewed.

The 'view plane normal' is a vector relative to the view reference point and defines the N axis of the VRC system. The N axis is the third axis of the VRC system. The plane in WC or NDC that contains the view reference point and that is perpendicular to the view plane normal is called the 'view reference plane'.

The 'view up vector' is a vector relative to the view reference point. The vector is projected onto the view reference plane via a projection parallel to the view plane normal. The projection of the view up vector onto the view reference plane determines the V axis of the VRC system. The U axis is determined such that the UVN axes form a right-handed coordinate system. Figure 17 shows the

geometry of the up vector and the UVN axes.

The 3D model for view mapping provides for parallel and perspective transformation of the VRC system to the NPC system. This model is supported by the function EVALUATE VIEW MAPPING MATRIX 3. In this model a volume in VRC called the 'view volume', is mapped to a volume in NPC bounded by 'projection viewport limits'. The 4×4 matrix returned by EVALUATE VIEW MAPPING MATRIX 3 performs this mapping. Figures 15 and 16 show typical view volumes associated with parallel and perspective views, respectively. The input parameters of this function are as follows.

The 'projection viewport limits' is a rectangular parallelepiped in NPC space with edges parallel to the NPC axes. Although NPC conceptually extends beyond [0,1] ×[0,1]×[0,1], the part of NPC in which the view clipping limits must be located is the closed unit cube [0,1]×[0,1]×[0,1]. The six NPC values defining the projection viewport are referred to as XMIN, XMAX, YMIN, YMAX, ZMIN, and ZMAX. Typically the projection viewport limits and the view clipping limits will be set to the same values, but this is not mandatory.

The front plane, back plane, and view plane are planes parallel to the UV plane of the VRC system. They are specified as N coordinate values by the parameters 'front plane distance', 'back plane distance', and 'view plane distance', respectively. The front plane and the back plane contain the front and back of the view volume. Conceptually, the View Reference Coordinate system is "oriented" (since VRC coordinates result from the 'view orientation transformation'). Since the front plane should not be behind the back plane, the front plane distance shall not be less than the back plane distance.

The view window is a rectangular region on the view plane with sides parallel to the U and V axes. The view window is specified as U and V coordinate values by the 'window limits' parameter. The window limits parameter consists of four values usually referred to as UMIN, UMAX, VMIN, and VMAX.

By definition the UMIN edge is the left edge of the view window, the UMAX edge is its right edge, the VMIN edge is its bottom edge, and the VMAX edge is its top edge.

The left, right, bottom and top edges of the view window, together with the projectors through those edges, define the left, right, bottom, and top surfaces of the view volume (respectively). In this model for view mapping, the term 'projector' refers to an infinite line in VRC that is mapped (via the view mapping) to an infinite line in NPC of the form (X = constant, Y = constant, Z arbitrary). This meaning is slightly different from the meaning of 'projector' common in mathematics.

The 'projection type' parameter is an enumerated type with the values PARALLEL and PERSPECTIVE.

The 'projection reference point' (PRP) is a position in VRC space and serves to orient the projectors defining the surfaces of the view volume. If projection type is PARALLEL, the projectors are all parallel to the vector joining the PRP and the centre of the view window. The view volume is thus a parallelepiped. If projection type is PERSPECTIVE the projectors all pass through the PRP. In this case the projectors passing through the view window lie on the surface of a pair of infinite rectangular cones having their common vertex at the PRP. The view volume is thus a portion of this double cone.

There are the following restrictions on the parameters:

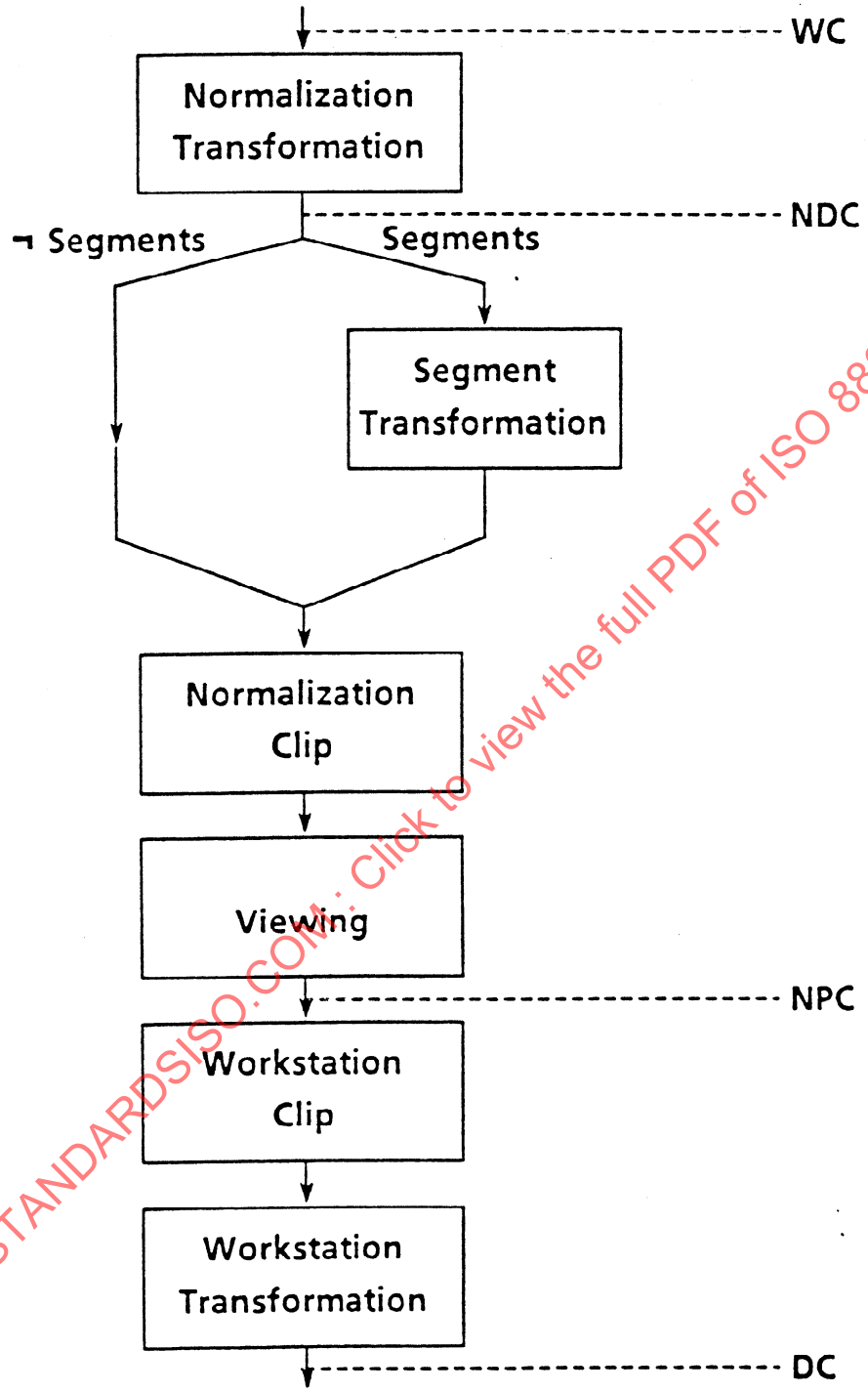
$$XMIN < XMAX, YMIN < YMAX, ZMIN \leqslant ZMAX;$$

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XMIN, XMAX, YMIN, YMAX, ZMIN, ZMAX must be in the range [0,1], inclusive;
UMIN < UMAX, VMIN < VMAX.

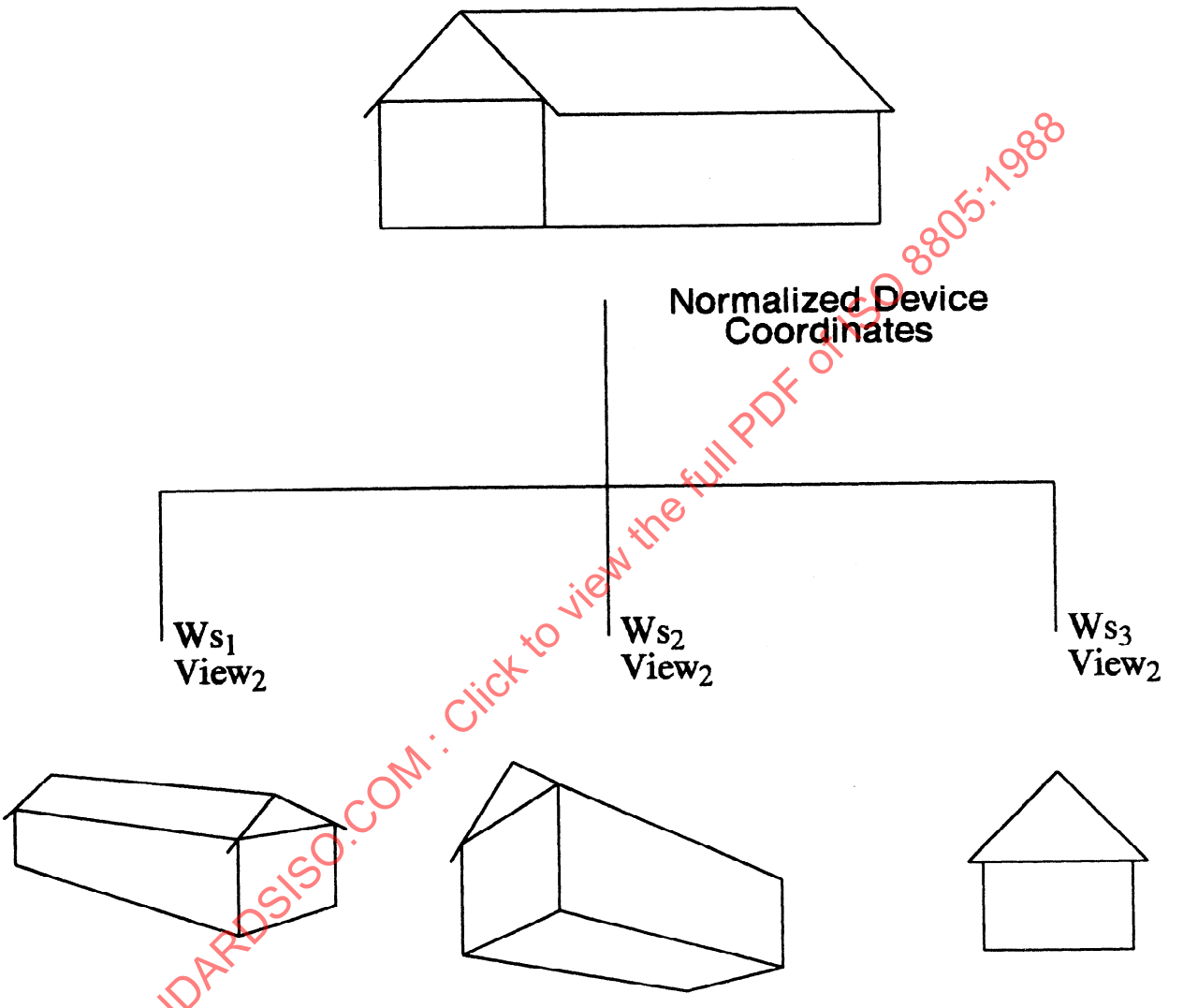
In addition, back plane distance shall be less than front plane distance unless ZMIN equals ZMAX in which case they may be equal. The N coordinate of the PRP shall not equal the view plane distance. For a projection type of PERSPECTIVE, the N coordinate of the PRP may not lie between the front plane distance and the back plane distance, inclusive.

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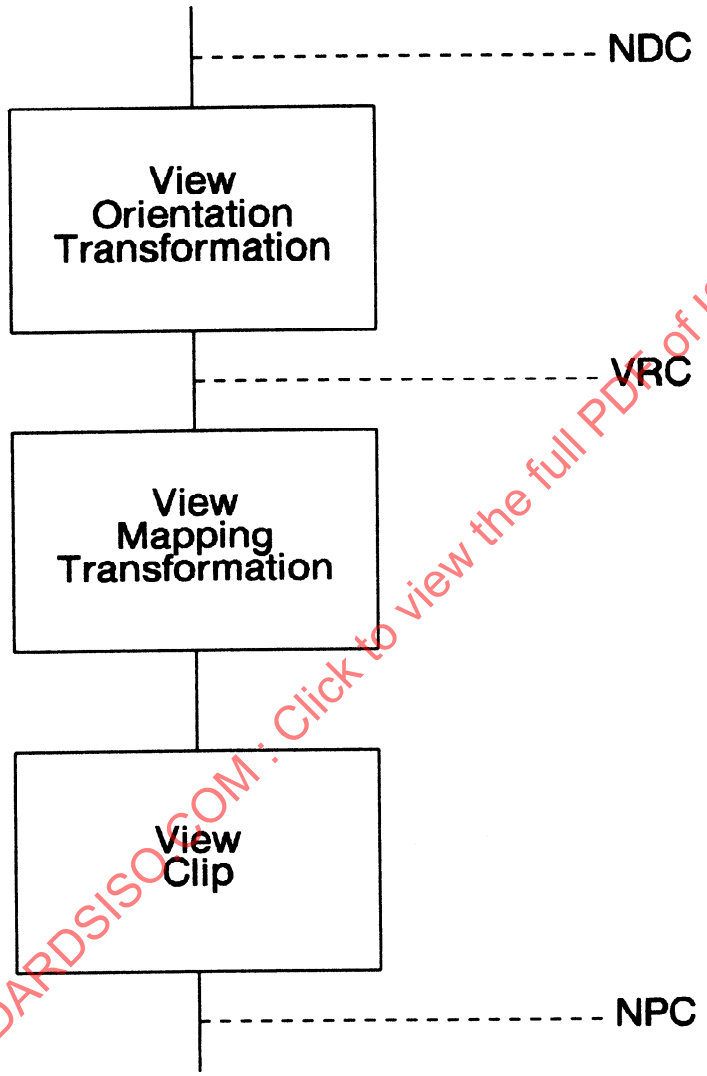
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Figure 12 - The GKS-3D viewing pipeline



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Figure 13 - Interpretation of the view index on active workstations



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Figure 14 - Viewing model for view representation

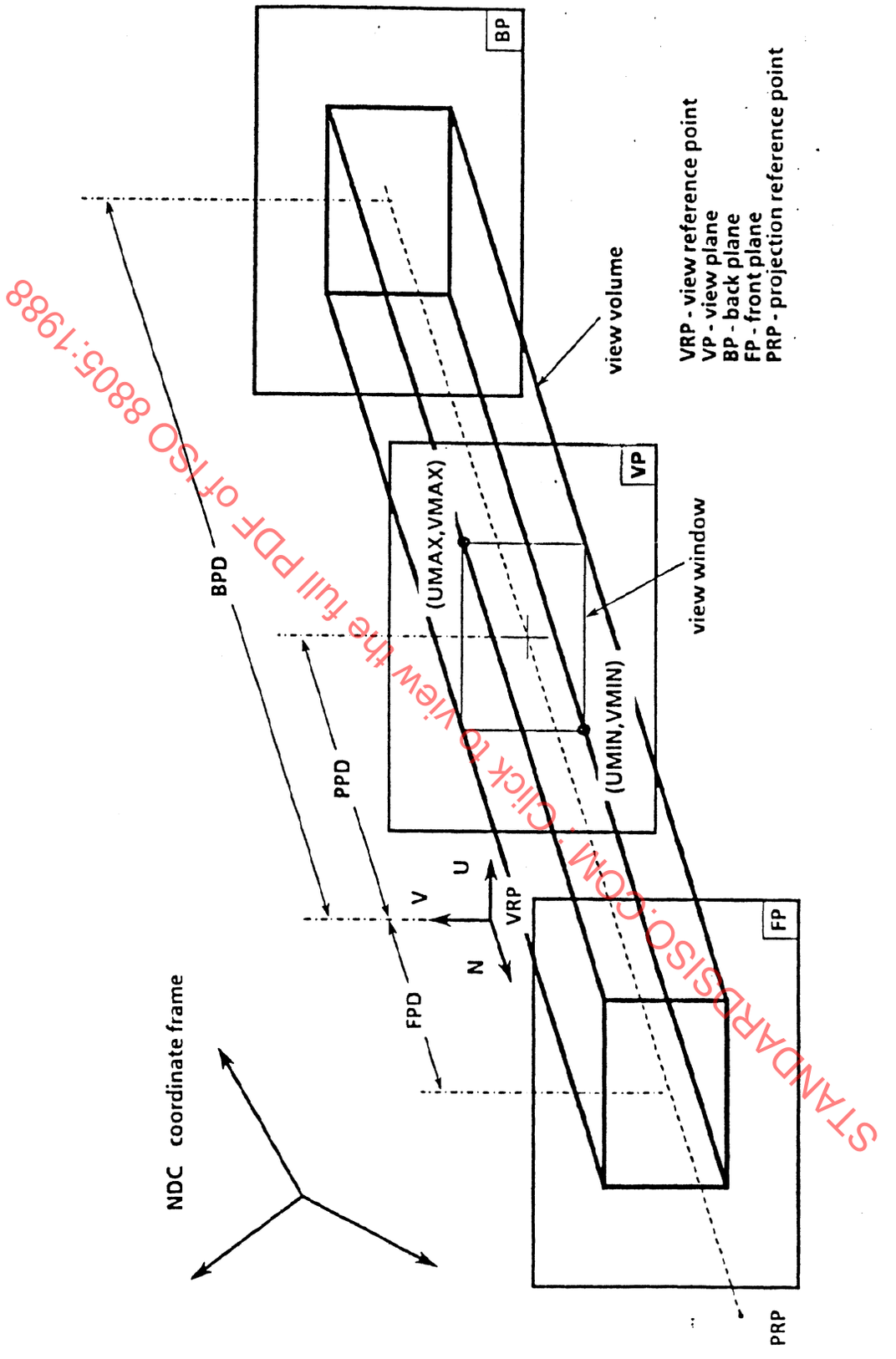
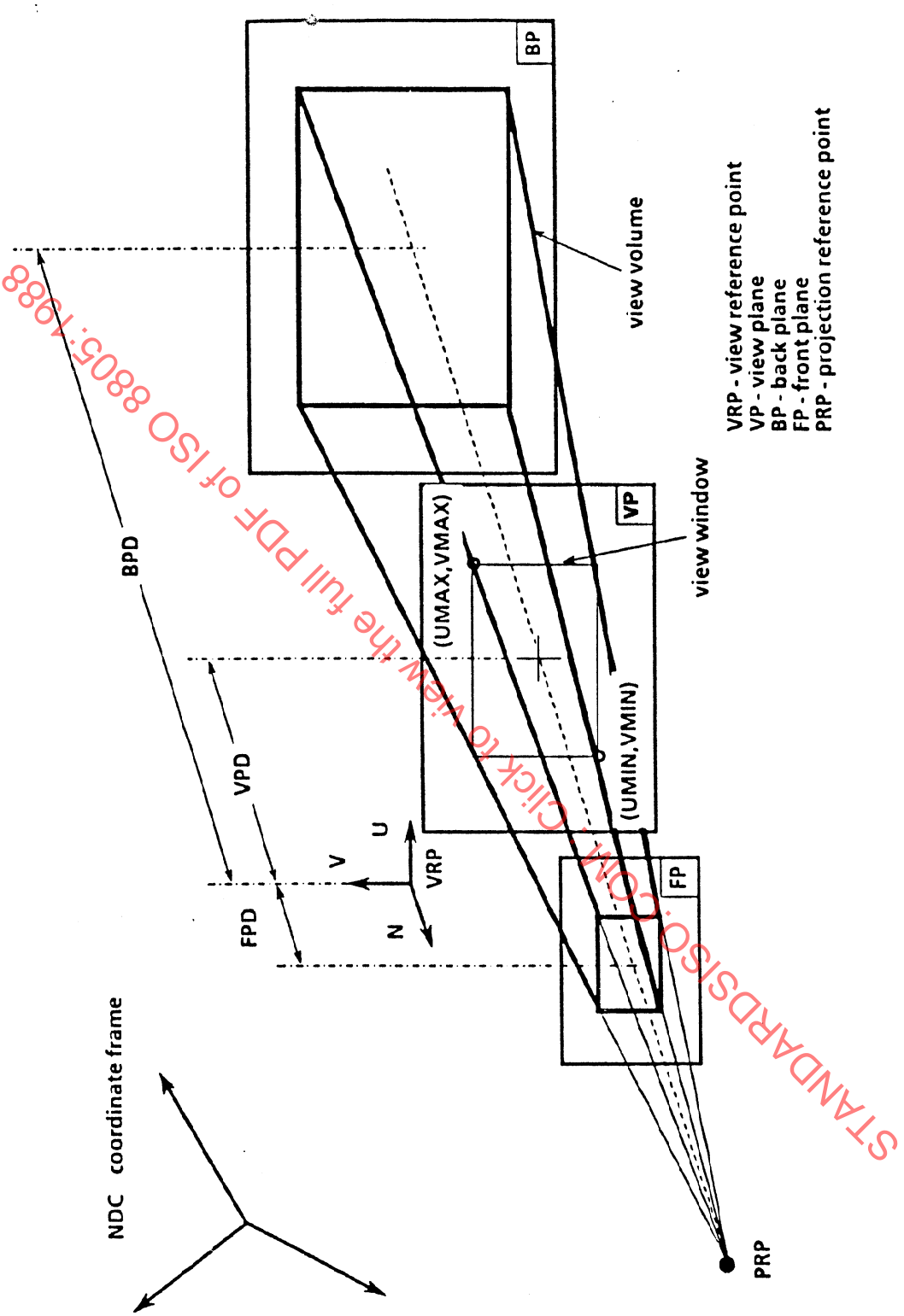


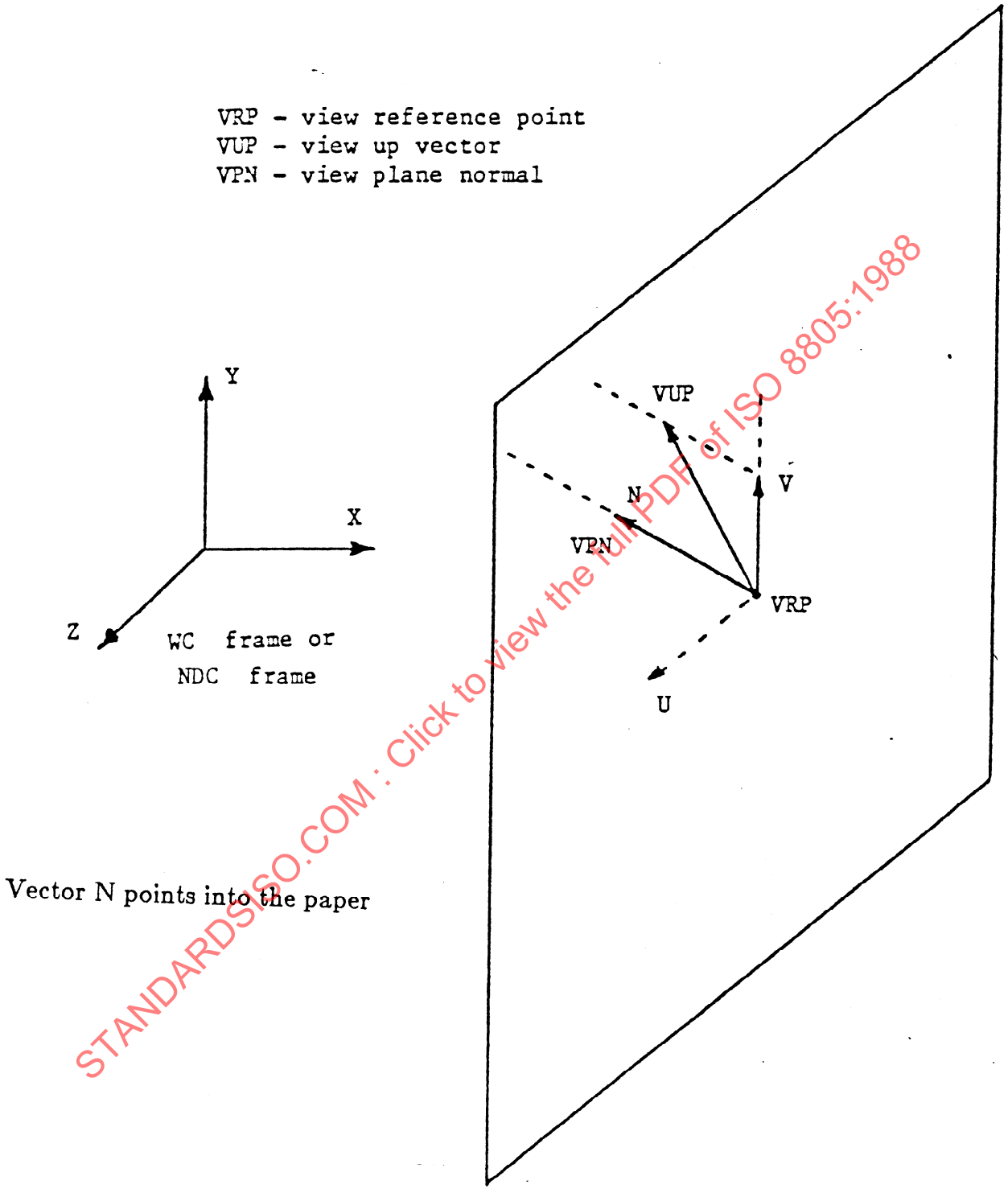
Figure 15 - Parallel projection view volume

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Figure 16 - Perspective projection view volume



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Figure 17 - Formation of V axis in VRC system

4.7 Segments

4.7.1 Introduction to segments

In GKS-3D, graphical output primitives may be grouped in segments as well as being created outside segments. Each segment is identified by a unique, application specified segment name. Segments may be

a) transformed;

b) made visible or invisible;

c) highlighted;

d) ordered front to back, which impacts overlapping primitives;

e) made detectable or undetectable;

f) deleted;

g) renamed;

h) inserted into the open segment or into the stream of primitives outside segments (see 4.7.6).

Only primitives contained inside segments are affected by these operations. The application program has no access to primitives outside segments once they have been created.

Every primitive within a segment has an attribute PICK IDENTIFIER which establishes a second level of naming. The sole function of the PICK IDENTIFIER is the identification of primitives; it cannot be used for manipulations. This level of naming is provided in GKS-3D to reduce the segment overhead for applications where a great number of picture parts need to be distinguished for input but the need for manipulation is less important.

Whereas segment names are unique, the same value for PICK IDENTIFIER can be assigned arbitrarily to single output primitives or groups of output primitives within segments, as illustrated in the following sequence of functions:

```
SET PICK IDENTIFIER(4);
CREATE SEGMENT (1);
  Output functions;              {segment=1, PICK IDENTIFIER=4}
SET PICK IDENTIFIER (2);
  Output functions;              {segment=1, PICK IDENTIFIER=2}
CLOSE SEGMENT;
  Output functions;              {primitives not pickable}
                                 {PICK IDENTIFIER=2}

SET PICK IDENTIFIER (5);
  Output functions;              {primitives not pickable}
                                 {PICK IDENTIFIER=5}
CREATE SEGMENT (2);
  Output functions;              {segment=2, PICK IDENTIFIER=5}
SET PICK IDENTIFIER (3);
  Output functions;              {segment=2,PICK IDENTIFIER=3}
CLOSE SEGMENT;
```

After a segment is closed, primitives in it cannot be modified nor can primitives be added to or deleted from the segment. No function is provided to extend a segment after it has been closed. Clipping indicators, clipping volumes and primitive attributes (geometric attributes, attributes controlling non-geometric aspects, and PICK IDENTIFIER) are stored along with primitives in segment storage. Geometrical transformations, changes of the segment attributes and changes of the

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workstation specific bundle and colour tables referenced from within a segment are possible. All values describing the state of a segment (i.e. name, segment attributes, and workstations active at creation time) are stored in a segment state list that GKS-3D keeps during a segment's lifetime.

Each segment is stored on all workstations active at the time the segment is created (CREATE SEGMENT). It can be deleted on all workstations by the DELETE SEGMENT function. It can be deleted on a specific workstation by the DELETE SEGMENT FROM WORKSTATION function. All segments stored on a specific workstation can be deleted from it by the CLEAR WORKSTATION function.

Segment storage on an OUTPUT or OUTIN workstation is referred to as Workstation Dependent Segment Storage (WDSS). GKS-3D provides a second segment storage system for workstation independent storage of pictures at run time, Workstation Independent Segment Storage (WISS: see 4.7.5 and 4.7.6). Segments cannot be moved from WDSS to another workstation, but from WISS they can.

Segments have a unique name across all segment storage. A GKS-3D implementation provides a large number of available segment names (for example 32 000).

4.7.2 Segment attributes

Segment attributes affect all the primitives in a segment. The segment attributes are:

a) SEGMENT TRANSFORMATION: (see 4.7.3);
b) VISIBILITY: a segment is either displayed or not;
c) HIGHLIGHTING: a visible segment is either highlighted or not;
d) SEGMENT PRIORITY: if parts of segments (for example, FILL AREA, CELL ARRAY) overlap, the segment with the higher priority will be preferred, both when the segments are displayed and when they are picked;
e) DETECTABILITY: a segment can either be selected by a pick input device or it cannot.

The segment attributes are unique for each segment and do not vary on different workstations. The default segment attributes (identity transformation, visible, not highlighted, priority 0, undetectable) are assigned to a segment when it is opened. The segment attributes of any segment in existence, including the open segment, may be changed. The binding of segment attributes is shown in figure 2 (see 4.4).

Segment priority affects segments being displayed (i.e. performing segment and workstation transformations, including clipping, for each primitive of the segment). If parts of primitives overlap with others of a visible segment with higher priority, these parts may be invisible. Whether a workstation supports this feature is indicated in the workstation description table. This feature is intended to address appropriate hardware capabilities only. It is not intended to mandate shielding on non-raster displays. When primitives within a segment overlap, the implementation determines the appearance of the overlapped parts. The actual effect is listed in the documentation accompanying an implementation.

When primitives of segments overlapping each other are picked, the segment with higher priority is selected. When primitives of the same segment or of segments with equal priority overlap, the results are implementation dependent.

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4.7.3 Segment transformations

Segment transformations are a mapping from NDC onto NDC. They perform translation, scaling and rotation.

Segment transformations are characterized by:

a) segment name;

b) transformation matrix.

The transformation matrix is a 3×4 matrix, consisting of a 3×3 scaling and rotation portion and a 3×1 translation portion. Utility functions are available to the application program for setting up the transformation matrices. A fixed point for scaling and rotation, and a shift vector in either WC or NDC may be specified. In the former case, the WC values of the fixed point and shift vector are first transformed using the current normalization transformation.

The segment transformation takes place after the normalization transformation, but before any clipping.

A segment transformation, specified by the SET SEGMENT TRANSFORMATION or by the SET SEGMENT TRANSFORMATION 3 function, is not actually performed in the segment storage but only saved in the segment state list. Every time the segment is redrawn this segment transformation is applied before clipping. Successive SET SEGMENT TRANSFORMATION or SET SEGMENT TRANSFORMATION 3 function calls for the same segment are not accumulated; each succeeding transformation matrix replaces its predecessor. By calling SET SEGMENT TRANSFORMATION or SET SEGMENT TRANSFORMATION 3 with an identity transformation matrix, the original segment can be obtained without loss of information.

Locator and stroke input data is not affected by any segment transformation.

4.7.4 Clipping and WDSS

Clipping takes place after the normalization and segment transformations have been applied. If the clipping indicator associated with the primitive is CLIP, the primitive is clipped against the clipping volume associated with the primitive when it was put into the segment. If the clipping indicator associated with the primitive is NOCLIP, then no normalization transformation clipping is performed. The clipping volume associated with the primitive is the clipping volume in the GKS-3D state list at that time.

Clipping volumes are not transformed by the segment transformation and thus clipping is always performed against a rectangular parallepiped whose edges are parallel to the NDC space coordinate axes.

4.7.5 Workstation Independent Segment Storage

One Workstation Independent Segment Storage (WISS) is defined, where segments can be stored for use by the COPY SEGMENT TO WORKSTATION, ASSOCIATE SEGMENT WITH WORKSTATION, and INSERT SEGMENT functions, as described in 4.7.6. None of these functions modify the contents of the segments to which they are applied. Only one WISS is permitted in a GKS-3D implementation.

The ability to manipulate segments requires the storage of all segments so that they can be reused on whatever workstations are active when they are created. By contrast, primitives outside segments cannot be reused. GKS-3D does not define the manner and format of the storage of segments as long as all segment operations can be performed and as long as the correct clipping is applied to

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each primitive.

The point in the viewing pipeline at which primitives are recorded in the WISS immediately follows the point at which data are distributed to workstations, as shown in figure 10 (see 4.6). For this reason the WISS is treated like a workstation (of category WISS), as far as control functions are concerned. Primitives are transformed from world coordinates to NDC before they are distributed to workstations.

Whether the WISS is realized within the GKS-3D nucleus or by utilizing the capabilities of an appropriate physical workstation or other input/output device is left to the implementor.

4.7.6 WISS functions and clipping

Just as in other workstations, a segment is stored in WISS if WISS is active when the segment is created and a clipping indicator and a clipping volume are associated with each primitive.

COPY SEGMENT TO WORKSTATION copies primitives from a segment in WISS to be output on the specified workstation. The function takes a copy of each primitive and its associated clipping volume and clipping indicator from a segment in the WISS, transforms the primitives by the segment transformation and puts the clipping volumes and the transformed primitives into the viewing pipeline at the place equivalent to the one where the information left (but it is sent only to the workstation specified in the invocation), as shown in figure 10 (see 4.6). This function cannot be invoked when a segment is open. By contrast with ASSOCIATE SEGMENT WITH WORKSTATION, this function does not cause a segment to exist on the specified workstation.

ASSOCIATE SEGMENT WITH WORKSTATION copies the segment to the WDSS of the specified workstation the same way as if the workstation were active when the segment was created. Clipping volumes and clipping indicators are copied unchanged. This function cannot be invoked when a segment is open.

INSERT SEGMENT and INSERT SEGMENT 3 allow previously stored primitives (in segments in WISS) to be transformed and again placed into the stream of output primitives. INSERT SEGMENT and INSERT SEGMENT 3 read the primitives from a segment in the WISS, apply the segment transformation followed by the insert transformation and then insert them into the viewing pipeline at the point before data are distributed to the workstations. All clipping volumes, clipping indicators, view indices and HLHSR identifiers in the inserted segment are ignored. Each primitive processed is assigned a new clipping volume, clipping indicator, view index and HLHSR identifier from the GKS-3D state list. In other words, inserted primitives are assigned clipping volumes, clipping indicators, view indices and HLHSR identifiers in the same manner as directly created primitives. Thus, all primitives processed by a single invocation of INSERT SEGMENT or INSERT SEGMENT 3 receive the same clipping volume, clipping indicator, view index and HLHSR identifier. Inserted information may re-enter the WISS, if the WISS is active and a segment is open.

An invocation of INSERT SEGMENT or INSERT SEGMENT 3 has no effect on output primitives passing through the pipeline before or after the invocation. The INSERT SEGMENT and INSERT SEGMENT 3 functions can be used when a segment is open but the open segment cannot, itself, be inserted.

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4.8 Graphical input

GKS-3D provides a model of input that allows input from a conceptual 3D input space for locator and stroke input. This model provides a physical to logical device mapping with abstract concepts to shield the perculiarities of specific devices from the application program.

4.8.1 Introduction to logical input devices

An application program obtains graphical input from an operator by controlling the activity of one or more logical input devices, which deliver logical input values to the program.

A logical input device is identified by a workstation identifier, an input class and a device number.

The workstation identifier identifies an open workstation, belonging to category INPUT or OUTIN, of which the logical input device is a part. The logical input device is implemented in terms of a physical input device or devices present on the workstation.

The input class determines the type of logical input value that the logical input device delivers. The six input classes and the logical input values they provide are:

a) LOCATOR: a position in world coordinates, a view index, and a normalization transformation number.

b) STROKE: a sequence of points in world coordinates, a view index, and a normalization transformation number.

c) VALUATOR: a real number.

d) CHOICE: a CHOICE status and a positive integer that represents a selection from a number of choices.

e) PICK: a PICK status, a segment name and a pick identifier. Primitives outside segments cannot be picked.

f) STRING: a character string.

Input from class LOCATOR is obtained using functions REQUEST LOCATOR, REQUEST LOCATOR 3, SAMPLE LOCATOR, SAMPLE LOCATOR 3, GET LOCATOR, and GET LOCATOR 3. Input from class STROKE is obtained using functions REQUEST STROKE, REQUEST STROKE 3, SAMPLE STROKE, SAMPLE STROKE 3, GET STROKE, and GET STROKE 3.

The device number distinguishes different logical input devices of the same class on the same workstation.

A workstation of category INPUT or OUTIN contains at least one logical input device. A GKS-3D implementation providing at least one OUTIN workstation always provides an operator with at least one logical input device in each class defined at the level (see 4.10.3) of the implementation.

Each logical input device can be operated in three modes, called operating modes. At any time a logical input device is in one, and only one, of the modes set by the invocation of a function in the group SET <input class> MODE. The three operating modes are REQUEST, SAMPLE and EVENT. Input from devices is obtained in different ways depending on the mode as follows.

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g) REQUEST: A specific invocation of REQUEST <input class> causes an attempt to read a logical input value from a specified logical input device. This can only occur when the logical input device is in REQUEST mode. GKS-3D waits until the input is entered by the operator or a break action is performed by the operator. The break action is dependent on the logical input device and on the implementation. If a break occurs, the logical input value is not valid.

h) SAMPLE: A specific invocation of SAMPLE <input class> causes GKS-3D, without waiting for an operator action, to return the current logical input value of a specified logical input device. This can only occur when the logical input device is in SAMPLE mode.

i) EVENT: GKS-3D maintains one input queue containing temporally ordered event reports. An event report contains the identification of a logical input device and a logical input value from that device. Event reports are generated asynchronously, by operator action only, from input devices in EVENT mode.

The application program can remove the oldest event report from the queue and examine its contents. The application can also flush from the queue all event reports from a specified logical input device.

A specific logical input device is said to be taking part in an interaction during the whole time that it is in SAMPLE or EVENT mode, but, when it is in REQUEST mode, only during the execution of a REQUEST <input class> function for that device. Alternatively, an interaction with the device may be said to be underway during that time. Many devices on many workstations may be taking part in interactions simultaneously.

4.8.2 Logical input device model

To describe the precise actions of the logical input devices, it is first necessary to describe their relationship with physical input devices, using the concept of measures and triggers.

A logical input device contains a measure, a trigger, an initial value, a prompt and echo type, an echo volume and a data record containing details about the prompt and echo type. A logical input device's measure and trigger are parts of the implementation of the workstation containing the logical input device. Initial value, prompt and echo type, echo volume, and data record can be supplied by the application program.

The measure of a logical input device is a value determined by one or more physical input devices together with a 'measure mapping'. More than one measure can simultaneously be determined by a single physical device; a separate measure mapping applies for each measure. A measure can be seen as the state of an independent, active process (a measure process). Each state corresponds exactly with a logical input value.

The current state of the measure process (i.e. the device's measure) is available to GKS-3D as a logical input value. Whenever the device is taking part in an interaction, the measure process is in existence. Under other conditions, this process does not exist.

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When a measure process comes into existence, the data in the workstation state list entry for the logical input device are examined. The initial value is checked for legality according to input class dependent rules explained in 4.8.4. If the check succeeds, the initial value is used as the current state of the process; otherwise a value dependent on the logical input device is used. Next, a prompt is output to indicate that the device is ready for use. (The prompt technique used by a device is determined by its prompt and echo type, which may be selected by calling the appropriate INITIALIZE function.) Creation of the measure process is then complete.

While the measure process is in existence, if echoing is required, output indicating the current state of the measure process is provided to the operator.

The trigger of a logical input device is a physical input device or a set of them together with a 'trigger mapping'. The operator can use a trigger to indicate significant moments in time. At these moments, the trigger is said to 'fire'. A single operator action (for example, pressing a button or a light pen tip switch) causes the firing of not more than one trigger. Several logical input devices can refer to the same trigger.

A trigger can be seen as an independent, active process (a trigger process) that sends a message to one or more recipients when it fires. A logical input device is a recipient of its trigger if there is a pending REQUEST for it or if it is in EVENT mode. Both of these conditions can be true simultaneously for different logical input devices. If there is at least one recipient for a trigger, the trigger process is in existence. Under other conditions this process does not exist.

If a REQUEST for a logical input device is pending when the device's trigger fires, the measure of that device is used to satisfy the REQUEST. If one or more devices containing a given trigger are in EVENT mode when the trigger fires, the identifications of those devices and their measure values are passed to the input queue mechanism as separate event reports. The input queue mechanism is described in detail in 4.8.5.

When a trigger firing succeeds in satisfying a REQUEST, or adding event records to the input queue, GKS-3D provides to the operator an acknowledgement the form of which depends on the implementation of the logical input device. The acknowledgement is not controllable by a GKS-3D function.

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4.8.3 Operating modes of logical input devices

The mode of a logical input device may be changed by invoking the appropriate SET <input class> MODE function.

After an invocation of SET <input class> MODE with the parameter REQUEST, no measure process exists for the specified device and the device's identifier is not on its trigger's list of recipients. After an invocation with the parameter EVENT, a newly initiated measure process is in existence for the specified device and the device's identifier is on its trigger's list of recipients.

After an invocation with the parameter SAMPLE, a newly initiated measure process is in existence for the specified device, but the device's identifier is not on its trigger's list of recipients.

Initially a logical input device is in REQUEST mode.

While a device is in REQUEST mode, a logical input value may be obtained by invoking the appropriate REQUEST <device class> function. The effects of doing so are as follows.

a) To create a measure process for the specified device and to set its value to the initial value from the workstation state list as described in 4.8.4. Echoing is performed by the measure process if echoing is on for the specified device.

b) To add the device's identifier to its trigger's list of recipients. If the list was previously empty, the trigger process is started.

c) To suspend GKS-3D until the trigger of the specified device fires, or the operator invokes the break facility.

d) If the trigger fired, to set the logical input value to the current state of the measure process.

e) To destroy the measure process.

f) To remove the device's identifier from its trigger's list of recipients. If this list becomes empty, the trigger process is destroyed.

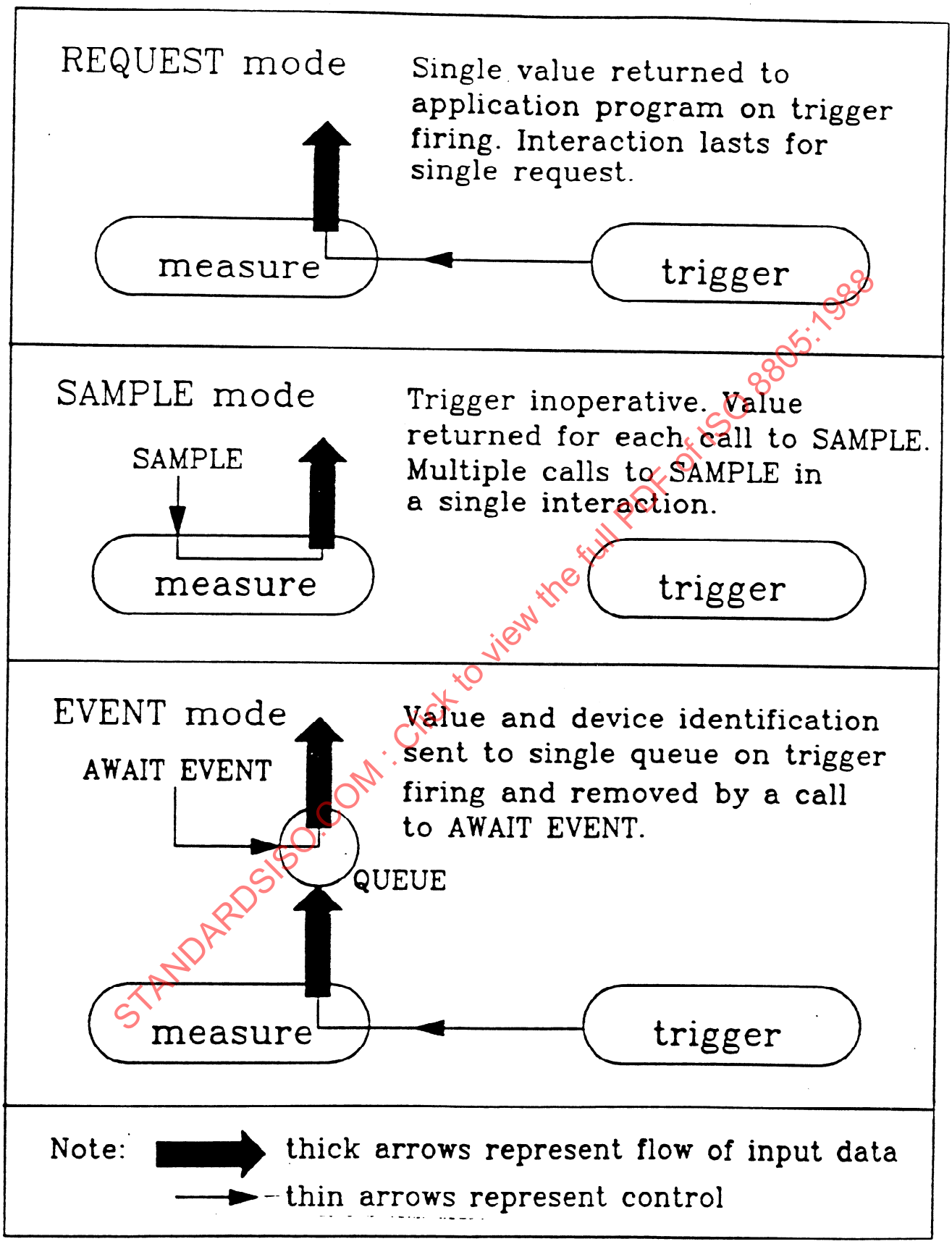
g) If the trigger fired, to return the logical input value and the status OK, otherwise to return the status NONE.

While a logical input device is in SAMPLE mode, a logical input value may be obtained by invoking the appropriate SAMPLE <input class> function. The effect of doing so is to set the logical input value to the current state of the measure process without waiting for a trigger firing.

While a logical input device is in EVENT mode, logical input values are added as event reports to the input queue, and may be obtained in sequence by invoking AWAIT EVENT, and then invoking the appropriate GET <device class> function. (More details of the input queue are given in 4.8.5.)

Figure 18 shows the effect of every operating mode on the measure and trigger of a logical input device.

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Figure 18 - The relationship between the measure and trigger for different operating modes, illustrated for a single logical input device

4.8.4 Measures of each input class

Details of the measures of logical input devices of different classes are as follows.

A LOCATOR measure consists of a position in world coordinates, normalization transformation number and a view index. Let P, N, and I denote these values. This measure value is generated from a point $P^{(DC)}$ in the workstation viewport that originates from the physical input device in device coordinates in the following way:

a) Apply the inverse workstation transformation to transform $P^{(DC)}$ into $P^{(NPC)}$. If the workstation transformation has no inverse, the z-component of $P^{(NPC)}$ is set to the minimum z value of the workstation window.

b) Select all view representations on the workstation whose view clipping limits contain the point $P^{(NPC)}$. Of those view representations select the one with the highest view transformation input priority. Reject any view representations that contain viewing transformations with no inverse. The index that points to this view representation is called I. Apply the inverse of this view transformation of view representation I to transform $P^{(NPC)}$ into $P^{(NDC)}$.

c) Select all normalization transformations with a viewport that contains $P^{(NDC)}$. Of those, select the one with the highest viewport input priority. If none are found, normalization transformation number 0 should be used. The transformation number of that normalization transformation is called N. Apply the inverse of that normalization transformation to transform $P^{(NDC)}$ into P in WC.

A STROKE measure consists of a sequence of positions in world coordinates, a normalization transformation, and a view index. Let P_1 ... P_m be the points, N be the transformation number, and I be the view index. This measure value is generated from the points $P_1^{(DC)} \cdots P_m^{(DC)}$ that originate from the physical input device in device coordinates in the following way:

d) Apply the inverse workstation transformation to transform $P_i^{(DC)}$ into $P_i^{(NPC)}$ ($1 \leqslant i \leqslant m$). If the workstation transformation has no inverse, the z-component of all of the $P_i^{(NPC)}$ are set to the minimum z value of the workstation window.

e) Select all view representations on the workstation whose view clipping limits contain all of the points $P_i^{(NPC)}$ ($1 \leqslant i \leqslant m$). Of those view representations, select the one with the highest view transformation input priority. Reject any view representation that contain viewing transformations with no inverse. The index that points to this view representation is called I. Apply the inverse of this viewing transformation of view representation I to transform $P_i^{(NPC)}$ ($1 \leqslant i \leqslant m$) into $P_i^{(NDC)}$ ($1 \leqslant i \leqslant m$).

f) Select all normalization transformations with a viewport that contains all points $P_i^{(NDC)}$ ($1 \leqslant i \leqslant m$). Of those, select the one with the highest viewport input priority. If none are found, normalization transformation number 0 should be used. The transformation number of that normalization transformation is called N. Apply the inverse of that normalization transformation to transform $P_i^{(NDC)}$ into P_i ($1 \leqslant i \leqslant m$) in WC.

A VALUATOR measure provides logical input values that are real numbers. Each value lies between (possibly including) minimum and maximum values, which are in the data record in the workstation state list.

A CHOICE measure provides logical input values whose components are OK or NOCHOICE and an integer in the range 1 to a device dependent maximum specified in the workstation description table. If the first component is OK, then the integer is valid. CHOICE input typically occurs when an operator presses a button (the numeric identifier of the button determines the measure) or combination of buttons (the measure is derived from the combination of buttons pressed).

A PICK measure provides logical input values whose components are OK or NOPICK, segment name and a pick identifier. If the first component is OK, then the segment name and pick identifier

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obey the following rules:

g) The segment exists and has VISIBILITY on and DETECTABILITY on.

h) The segment is present on the workstation containing the PICK device.

i) The pick identifier is the pick identifier attribute of at least one output primitive in the segment. This is tested using the clipping parameters in effect when the primitive arrived at the workstation. Part of the primitive lies within the workstation window, if clipping was on, part also lies within the primitive's (normalization) clipping volume, and the primitive is not completely removed by HLHSR. Further, the primitive is not completely overlapped by primitives in a segment of higher priority.

The PICK initial value is tested against the above rules whenever the PICK measure process is initiated. If the rules are not satisfied, the process state is set to NOPICK.

For certain workstations, testing rule i) when the PICK measure process is initiated, may be very expensive. In such cases, only rules g) and h) need be tested.

The PICK measure is defined using the properties of output primitives and segments. PICK devices exist only on workstations of category OUTIN.

A STRING measure provides logical input values which are character strings up to a device dependent maximum length specified by the buffer size value in the data record in the workstation state list.

4.8.5 Input queue and current event report

The input queue contains zero or more event reports. Event reports contain pairs of values (device identifier, logical input value) resulting from trigger firings. Event reports can be added to the input queue when logical input devices in EVENT mode are triggered by the operator. Events can be removed from the input queue by invocations of AWAIT EVENT, FLUSH DEVICE EVENTS and CLOSE WORKSTATION.

When a trigger that is part of one or more logical input devices in EVENT mode fires, the resulting event reports are entered into the queue and marked as a group of simultaneous event reports. An event report for each device is added to the input queue, if and only if there is room for the whole group of simultaneous event reports.

The order of reports within a group of simultaneous event reports is undefined.

If there is not room in the queue for all event reports when a trigger fires, input queue overflow has occurred. Input queue overflow is not reported to the application program immediately. It is reported via the error mechanism during the next invocation of any GKS-3D function that can remove event reports from the input queue (AWAIT EVENT, FLUSH DEVICE EVENTS, and CLOSE WORKSTATION). The input queue has to be emptied before further event reports will be added. Between the detection of input queue overflow and the next time AWAIT EVENT is invoked with the input queue empty, no events are generated by trigger firings and thus no acknowledgements are provided. (This permits the application program to determine how many events were in the queue when overflow occurred by calling AWAIT EVENT with zero timeout.)

When the 'input queue overflow' error is reported, the trigger causing the overflow is indicated by placing into the error state list the identification of any one of the logical input devices using that trigger which was in EVENT mode at the time the overflow was detected.

AWAIT EVENT, if the queue is not empty, removes the first event report after copying the logical

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input value into the current event report in the GKS-3D state list. The workstation identifier, input class and device number are returned to the application program directly by AWAIT EVENT. If the queue is empty, AWAIT EVENT suspends execution until an event report is queued or until the specified timeout period has elapsed.

The application program may obtain the contents of the current event report by calling the appropriate GET <input class>, GET LOCATOR 3, or GET STROKE 3 functions. Calls to GET LOCATOR and GET LOCATOR 3 will retrieve the same event report, with some information being discarded and not returned to the application program if the former function is used. The same relationship applies between GET STROKE and GET STROKE 3.

If, after removing the event report there remain in the queue other reports in the same group of simultaneous events as the removed report, the 'more simultaneous events' entry in the GKS-3D state list is set to MORE. Otherwise it is set to NOMORE.

FLUSH DEVICE EVENTS removes all event reports for a specific device from the input queue. CLOSE WORKSTATION removes from the input queue all event reports for all logical input devices on that workstation.

If the 'more simultaneous events' entry has the value MORE, when either FLUSH DEVICE EVENTS or CLOSE WORKSTATION is invoked, and they remove all the remaining reports in the group of simultaneous event reports at the head of the queue, then the entry is set to NOMORE.

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4.8.6 Initialization of input devices

When an input device is in REQUEST mode, it is possible to set certain parameters associated with each logical input device of each input class. This initialization procedure is invoked by calling the INITIALIZE <input class> or INITIALIZE <input class> 3 functions, the former providing the 2D form for those parameters effected by the three dimensional nature of the input model; e.g., the prompt/echo type and echo area could be retained in the 3D input model for all input classes.

To set the full complement of the input model device parameters in the workstation state list, the INITIALIZE <input class> 3 functions should be called and provided with the following information:

a) An initial value appropriate to the class. If the initial value violates the rules, an error occurs and the workstation state list is unchanged.

b) A prompt and echo type that selects the prompting technique and, if echoing is on, the echoing technique for a logical input device. An implementation dependent prompt and echo type (type 1) is required for all logical input devices. Further prompt and echo types appropriate to each class are defined but not required. These further types are listed with the appropriate INITIALIZE function. Prompt and echo types above those are reserved for registration (see 4.1.2). Prompt and echo types less than 0 are device dependent.

c) An echo volume (xmin,xmax,ymin,ymax,zmin,zmax) in device coordinates. Input device implementations may use the echo volume for certain prompt and echo types to display prompts or echoes.

d) A data record. Some input classes have mandatory control values in the data record. Some prompt and echo types within an input class also have mandatory control values in the data record. These values occupy well defined places in the data record. In any data record used in initializing an input device, values mandatory to the input class, if any, appear first followed by values mandatory to the prompt and echo type if any. Depending on the device and prompt and echo type, the data record may contain other (additional) information.

If no initialize functions are called, then the default rules apply. If INITIALIZE <device class> functions are called, then any parameters associated with the extra dimensionality (i.e., any z value of the input model) are not altered. However, if the z value of the initial point of the locator or the first point of the initial stroke is invalid, then the z value is set to the value corresponding to z = zmax of the workstation window.

When a logical input device is REQUESTed, or when it is set to EVENT or SAMPLE mode, its measure is set to the initial value from the workstation state list, unless this is not a valid measure for the device. If it is not a valid measure for the device, the measure is set to a device dependent value, except for PICK devices, for which the measure is set to NOPICK.

Prompt and echo types describe both the prompt, which informs the operator that the device is available, and the echo, which informs the operator of the state of the measure. The functions provided to control input device mode, SET <input class> MODE, also control whether echo is on or off. In addition, an implementation dependent acknowledgement of successful trigger firings is provided.

The items in data records mandatory for each class are: in a STROKE data record, input buffer size in number of points; in a VALUATOR data record, low value and high value; in a STRING data record, input buffer size and initial cursor position. Prompt and echo types which have mandatory values are types 2, 3, 4 and 5 for CHOICE.

4.8.7 Locator and stroke input using 2D input devices

The input model in GKS-3D is conceptually 3D with locator and stroke input data processed from DC to WC coordinates. This implies that the model must support 2D input devices by appending a third value obtained internally (from the workstation state tables), or externally (by some extra operation e.g., request the operator to type in a value).

Whether REQUEST LOCATOR, REQUEST STROKE, SAMPLE LOCATOR, SAMPLE STROKE, GET LOCATOR, and GET STROKE obtain a z coordinate from the user on a 2D input device is implementation dependent.

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4.9 GKS-3D Metafile interface

For the purpose of long-term filing of graphical information, GKS-3D provides an interface to sequential files called GKS-3D Metafiles (GKSMs). They can be used for:

a) transporting graphical information between systems;

b) transporting graphical information from one place to another (for example, by means of magnetic tapes);

c) transporting graphical information from one GKS-3D application to another;

d) storing accompanying non-graphical information.

The GKSMs behave like workstations. For output and input, several different workstations of the categories MO and MI can be used concurrently. However, some workstation control and inquiry functions are not applicable to these workstations (they are not meaningful). Clause A.5 of annex A gives a complete listing of all GKS-3D functions which affect workstations of category MO and MI.

The application program may write data in a metafile using WRITE ITEM TO GKSM. After closing an MO workstation the metafile may be opened as an MI workstation.

Three functions, GET ITEM TYPE FROM GKSM, READ ITEM FROM GKSM and INTERPRET ITEM are provided to read and interpret metafiles. These functions assume that a metafile consists of a sequence of items. Each item comprises an item type, an item data record length and an item data record. The item type indicates either that the item contains information that can be interpreted by GKS-3D or that it contains information that was written by an application program (using WRITE ITEM TO GKSM). When an MI workstation is opened, the first item in the metafile becomes the 'current item'.

GET ITEM TYPE FROM GKSM delivers the item type and item data record length of the current item.

READ ITEM FROM GKSM copies the contents of the item data record of the current item into a data area supplied by the application program and then makes the next item in the metafile the current item.

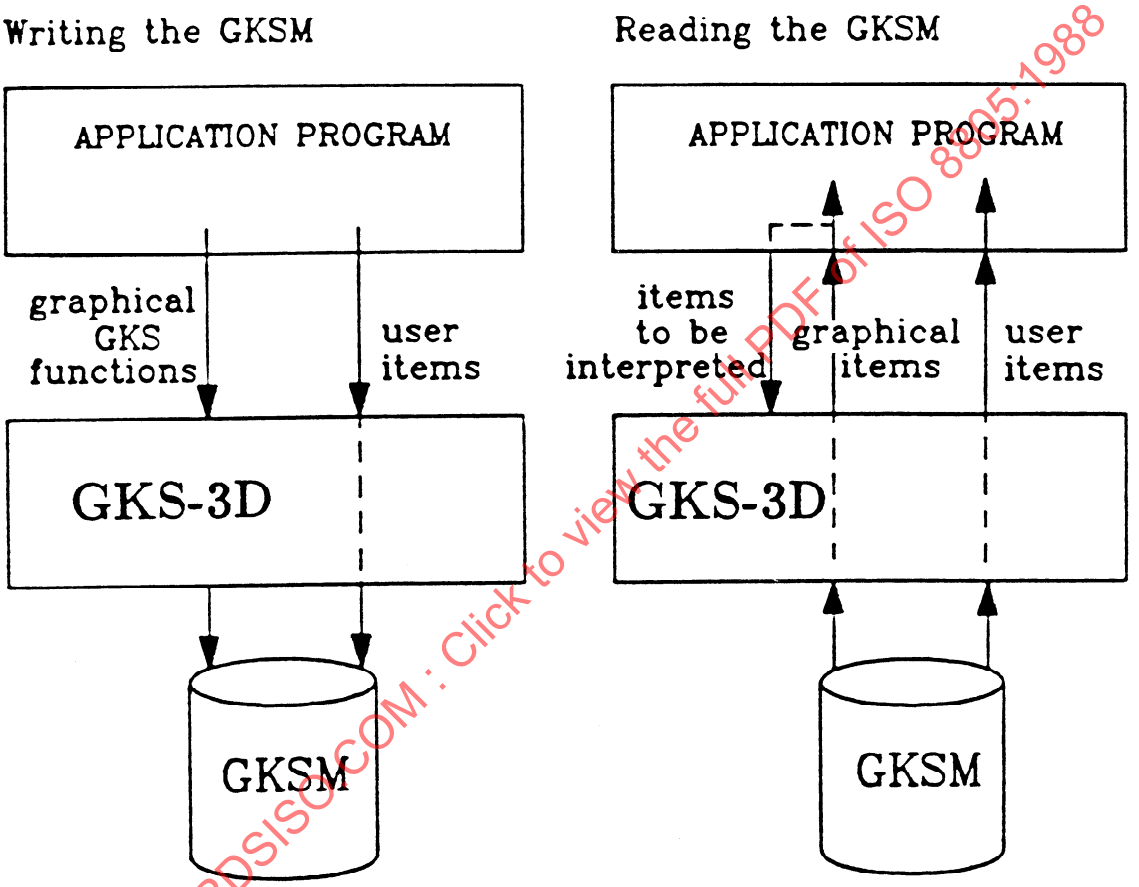
INTERPRET ITEM takes the contents of a GKSM item data record supplied by the application program (as delivered by READ ITEM FROM GKSM) and causes appropriate changes in the set of GKS-3D state variables and generates appropriate graphical output as determined by the metafile specification. The information in metafile item data records can be regarded as falling into classes corresponding to the classes of GKS-3D functions. The interpretation of primitive attribute, clipping volume or clipping indicator information causes appropriate changes to entries in the GKS-3D state list. Information corresponding to GKS-3D functions which control a single workstation, but where a workstation is not specified, may be interpreted on all active workstations.

The specification of the format and content of a metafile is not part of this International Standard. Annex E describes a format which is sufficient for GKS-3D purposes.

In order to preserve consistency of the file contents, the GKSM may be written and read only under GKS-3D control. Figure 19 shows the relationship between the application program, GKS-3D, and the GKSM.

It is not possible for 2D GKS Metafile Input to read GKS-3D GKSM metafiles. However, GKS-3D Metafile Input workstations can read GKS GKSM metafiles. A $z=0$ coordinate is added where appropriate.

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Figure 19 - Relationship between GKS-3D and GKSM

4.10 GKS-3D levels

4.10.1 Introduction to levels

The GKS-3D system is designed to be usable by a wide range of applications, from static plotting to dynamic motion and real time interaction. In addition, many display devices lack features (such as picking) that would require considerable implementation effort to simulate with software. It is therefore desirable to permit GKS-3D implementations that do not include all of the functional capabilities defined in this International Standard.

4.10.2 The level structure

The functional capabilities of GKS-3D can be grouped into the major areas:

a) output (minimal performance, full performance);

b) input (no input, REQUEST input, full input);

c) number of workstations (one workstation, multiple workstations);

d) attributes (only predefined bundles and individual attribute specifications possible, full bundle concept);

e) segmentation (none, basic segmentation (without Workstation Independent Segment Storage), full segmentation).

If an arbitrary combination of capabilities were to be considered a valid GKS-3D implementation, an almost unlimited number of different standard dialects would result and program portability, one of the major goals of this International Standard, would not be achieved. Therefore, nine valid levels of the GKS-3D system are defined, in order to address the most common classes of equipment and applications. Each GKS-3D implementation provides precisely the functions of one level. A GKS-3D implementation is invalid if it lies between two defined levels.

The level structure has two independent axes: input and 'all the other functions', summarized as output.

The output level axis has the three possibilities:

0: Minimal output;

1: Basic segmentation with full output;

2: Workstation Independent Segment Storage.

The input level axis has the three possibilities:

a: No input;

b: REQUEST input;

c: Full input.

In GKS-3D, capabilities are expressed by functions and by ranges of parameters.

There are three different types of capability at each level:

f) An explicitly defined and required capability. Every GKS-3D implementation at a specific level supports the capability at that level.

g) An explicitly defined and non-required capability. A GKS-3D implementation may support the capability and, if it does, it is implemented according to the explicit function definitions.

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h) A conceptually defined and non-required capability. A GKS-3D implementation may provide the capability. Its implementation follows general rules given by the GKS-3D concepts and functional definitions.

The set of explicitly defined and required capabilities includes:

i) predefined bundle numbers up to the required minimum;

j) linetypes 1 to 4;

k) marker types 1 to 5;

l) text precision STROKE (output levels 1 and 2);

m) interior style HOLLOW;

n) colour models RGB and CIE;

o) one input device for each input class defined at that level (input levels b and c);

p) prompt and echo type 1 (input levels b and c).

The set of explicitly defined and non-required capabilities includes:

q) text precision STROKE (output level 0);

r) interior style SOLID, PATTERN, HATCH;

s) transformable patterns;

t) segment priority (output levels 1 and 2);

u) colour models HSV and HLS;

v) prompt and echo types above 1 that are defined (input levels b and c).

The set of conceptually defined and non-required capabilities includes:

w) linetypes above 4;

x) marker types above 5;

y) specific generalized drawing primitives;

z) prompt and echo types above the defined set (input levels b and c);

aa) specific escape functions.

Explicitly defined and non-required capabilities of a specific level can become explicitly defined and required capabilities in a higher level of GKS-3D, through variations in the ranges of parameters, for example text precision STROKE and metafile workstations. Each GKS-3D level contains precisely those functions that are explicitly defined and required in that level. However, ranges of parameters may contain additional explicitly defined and non-required capabilities and conceptually defined and non-required capabilities.

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4.10.3 Level functionality

The facilities making up each of the components of a level are as follows:

a) Output level 0: Minimal output

1) basic control;

2) all primitives available at least in minimal performance;

3) use of predefined bundles only (no modification to bundles);

4) colour representation modification possible;

5) only one workstation with output capabilities available at a time;

6) metafile workstations not required; if provided, then both input and output are available; if not provided, then metafile functions return appropriate errors;

7) multiple normalization transformations (but a system with normalization transformation 0 and only one settable normalization transformation is allowable);

8) suitable basic inquiries;

9) pixel readback provided (non-pixel devices may report non-processing).

b) Output level 1: Basic segmentation with full output

1) all output level 0 capabilities;

2) full workstation control;

3) full output features;

4) full bundle concept;

5) multiple workstation concept;

6) metafile workstations required;

7) multiple settable normalization transformations;

8) basic segmentation (no Workstation Independent Segment Storage);

9) suitable inquiries.

c) Output level 2: Workstation Independent Segment Storage

1) all output level 1 capabilities;

2) Workstation Independent Segment Storage.

d) Input level a: No input

1) no facilities.

e) Input level b: REQUEST input

1) input device initialization and mode setting functions;

2) REQUEST functions on all appropriate devices;

3) appropriate logical input devices include PICK if and only if combined with output level 1 capabilities;

4) function to set viewport input priority.

f) Input level c: Full input

1) all input level b capabilities;

2) SAMPLE and EVENT mode input.

Table 1 gives a summary of the functionality of each valid GKS-3D level. Each box contains only those functions added to the previous boxes of the same row and column.

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Table 1 - GKS-3D level concept

Output Level	Input Level		
	a	b	c
0	No input, minimal control, only predefined bundles, multiple normalization transformation facilities but minimum settable required is 1, and all output functions; metafile workstations optional	REQUEST input, mode setting and initialize functions for logical input devices, no PICK, and set viewport input priority	SAMPLE and EVENT input, no PICK.
1	Full output including full bundle concept, multiple workstation concept, basic segmentation (everything except Workstation Independent Segment Storage); metafile workstations required	REQUEST PICK, mode setting and initialize for PICK	SAMPLE and EVENT input for PICK
2	Workstation Independent Segment Storage.		

Embedded in the levels summarized above are variations in the number of possibilities required in the set of explicitly defined and required capabilities. Table 2 exactly identifies the minimum support which is always provided at each level.

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Table 2 - Minimum support required at each level

CAPABILITY	Level 0a	0b	0c	1a	1b	1c	2a	2b	2c
Colour models (see note 7)	2	2	2	2	2	2	2	2	2
Foreground colours (intensity)	1	1	1	1	1	1	1	1	1
Linetypes	4	4	4	4	4	4	4	4	4
Linewidths	1	1	1	1	1	1	1	1	1
Predefined polyline bundles	5	5	5	5	5	5	5	5	5
Settable polyline bundles	-	-	-	20	20	20	20	20	20
Marker types	5	5	5	5	5	5	5	5	5
Marker sizes	1	1	1	1	1	1	1	1	1
Predefined polymarker bundles	5	5	5	5	5	5	5	5	5
Settable polymarker bundles	-	-	-	20	20	20	20	20	20
Character heights (see note 1)	1	1	1	1	1	1	1	1	1
Character expansion factors (see note 1)	1	1	1	1	1	1	1	1	1
String precision fonts	1	1	1	1	1	1	1	1	1
Character precision fonts	1	1	1	1	1	1	1	1	1
Stroke precision fonts	0	0	0	2	2	2	2	2	2
Predefined text bundles	2	2	2	6	6	6	6	6	6
Settable text bundles	-	-	-	20	20	20	20	20	20
Predefined patterns (see note 2)	1	1	1	1	1	1	1	1	1
Settable patterns (see notes 2 and 5)	-	-	-	10	10	10	10	10	10
Hatch styles (see note 3)	3	3	3	3	3	3	3	3	3
Predefined fill area bundles	5	5	5	5	5	5	5	5	5
Settable fill area bundles	-	-	-	10	10	10	10	10	10
Predefined edge bundles	5	5	5	5	5	5	5	5	5
Settable edge bundles	-	-	-	20	20	20	20	20	20
HLHSR identifiers	1	1	1	1	1	1	1	1	1
Settable view transformationss	1	1	1	5	5	5	5	5	5
Predefined view transformations (see Note 6)	2	2	2	6	6	6	6	6	6
Settable normalization transformations	1	1	1	10	10	10	10	10	10
Segment priorities (see note 4)	-	-	-	2	2	2	2	2	2
Input classes	-	5	5	-	6	6	-	6	6
Prompt and echo types per device	-	1	1	-	1	1	-	1	1
Length of input queue (see note 5)	-	-	20	-	-	20	-	-	20
Maximum string buffer size (characters)	-	72	72	-	72	72	-	72	72
Maximum stroke buffer size (points)	-	64	64	-	64	64	-	64	64
Workstations of category OUTPUT or OUTIN	1	1	1	1	1	1	1	1	1
Workstations of category INPUT or OUTIN	-	1	1	-	1	1	-	1	1
Workstation Independent Segment Storage	-	-	-	-	-	-	1	1	1
MO workstations	0	0	0	1	1	1	1	1	1
MI workstations	0	0	0	1	1	1	1	1	1

0 indicates explicitly defined and non-required at that level

- indicates not defined at that level

NOTES

1 Relevant only for character and string precision text.

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2 Relevant only for workstation supporting pattern interior style.

3 Relevant only for workstation supporting hatch interior style.

4 Relevant only for workstation supporting segment priorities.

5 Since available resources are finite and entries have variable size, it may not always be possible to achieve the minimum values in a particular application.

6 View bundle with index 0 is always defined, cannot be changed and is set to the default values.

7 The colour models RGB and CIE are mandatory at each level.

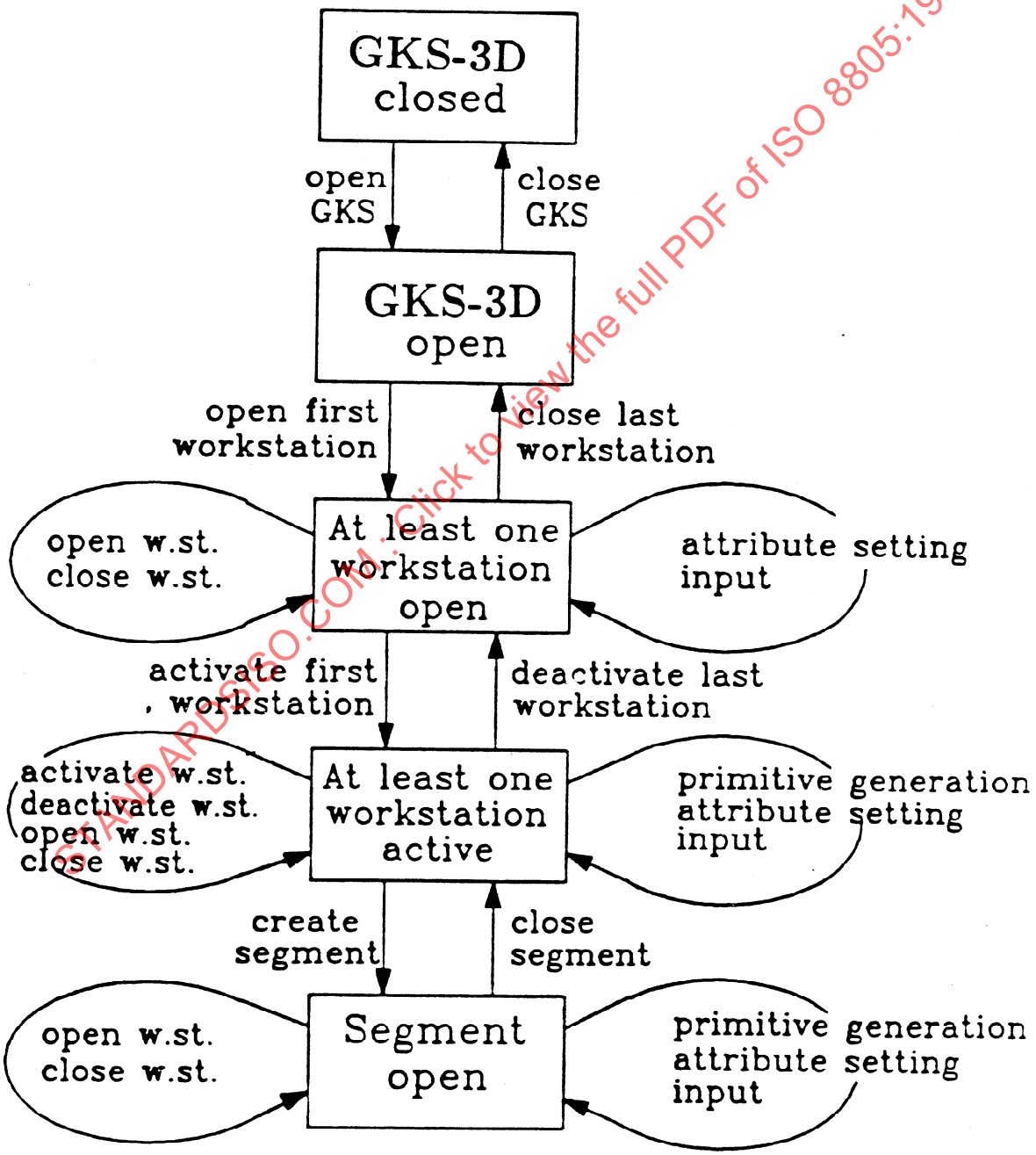
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4.11 States of GKS-3D and inquiry functions

4.11.1 Description of states

GKS-3D exists in one of five different operating states (see figure 20):

GKCL = GKS-3D closed;
GKOP = GKS-3D open;
WSOP = At least one workstation open;
WSAC = At least one workstation active;
SGOP = Segment open.



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Figure 20 - Some transitions between operating states

The operating state value is contained in a global static variable that is initialized, before the first invocation of GKS-3D, to the value GKCL. The operating states differ in so far as individual calls to GKS-3D are allowed only in certain operating states, as indicated in the functional description in clause 5.

The overall state of GKS-3D is defined by a set of state variables having specific values. These state variables are characterized by the fact that they allow a complete description of the effects of the functions. The total set of GKS-3D state variables contains the following subsets:

a) operating state;

b) GKS-3D state list;

c) segment state list for every existing segment;

d) input queue;

e) workstation state list for every open workstation;

f) GKS-3D error state list.

Certain functions cause these state subsets to be allocated, made available and cancelled. When these state subsets are allocated, they are initialized with default values. When initializing a workstation state list, some of the default values are taken from the workstation description table for that workstation type. There is a workstation description table for each workstation type supported by the GKS-3D implementation. The variables of the state subsets are modified and inquired by invocations of GKS-3D functions.

When an error condition is detected during execution of a GKS-3D function, GKS-3D calls the ERROR HANDLING procedure. During execution of the ERROR HANDLING procedure, GKS-3D is in an error state. In this error state, GKS-3D allows only inquiry functions, the ERROR LOGGING procedure and the EMERGENCY CLOSE GKS procedure to be executed and no modifications to any of the state lists except the error state list.

4.11.2 Inquiry functions

Inquiry functions return values directly from or derived from the various state lists and workstation description tables. The data types of the values and the default values of the entries are summarized in clause 6.

The inquiry functions of GKS-3D are designed in such a way that they do not cause any errors to be generated. Inquiry functions for values that may be logically unavailable have an output parameter, 'error indicator', that determines whether or not the other returned values are valid. The availability parameter is of type integer and, in the event of the other values not being available, returns an error number, which identifies the appropriate GKS-3D error condition. The same error numbers are used as for non-inquiry functions and thus the standard list of error messages should be consulted. If GKS-3D is not in the proper state, then the error number appropriate to this condition is the one returned, even if there are other reasons for the values being unavailable. If the values are available, zero is returned in the error indicator parameter.

For all values except zero the returned output values are implementation dependent. The description of each inquiry function lists the error indicator values that the function can return.

Some inquiry functions that retrieve values from the workstation state lists have an input parameter of type 'enumeration' that can take the following values :

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a) SET: the values returned are those provided by the application program;

b) REALIZED: the values returned are those used by the workstation when the actual values are mapped to the available values in the workstation.

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4.12 Error handling

For each GKS-3D function, a finite number of error situations is specified, any of which will cause the ERROR HANDLING procedure to be called. Every GKS-3D implementation supports this error checking. The ERROR HANDLING procedure provides an interface between GKS-3D and the application program. The ERROR HANDLING procedure, if provided by the application program, may interpret the information about the error and may store data in a data area for subsequent interpretation by the application program after return from the GKS-3D function that caused the error.

The GKS-3D error handling strategy is derived from the following classification of errors:

I errors resulting in a precisely defined reaction;

II errors resulting in an attempt to save the results of previous operations;

III errors which cause unpredictable results including the loss of information.

GKS-3D recognizes three situations in which errors are detected:

A error detected in GKS-3D procedures;

B error detected in procedures called from GKS-3D (driver procedures, operating system procedures);

C error detected in other areas of the application program.

If errors are detected outside GKS-3D (situation C), either the application program may regain control over the execution or program execution will be terminated abnormally. In the latter case, results are unpredictable (class III), and in the worst situation, all graphical information produced so far in this job may be lost. If, however, the application program obtains control, it may attempt to close GKS-3D properly or at least attempt an emergency closure by calling the EMERGENCY CLOSE GKS procedure. Similarly, if the error occurs in procedures called by GKS-3D and control is not returned properly to GKS-3D, the effects are unpredictable.

The EMERGENCY CLOSE GKS procedure is an implementation dependent facility. Its purpose is to save as much of the graphical information produced as possible. The effects of this procedure on the workstations are left undefined in this International Standard. The EMERGENCY CLOSE GKS procedure may be called directly from the application program. It is also called from GKS-3D itself as a standard error reaction to class II errors.

Finally, all errors that are listed explicitly as part of the definition of GKS-3D functions belong to class I. Either they are detected within GKS-3D itself (situation A) or a procedure called from GKS-3D has returned control, to the corresponding GKS-3D procedure, with the appropriate error information (situation B). In all these class I cases, GKS-3D calls the ERROR HANDLING procedure. If a GKS-3D function is called with more than one error condition applicable, at least one error is reported.

The application program may either provide its own ERROR HANDLING procedure or may use that provided as part of GKS-3D. Any ERROR HANDLING procedure accepts the following information from GKS-3D:

a) the identification of the error condition;

b) the identification of the GKS-3D function that called the ERROR HANDLING procedure;

c) the error file.

The ERROR HANDLING procedure provided by GKS-3D just calls the ERROR LOGGING procedure, using the same set of parameters. The latter performs the following actions:

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d) prints an error message and GKS-3D function identification on the error file;

e) returns to the calling procedure.

This two-stage calling of the error procedures allows the application program to supply its own ERROR HANDLING procedure, while still having access to services provided by the ERROR LOGGING procedure, as shown in the following example of an application program supplied ERROR HANDLING procedure.

Example

```
PROCEDURE ERROR HANDLING (error number, identification of GKS-3D function, error file);
  Interpret GKS-3D function and error identification
  in order to select the following cases:
CASE 'special treatment':
  Interpret error parameters as passed from GKS-3D;
  Store information for application program in application supplied data area;
  Return to calling GKS-3D procedure;
CASE 'standard treatment':
  Call ERROR LOGGING procedure with all the above parameters;
  Return to calling GKS-3D procedure;
END.
```

All GKS-3D procedures perform the following actions after detecting an error condition:

f) set error state to ON;

g) call ERROR HANDLING procedure with appropriate parameters;

h) set error state to OFF;

i) Perform built-in error reaction (normally, a function causing an error has no effect; to accomplish this in some cases requires clean-up operations).

All GKS-3D procedures check on entry (in the following order):

j) that GKS-3D is in the correct state;

k) that the values of input parameters are valid.

At least the first error detected is reported except that, in the case of inquiry functions, the first error detected is returned via the error indicator.

The application program supplied ERROR HANDLING procedure has access to the set of GKS-3D state variables. However, no modification of GKS-3D state is possible during error handling, i.e. only GKS-3D inquiry functions, the ERROR LOGGING procedure and the EMERGENCY CLOSE GKS procedure may be called by the application program supplied ERROR HANDLING procedure. This is achieved by setting the error state to ON prior to calling the ERROR HANDLING procedure from GKS-3D and setting the error state to OFF afterwards. An inquiry function cannot generate an error.

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4.13 Special interfaces between GKS-3D and the application program

A uniform escape mechanism for allowing access to installation and hardware specific features (a 'standard way of being non-standard') is provided by means of the ESCAPE function. Although the use of this mechanism reduces the portability of the application program, it does so in an easily identifiable manner.

The ESCAPE function does not generate geometrical output; by contrast, the GENERALIZED DRAWING PRIMITIVE and GENERALIZED DRAWING PRIMITIVE 3 functions can generate geometrical output not otherwise generated by GKS-3D.

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4.14 2D functions

This table shows how 2D functions are realized in GKS-3D. Each 2D function call is followed by the 3D function call that has the same effect. This does not imply that the 2D function actually calls the 3D function in any particular implementation.

POLYLINE		→	POLYLINE 3	
n×(x,y)	n×(WC)	→	n×(x,y,0)	n×(WC)
POLYMARKER		→	POLYMARKER 3	
n×(x,y)	n×(WC)	→	n×(x,y,0)	n×(WC)
TEXT		→	TEXT 3	
(x,y)	(WC)	→	(x,y,0),(1,0,0),(0,1,0)	3×(WC)
string	(S)	→	string	(S)
FILL AREA		→	FILL AREA 3	
n	(I)	→	n	(I)
n×(x,y)	n×(WC)	→	n×(x,y,0)	n×(WC)
CELL ARRAY		→	CELL ARRAY 3	
(Px,Py)	(WC)	→	(Px,Py,0)	(WC)
(Qx,Qy)	(WC)	→	(Qx,Py,0)	(WC)
			(Px,Qy,0)	(WC)
dimension	2×(I)	→	dimension	2×(I)
colour array	n×n×(I)	→	colour array	n× n×(I)
GDP		→	GDP 3	
n×(x,y)	n×(WC)	→	n×(x,y,0)	n×(WC)
identifier	(N)	→	identifier	(N)
data record	(D)	→	WC content → WC content in implementation dependent way	(D)
SET PATTERN REFERENCE POINT		→	SET PATTERN REFERENCE POINT AND VECTORS	
(x,y)	(WC)	→	(x,y,0)	(WC)
			(1,0,0)	(WC)
			(0,1,0)	(WC)
SET WINDOW		→	SET WINDOW 3	
transformation number	(I)	→	transformation number	(I)
window limits-		→	window limits-	
xmin, xmax	(WC)		xmin, xmax	(WC)
ymin, ymax	(WC)		ymin, ymax	(WC)
			zmin = 0, zmax = 1	(WC)

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2D functions			GKS-3D	
SET VIEWPORT		→	SET VIEWPORT 3	
transform number	(I)	→	transform number	(I)
viewport limits		→	viewport limits	
xmin, xmax,	(NDC)		xmin, xmax,	(NDC)
ymin, ymax,	(NDC)		ymin, ymax	(NDC)
			zmin = 0, zmax = 1	(NDC)
SET WORKSTATION WINDOW		→	SET WORKSTATION WINDOW 3	
ws identifier	(N)	→	ws identifier	(N)
window limits		→	window limits	
xmin, xmax	(NDC)		xmin, xmax	(NPC)
ymin, ymax	(NDC)		ymin, ymax	(NPC)
			zmin = 0, zmax = 1	(NPC)
SET WORKSTATION VIEWPORT		→	SET WORKSTATION VIEWPORT 3	
ws identifier	(N)	→	ws identifier	(N)
viewport limits		→	viewport limits	
xmin, xmax	(DC)		xmin, xmax	(DC)
ymin, ymax	(DC)		ymin, ymax	(DC)
			zmin = 0	(DC)
			zmax = zd (display space from wdt	(DC)
INSERT SEGMENT		→	INSERT SEGMENT 3	
segment name	(N)	→	segment name	(N)
segment transformation matrix			segment transformation matrix	
$\begin{bmatrix} M_{11} & M_{12} & M_{13} \\ M_{21} & M_{22} & M_{23} \end{bmatrix}$	2×3(R)	→	$\begin{bmatrix} M_{11} & M_{12} & 0 & M_{13} \\ M_{21} & M_{22} & 0 & M_{23} \\ 0 & 0 & 1 & 0 \end{bmatrix}$	3×4(R)
SET SEGMENT TRANSFORMATION		→	SET SEGMENT TRANSFORMATION 3	
segment name	(N)	→	segment name	(N)
segment transformation matrix		→	segment transformation matrix	
$\begin{bmatrix} M_{11} & M_{12} & M_{13} \\ M_{21} & M_{22} & M_{23} \end{bmatrix}$	2×3×(R)		$\begin{bmatrix} M_{11} & M_{12} & 0 & M_{13} \\ M_{21} & M_{22} & 0 & M_{23} \\ 0 & 0 & 1 & 0 \end{bmatrix}$	3×4×(R)

The following six functions set the respective entries in the workstation state lists. The 2D functions set only 2D values, the additional values (e.g., z coordinates) are obtained from the workstation state lists or are set to the value corresponding to z = zmax of the workstation window. View index 0 is assumed for LOCATOR and STROKE.

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INITIALIZE LOCATOR	→	INITIALIZE LOCATOR 3
INITIALIZE STROKE	→	INITIALIZE STROKE 3
INITIALIZE CHOICE	→	INITIALIZE CHOICE 3
INITIALIZE VALUATOR	→	INITIALIZE VALUATOR 3
INITIALIZE PICK	→	INITIALIZE PICK 3
INITIALIZE STRING	→	INITIALIZE STRING 3

The transformation of positions from DC to WC for the following functions is described in section 4.8.

REQUEST LOCATOR	→	REQUEST LOCATOR 3
REQUEST STROKE	→	REQUEST STROKE 3
SAMPLE LOCATOR	→	SAMPLE LOCATOR 3
SAMPLE STROKE	→	SAMPLE STROKE 3
GET LOCATOR	→	GET LOCATOR 3
GET STROKE	→	GET STROKE 3

The following inquiry functions return just the x and y coordinates of the point or coordinate lists.

INQUIRE NORMALIZATION TRANSFORMATION	→	INQUIRE NORMALIZATION TRANSFORMATION 3
INQUIRE CLIPPING	→	INQUIRE CLIPPING 3
INQUIRE TEXT EXTENT	→	INQUIRE TEXT EXTENT 3
INQUIRE WORKSTATION TRANSFORMATION	→	INQUIRE WORKSTATION TRANSFORMATION 3
INQUIRE DISPLAY SPACE SIZE	→	INQUIRE DISPLAY SPACE SIZE 3
INQUIRE GENERALIZED DRAWING PRIMITIVE	→	INQUIRE GENERALIZED DRAWING PRIMITIVE 3

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2D functions **GKS-3D**

The following functions return just the x and y coordinates of the echo volume and ignore the view index.

INQUIRE LOCATOR DEVICE STATE	→	INQUIRE LOCATOR 3 DEVICE STATE
INQUIRE STROKE DEVICE STATE	→	INQUIRE STROKE 3 DEVICE STATE
INQUIRE VALUATOR DEVICE STATE	→	INQUIRE VALUATOR 3 DEVICE STATE
INQUIRE CHOICE DEVICE STATE	→	INQUIRE CHOICE 3 DEVICE STATE
INQUIRE PICK DEVICE STATE	→	INQUIRE PICK 3 DEVICE STATE
INQUIRE STRING DEVICE STATE	→	INQUIRE STRING 3 DEVICE STATE
INQUIRE DEFAULT LOCATOR DEVICE DATA	→	INQUIRE DEFAULT LOCATOR 3 DEVICE DATA
INQUIRE DEFAULT STROKE DEVICE DATA	→	INQUIRE DEFAULT STROKE 3 DEVICE DATA
INQUIRE DEFAULT VALUATOR DEVICE DATA	→	INQUIRE DEFAULT VALUATOR 3 DEVICE DATA
INQUIRE DEFAULT CHOICE DEVICE DATA	→	INQUIRE DEFAULT CHOICE 3 DEVICE DATA
INQUIRE DEFAULT PICK DEVICE DATA	→	INQUIRE DEFAULT PICK 3 DEVICE DATA
INQUIRE DEFAULT STRING DEVICE DATA	→	INQUIRE DEFAULT STRING 3 DEVICE DATA

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The following function returns the 2×3 submatrix from the 3×4 segment transformation matrix:

INQUIRE SEGMENT ATTRIBUTES	→	INQUIRE SEGMENT ATTRIBUTES 3
segment transformation matrix	←	segment transformation matrix
$\begin{bmatrix} M_{11} & M_{12} & M_{13} \\ M_{21} & M_{22} & M_{23} \end{bmatrix}$ 2×3×(R)		$\begin{bmatrix} M_{11} & M_{12} & 0 & M_{13} \\ M_{21} & M_{22} & 0 & M_{23} \\ 0 & 0 & 1 & 0 \end{bmatrix}$ 3×4×(R)

5 GKS-3D functions

5.1 Notational conventions

The heading of each function specifies

a) the function's name;

b) the GKS-3D states in which the function may be used except that, for inquiry functions (see 5.9), only those states in which the inquiry function can return valid values is specified;

c) the GKS-3D lowest level L at which the function is explicitly defined and required.

More information about levels and states can be found in 4.10 and 4.11 respectively. Clauses A.3 and A.4 of annex A contain lists of all functions according to levels and states respectively. The GKS-3D functional capabilities are summarized in annex G.

The parameter lists indicate for each entry

d) whether the entry is an input (In) or output (Out) parameter;

e) the name of the parameter;

f) for coordinate data, the coordinate system (WC, TLC, NDC, VRC, NPC, DC) used in the function call (coordinate systems are explained in 4.4.5 and 4.6);

g) either, for enumeration type data, the permitted values, or, for real and integer data, any restriction on their value range (for example, '>0'): the notation is explained in 6.1;

h) the data type, which is either of simple form (I, R, S, P, P3, L, L3, N, E, CLR) representing:

I	integer
R	real
S	string
P	2D point (x and y)
P3	3D point (x,y, and z)
L	list of 2D point lists
L3	list of 3D point lists
N	name
E	enumeration type
CLR	colour specification

or is a compound based on one or more of the simple forms (for example: n×P) or is a compound, the content and structure of which are not defined in this International Standard:

D data record

The data types are explained in 6.1.

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5.2 Control functions

OPEN GKS **GKCL** **L0a**

Parameters:

In	error file	N
In	amount of memory units for buffer area	I

Effect: GKS-3D is set into the operating state GKOP = 'GKS-3D open'. The GKS-3D state list is allocated and initialized as indicated in 6.4. The GKS-3D description table and the workstation description tables are made available.

The entry 'error file' in the GKS-3D error state list is set to the value specified by the first parameter. The permitted buffer area which can be used by GKS-3D for internal purposes is limited.

NOTE - Certain environments might not permit dynamic memory management. In this case, the buffer area may be limited in a static way to be described in the installation documentation.

References:

4.11
4.12

Errors:

1 *GKS-3D not in proper state: GKS-3D shall be in the state GKCL*
200 *Specified error file is invalid*

CLOSE GKS **GKOP** **L0a**

Parameters:

none

Effect: GKS-3D is set into the operating state GKCL = 'GKS-3D closed'. The GKS-3D description table, GKS-3D state list and the workstation description tables become unavailable. All GKS-3D buffers are released and all GKS-3D files are closed.

NOTE - GKS-3D can be reopened by invoking the function OPEN GKS.

References:

4.11
4.12

Errors:

2 *GKS-3D not in proper state: GKS-3D shall be in the state GKOP*

OPEN WORKSTATION **GKOP,WSOP,WSAC,SGOP** **L0a**

Parameters:

In	workstation identifier	N
In	connection identifier	N
In	workstation type	N

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Effect: If GKS-3D is in operating state GKOP, it is set into the state WSOP = 'at least one workstation open'. GKS-3D requests the operating system to establish the specified connection for a workstation characterized in the workstation description table by the 'workstation type'. The workstation state list is allocated and initialized as indicated in 6.5. The workstation identifier is added to the set of open workstations in the GKS-3D state list.

OPEN WORKSTATION ensures that the display space is clear, but does not clear the surface needlessly.

NOTE - The connection identifier is given in a form suitable for the application program language (for example, a 'unit number' in FORTRAN or a 'file identifier' in PL/I).

An attempt to open a workstation, with the same connection identifier and workstation type as one already open, causes error 26 to occur.

References:

4.5.2
4.11

Errors:

8 *GKS-3D not in proper state: GKS-3D shall be in one of the states GKOP, WSOP, WSAC or SGOP*
20 *Specified workstation identifier is invalid*
21 *Specified connection identifier is invalid*
22 *Specified workstation type is invalid*
23 *Specified workstation type does not exist*
24 *Specified workstation is open*
26 *Specified workstation cannot be opened*
28 *Workstation Independent Segment Storage is already open*
42 *Maximum number of simultaneously open workstations would be exceeded*

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CLOSE WORKSTATION **WSOP,WSAC,SGOP** **L0a**

Parameters:

In workstation identifier N

Effect: An implicit UPDATE WORKSTATION (with the parameter update regeneration flag set to PERFORM) is performed for the specified workstation. The workstation state list is deallocated. The workstation identifier is deleted from the set of open workstations in the GKS-3D state list and from the set of associated workstations in the segment state list of every segment containing it. If the set of associated workstations of a segment becomes empty, the segment is deleted. The input queue is flushed of all events from all devices on the workstation being closed. If the 'identification of one of the logical input devices that caused an input queue overflow' entry in the GKS-3D error state list refers to this workstation identifier, then all the contents of that entry become undefined.

The connection to the workstation is released. GKS-3D is set into operating state GKOP if no workstations remain open. The display space need not be cleared when CLOSE WORKSTATION is invoked, but it may be cleared.

References:

4.5.2
4.8.5
4.11

Errors:

7 GKS-3D not in proper state: GKS-3D shall be in one of the states WSOP, WSAC or SGOP
20 Specified workstation identifier is invalid
25 Specified workstation is not open
29 Specified workstation is active
147 Input queue has overflowed

ACTIVATE WORKSTATION **WSOP,WSAC** **L0a**

Parameters:

In workstation identifier N

Effect: GKS-3D is set into the operating state WSAC = 'At least one workstation active'. The specified workstation is marked active in the workstation state list. The workstation identifier is added to the set of active workstations in the GKS-3D state list.

NOTE - Output primitives are sent to and segments are stored on all active workstations.

References:

4.5.2
4.11

Errors:

6 GKS-3D not in proper state: GKS-3D shall be either in the state WSOP or in the state WSAC
20 Specified workstation identifier is invalid
25 Specified workstation is not open
29 Specified workstation is active
33 Specified workstation is of category MI
35 Specified workstation is of category INPUT
43 Maximum number of simultaneously active workstations would be exceeded

DEACTIVATE WORKSTATION **WSAC** **L0a**

Parameters:

In workstation identifier N

Effect: The specified workstation is marked inactive in the workstation state list. The workstation identifier is deleted from the set of active workstations in the GKS-3D state list. GKS-3D is set into the operating state WSOP = 'At least one workstation open' if no workstation remains active.

NOTE - While a workstation is inactive, primitives are not sent to it nor does it store new segments. Segments already stored on this workstation are retained.

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References:

4.5.2
4.11

Errors:

3 *GKS-3D not in proper state: GKS-3D shall be in the state WSAC*
20 *Specified workstation identifier is invalid*
30 *Specified workstation is not active*
33 *Specified workstation is of category MI*
35 *Specified workstation is of category INPUT*

CLEAR WORKSTATION **WSOP,WSAC** **L0a**

Parameters:

In	workstation identifier		N
In	control flag	(CONDITIONALLY, ALWAYS)	E

Effect: All of the following actions are executed in the given sequence:

a) All deferred actions for the specified workstation are executed (without intermediate clearing of the display surface).

b) The display space is set to a clear state according to the control flag as follows:

CONDITIONALLY:
the display space is cleared only if the 'display space empty' entry in the workstation state list is NOTEMPTY.

ALWAYS:
the display space is cleared.

c) If the 'workstation transformation update state' entry in the workstation state list is PENDING, the 'current workstation window' and 'current workstation viewport' entries in the workstation state list are assigned the values of the 'requested workstation window' and 'requested workstation viewport' entries; the 'workstation transformation update state' entry is set to NOTPENDING.

d) For all segments stored on the specified workstation, the workstation identifier is deleted from the 'set of associated workstations' in the segment state list. If the 'set of associated workstations' of a segment becomes 'empty', the segment is deleted. The 'set of stored segments for this workstation' in the workstation state list is set to 'empty'.

e) The 'new frame action necessary at update' entry in the workstation state list is set to NO.

f) The 'display space empty' entry in the workstation state list is set to EMPTY.

g) If the 'HLHSR update state' entry in the workstation state list is PENDING, the 'current HLHSR mode' entry in the workstation state list is assigned the value of the 'requested HLHSR mode' entry; the 'HLHSR update state' is set to NOTPENDING.

h) If any of the 'viewing transformation update state' entries in the view bundle table in the workstation state list is PENDING, the current entries in the view table are assigned the values of the corresponding requested entries and the 'viewing transformation update state' entry is set to NOTPENDING.

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References:

4.5.3
4.5.4
4.5.5
4.7.1

Errors:

6 GKS-3D not in proper state: GKS-3D shall be either in the state WSOP or in the state WSAC
20 Specified workstation identifier is invalid
25 Specified workstation is not open
33 Specified workstation is of category MI
35 Specified workstation is of category INPUT

REDRAW ALL SEGMENTS ON WORKSTATION **WSOP,WSAC,SGOP** **L1a**

Parameters:

In workstation identifier N

Effect: All of the following actions are executed in the given sequence:

a) All deferred actions for the specified workstation are executed (without intermediate clearing of the display surface).

b) The display space is cleared only if the 'display space empty' entry in the workstation state list is NOTEMPTY. The entry is set to EMPTY.

c) If the 'workstation transformation update state' entry in the workstation state list is PENDING, the 'current workstation window' and 'current workstation viewport' entries in the workstation state list are assigned the values of the 'requested workstation window' and 'requested workstation viewport' entries; the 'workstation transformation update state' entry is set to NOTPENDING.

d) All visible segments stored for this workstation (i.e. contained in the 'set of stored segments for this workstation' in the workstation state list) are redisplayed. This action typically causes the 'display space empty' entry in the workstation state list to be set to NOTEMPTY.

e) The 'new frame action necessary at update' entry in the workstation state list is set to NO.

f) If the 'HLHSR update state' entry in the workstation state list is PENDING, the 'current HLHSR mode' entry in the workstation state list is assigned the value of the 'requested HLHSR mode' entry; the 'HLHSR update state' is set to NOTPENDING.

g) If any of the 'viewing transformation update state' entries in the view bundle table in the workstation state list is PENDING, the current entries in the view table are assigned the values of the corresponding requested entries and the 'viewing transformation update state' entry is set to NOTPENDING.

References:

4.5.3
4.5.4
4.5.5
4.7

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Errors:

7 *GKS-3D not in proper state: GKS-3D shall be in one of the states WSOP, WSAC or SGOP*
20 *Specified workstation identifier is invalid*
25 *Specified workstation is not open*
33 *Specified workstation is of category MI*
35 *Specified workstation is of category INPUT*
36 *Specified workstation is Workstation Independent Segment Storage*

UPDATE WORKSTATION **WSOP,WSAC,SGOP** **L0a**

Parameters:

In	workstation identifier		N
In	update regeneration flag	(PERFORM,POSTPONE)	E

Effect: All deferred actions for the specified workstation are executed (without intermediate clearing of the display space). If the update regeneration flag is set to PERFORM and the 'new frame action necessary at update' entry in the workstation state list is YES, then the following actions are executed in the given sequence:

a) The display space is cleared only if the 'display space empty' entry in the workstation state list is NOTEMPTY. The entry is set to EMPTY.

b) If the 'workstation transformation update state' entry in the workstation state list is PENDING, the 'current workstation window' and 'current workstation viewport' entries in the workstation state list are assigned the values of the 'requested workstation window' and 'requested workstation viewport' entries; the 'workstation transformation update state' entry is set to NOTPENDING.

c) All visible segments stored on this workstation (i.e. contained in the 'set of stored segments for this workstation' in the workstation state list) are redisplayed. This action typically causes the 'display space empty' entry in the workstation state list to be set to NOTEMPTY.

d) The 'new frame action necessary at update' entry in the workstation state list is set to NO.

e) If the 'HLHSR update state' entry in the workstation state list is PENDING, the 'current HLHSR mode' entry in the workstation state list is assigned the value of the 'requested HLHSR mode' entry; the 'HLHSR update state' is set to NOTPENDING.

f) If any of the 'viewing transformation update state' entries in the view bundle table in the workstation state list is PENDING, the current entries in the view table are assigned the values of the corresponding requested entries and the 'viewing transformation update state' entry is set to NOTPENDING.

NOTE - If the update regeneration flag is PERFORM, UPDATE WORKSTATION suspends the effect of SET DEFERRAL STATE. In that case, it is equivalent to the following sequence of functions:

```
INQUIRE WORKSTATION DEFERRAL AND UPDATE STATES;
save deferral state;
SET DEFERRAL STATE (ASAP,ALLOWED);
set deferral state to saved value;
```

If the value of the 'new frame action necessary at update' entry is NO or the update regeneration flag is POSTPONE, UPDATE WORKSTATION merely initiates the transmission of blocked data. If the value of the entry 'new frame action necessary at update' is YES and the update regeneration flag is PERFORM, UPDATE WORKSTATION behaves as REDRAW ALL SEGMENTS ON WORKSTATION.

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The 'new frame action necessary at update' entry in a workstation state list is set to YES during deferred action generation if both of the following are true (see 4.5):

a) an action causing modification of the picture is actually deferred on that workstation;

b) the workstation display space does not allow modification of the image without redrawing the whole picture (for example, plotter, storage tube display).

References:

4.5.3
4.5.4
4.5.5

Errors:

7 *GKS-3D not in proper state: GKS-3D shall be in one of the states WSOP, WSAC or SGOP*
20 *Specified workstation identifier is invalid*
25 *Specified workstation is not open*
33 *Specified workstation is of category MI*
35 *Specified workstation is of category INPUT*
36 *Specified workstation is Workstation Independent Segment Storage*

SET DEFERRAL STATE **WSOP,WSAC,SGOP** **L1a**

Parameters:

In	workstation identifier		N
In	deferral mode	(ASAP,BNIG,BNIL,ASTI)	E
In	implicit regeneration mode	(SUPPRESSED,ALLOWED)	E

Effect: The entries 'deferral mode' and 'implicit regeneration mode' for the specified workstation are set in the workstation state list. Depending on the new value of 'deferral mode', deferred output may be unblocked. If in the workstation state list, the new value of 'implicit regeneration mode' is ALLOWED and 'new frame action necessary at update' is YES, then an action equivalent to REDRAW ALL SEGMENTS is performed.

References:

4.5.3
4.5.5

Errors:

7 *GKS-3D not in proper state: GKS-3D shall be in one of the states WSOP, WSAC or SGOP*
20 *Specified workstation identifier is invalid*
25 *Specified workstation is not open*
33 *Specified workstation is of category MI*
35 *Specified workstation is of category INPUT*
36 *Specified workstation is Workstation Independent Segment Storage*

MESSAGE **WSOP,WSAC,SGOP** **L1a**

Parameters:

In	workstation identifier	N
In	message	S

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Effect: The message function:

a) may display a message at an implementation dependent location on the workstation viewport or on some separate device associated with the workstation.

b) does not alter the GKS-3D state list.

c) may affect the workstation in a purely local way (for example, requesting the operator to change paper). Possible effects on the execution of the application program or on subsequent commands sent to the workstation by GKS-3D are stated explicitly in the implementation dependencies manual.

References:

4.5.6

Errors:

7 *GKS-3D not in proper state: GKS-3D shall be in one of the states WSOP, WSAC or SGOP*
20 *Specified workstation identifier is invalid*
25 *Specified workstation is not open*
36 *Specified workstation is Workstation Independent Segment Storage*

ESCAPE **GKOP,WSOP,WSAC,SGOP** **L0a**

Parameters:

In	specific escape function identification	N
In	escape input data record	D
Out	escape output data record	D

Effect: The specified non-standard specific escape function is invoked. The form of the escape data records and which of them are used may vary for different functions. Also the GKS-3D states allowing the invocation of a specific escape function may be restricted. The following rules govern the definition of a new specific escape function:

a) the GKS-3D design concept (see clause 0) is not violated;

b) the GKS-3D state lists are not altered;

c) the function does not generate geometrical output;

d) any side effects are well documented.

Specific escape functions may apply to more than one workstation, for example all open workstations or all active workstations. The escape input data record can include a workstation identifier where this is required.

NOTE - Examples of specific escape functions anticipated at present are:

a) support of raster devices allowing the display of more than one frame buffer;

b) use of rasterop hardware to manipulate data previously output by cell array.

Where the specific escape function identification is bound to an integer in a programming language, specific escape function identifications greater than 0 are reserved for registration and specific escape function identifications less than 0 are implementation dependent.

Specific escape function identifications are registered in the ISO International Register of Graphical Items, which is maintained by the Registration Authority (see 4.1.2). When a specific escape function has been approved by ISO, the specific escape function identification will be assigned by the Registration Authority.

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Control functions **GKS-3D functions**

References:

4.13

Errors:

8 *GKS-3D not in proper state: GKS-3D shall be in one of the states GKOP, WSOP, WSAC or SGOP*
180 *Specified escape function is not supported*
181 *Specified escape function identification is invalid*
182 *Contents of escape data record are invalid*

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5.3 Output functions

POLYLINE 3 **WSAC,SGOP** **L0a**

Parameters:

In	number of points		(2..n)	I
In	points	WC		n×P3

Effect: A sequence of connected straight lines is generated, starting from the first point and ending at the last point. The current values of the polyline attributes, as given by the GKS-3D state list (see 6.4), are bound to the primitive. The polyline attributes are as listed in 4.4.2.

If, after the workstation transformation, all points coincide, no error is generated and whether anything is drawn is workstation dependent.

References:

4.4.1
4.4.2
4.4.3
4.5.3

Errors:

5 GKS-3D not in proper state: GKS-3D shall be either in the state WSAC or in the state SGOP
100 Number of points is invalid

POLYLINE **WSAC,SGOP** **L0a**

Parameters:

In	number of points		(2..n)	I
In	points	WC		n×P

Effect: A sequence of connected straight lines is generated, starting from the first point and ending at the last point. The current values of the polyline attributes, as given by the GKS-3D state list (see 6.4), are bound to the primitive. The polyline attributes are listed in 4.4.2.

If, after the workstation transformation, all points coincide, no error is generated and whether anything is drawn is workstation dependent.

References:

4.4.1
4.4.2
4.4.3
4.5.3
4.14

Errors:

5 GKS-3D not in proper state: GKS-3D shall be either in the state WSAC or in the state SGOP
100 Number of points is invalid

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Output functions **GKS-3D functions**

POLYMARKER 3 **WSAC,SGOP** **L0a**

Parameters:

In	number of points		(1..n)	I
In	points	WC		n×P3

Effect: A sequence of markers is generated to identify all the given positions. The current values of the polymarker attributes, as given by the GKS-3D state list (see 6.4), are bound to the primitive. The polymarker attributes are listed in 4.4.2.

NOTE - A marker is visible if and only if the marker position is within the clipping volume. The clipping of partially visible markers is workstation dependent.

References:

4.4.1
4.4.2
4.4.4
4.5.3

Errors:

5 *GKS-3D not in proper state: GKS-3D shall be either in the state WSAC or in the state SGOP* the state SGOP
100 *Number of points is invalid*

POLYMARKER **WSAC,SGOP** **L0a**

Parameters:

In	number of points		(1..n)	I
In	points	WC		n×P

Effect: A sequence of markers is generated to identify all the given positions. The current values of the polymarker attributes, as given by the GKS-3D state list (see 6.4), are bound to the primitive. The polymarker attributes are listed in 4.4.2.

NOTE - A marker is visible if and only if the marker position is within the clipping volume. The clipping of partially visible markers is workstation dependent.

References:

4.4.1
4.4.2
4.4.4
4.5.3
4.14

Errors:

5 *GKS-3D not in proper state: GKS-3D shall be either in the state WSAC or in the state SGOP*
100 *Number of points is invalid*

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TEXT 3 **WSAC,SGOP** **L0a**

Parameters:

In	text position	WC	P3
In	text direction vectors	WC	2×3×R
In	character string		S

Effect: A character string is generated. The current values of the text attributes, as given by the GKS-3D state list (see 6.4), are bound to the primitive. The text attributes are listed in 4.4.2.

The text position and direction vectors are given in WC and transformed by the current normalization transformation.

If, after the workstation transformation, the height or width of a character is zero, no error is generated and whether anything is drawn is workstation dependent.

If the character string contains a control character (for example, characters outside the range 2/0 to 7/14 inclusive in ISO 646), the effect is workstation dependent. Either error 101 is generated or some visual effect may be generated or the character may be ignored. Even if error 101 occurs, the character string is displayed on all active workstations which do not generate error 101.

NOTE - Text is clipped in a way that depends on the text precision as defined by the text font and precision currently selected (either via the text bundle or individually, depending upon the corresponding ASF).

References:

4.4.1
4.4.2
4.4.5
4.4.6
4.5.3

Errors:

5 *GKS-3D not in proper state: GKS-3D shall be either in the state WSAC or in the state SGOP* in the state SGOP
101 *Invalid code in string*
430 *The text direction vectors are collinear*

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TEXT **WSAC,SGOP** **L0a**

Parameters:

In	text position	WC	P
In	character string		S

Effect: A character string is generated. The current values of the text attributes, as given by the GKS-3D state list (see 6.4), are bound to the primitive. The text attributes are listed in 4.4.2.

The text position is given in WC and transformed by the current normalization transformation.

If, after the workstation transformation, the height or width of a character is zero, no error is generated and whether anything is drawn is workstation dependent.

If the character string contains a control character (for example, characters outside the range 2/0 to 7/14 inclusive in ISO 646), the effect is workstation dependent. Either error 101 is generated or some visual effect may be generated or the character may be ignored. Even if error 101 occurs, the character string is displayed on all active workstations which do not generate error 101.

NOTE - Text is clipped in a way that depends on the text precision as defined by the text font and precision currently selected (either via the text bundle or individually, depending upon the corresponding ASF).

References:

4.4.1
4.4.2
4.4.5
4.4.6
4.5.3
4.14

Errors:

5 GKS-3D not in proper state: GKS-3D shall be either in the state WSAC or in the state SGOP
101 Invalid code in string

FILL AREA 3 **WSAC,SGOP** **L0a**

Parameters:

In	number of points		(3..n)	I
In	points	WC		n×P3

Effect: A fill area primitive is generated. The current values of the fill area attributes, as given by the GKS-3D state list, (see 6.4) are bound to the primitive. The fill area attributes are listed in 4.4.2.

The polygon defined by the points is filled according to the fill area interior style currently selected (either via the fill area bundle or individually, depending on the corresponding ASF). The boundary is drawn for interior style HOLLOW, whereas, for other interior styles, the amount of the boundary that is drawn ensures that two regions that share a common edge appear without an apparent gap or overlap at that edge, to the extent that can reasonably be achieved.

If parts of the area are clipped, the resulting new boundaries become part of the area boundaries. Multiple subareas may be generated.

The definition of the interior of a polygon is as follows. For a given point, create a straight line in the fill area plane starting at that point and going to infinity. If the number of intersections between the straight line and the polygon is odd, the point is within the polygon; otherwise it is outside. If the straight line passes a polygon vertex tangentially, the intersection count is not affected. If a point is within the polygon, it is included in the area to be filled subject to the rule for boundaries.

If, after the workstation transformation, all points coincide, no error is generated and whether anything is drawn is workstation dependent. If, after the workstation transformation, some or all lines in a bounding polygon have a line segment in common, no error is generated. Whether the resulting line segment is regarded as part of the boundary to be drawn is workstation dependent.

For PICK input, a fill area primitive displayed with interior style HOLLOW may be picked by pointing at any point on the boundary polygon. A fill area primitive displayed with

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interior style SOLID or PATTERN may be picked by pointing at any point inside the polygon. Pointing at a hole in the area does not identify that area. A fill area primitive displayed with interior style HATCH may be picked by pointing at any point on any hatch line.

For examples see figures 21 and 22.

References:

4.4.1
4.4.2
4.4.7
4.5.3

Errors:

5 GKS-3D not in proper state: GKS-3D shall be either in the state WSAC or in the state SGOP
100 Number of points is invalid

FILL AREA **WSAC,SGOP** **L0a**

Parameters:

In	number of points		(3..n)	I
In	points	WC		n×P

Effect: A FILL AREA primitive is generated. The current values of the fill area attributes, as given by the GKS-3D state list (see 6.4), are bound to the primitive. The fill area attributes are listed in 4.4.2.

The polygon defined by the points is filled according to the fill area interior style currently selected (either via the fill area bundle or individually, depending upon the corresponding ASF). The boundary is drawn for interior style HOLLOW, whereas, for other interior styles, the amount of the boundary that is drawn ensures that two regions which share a common edge appear without an apparent gap or overlap at that edge, to the extent that can reasonably be achieved.

If parts of the area are clipped, the resulting new boundaries become part of the area boundaries. Multiple subareas may be generated (see figure 21).

The interior of a polygon is defined in the following way (see figure 22). For a given point, create a straight line starting at that point and going to infinity. If the number of intersections between the straight line and the polygon is odd, the point is within the polygon; otherwise it is outside. If the straight line passes a polygon vertex tangentially, the intersection count is not affected. If a point is within the polygon, it is included in the area to be filled subject to the rule for boundaries.

If, after the workstation transformation, all points coincide, no error is generated and whether anything is drawn is workstation dependent. If, after the workstation transformation, some or all lines in a bounding polygon have a line segment in common, no error is generated. Whether the resulting line segment is regarded as part of the boundary to be drawn or not is workstation dependent.

For PICK input, a FILL AREA primitive displayed with interior style HOLLOW may be picked by pointing at any point on the bounding polygon. A FILL AREA primitive displayed with interior style SOLID or PATTERN may be picked by pointing at any point inside the polygon. Pointing at a hole in the area does not identify that area. A FILL AREA primitive displayed with interior style HATCH may be picked by pointing at any

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point on any hatch line.

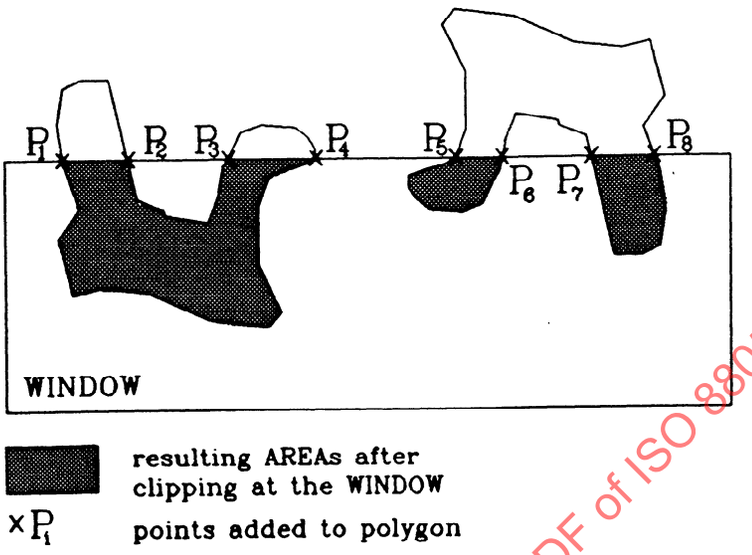


Figure 21 - Examples of FILL AREA and FILL AREA SET clipping

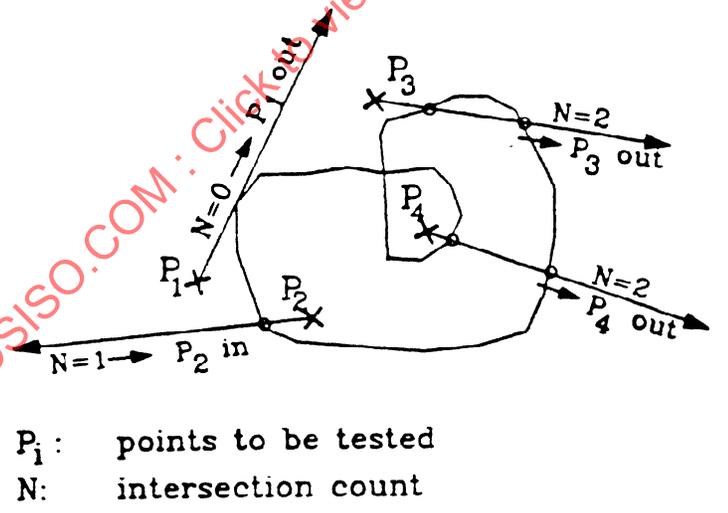


Figure 22 - Area inside a polygon

References:

4.4.1
4.4.2
4.4.7
4.5.3
4.14

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Errors:

5 GKS-3D not in proper state: GKS-3D shall be either in the state WSAC or in the state SGOP

100 Number of points is invalid

FILL AREA SET 3 **WSAC,SGOP** **L0a**

Parameters:

In	list of point lists	WC	L3

Effect: A FILL AREA SET primitive is generated. The current values of the fill area set attributes, as given by the GKS-3D state list (see 6.4), are bound to the primitive. The fill area set attributes are listed in 4.4.2.

If parts of the interior areas of the polygons are clipped, the resulting new boundaries become part of the area boundaries. Multiple subareas may be generated (see figure 21).

The geometric fill area set attributes are transformed by the current normalization transformation and bound to the primitive.

The interior of a FILL AREA SET is defined in the following way (see figure 22). For a given point in the fill area set plane, create a straight line in the fill area set plane starting at that point and extending to infinity. If the number of intersections between the straight line and the fill area set boundary is odd, the point is internal to the FILL AREA SET; otherwise it is outside. If the straight line passes a polygon vertex tangentially, the intersection count is not affected. As a result, overlapping areas from the set may create holes.

The interior of the FILL AREA SET is filled according to the fill area interior style currently selected (either via the fill area bundle or individually, depending on the corresponding ASF). If the selected interior style is HOLLOW, a boundary line is drawn with an implementation dependent line style and linewidth and a colour equal to the currently selected fill area set colour index (either via the bundle or individually, depending on the corresponding ASF).

If the edge flag is ON (either via the edge bundle or individual depending on the corresponding ASF) edges of the FILL AREA SET are drawn and clipped as if they were polylines with aspects corresponding to the currently selected edge attributes (either via the edge bundle or individually, depending on the corresponding ASF). These polylines are drawn with a higher priority than the interiors of the corresponding areas.

For PICK input, a FILL AREA SET primitive displayed with interior style HOLLOW may be picked by pointing at any point on a boundary line. A FILL AREA SET primitive displayed with interior style SOLID or PATTERN may be picked by pointing at any point inside. Pointing at a point that is not part of the interior of the area set but that is surrounded by the interior (i.e., a hole) does not identify that area set. A FILL AREA SET primitive displayed with interior style HATCH may be picked by pointing at any point on any hatch line. If edge flag is ON, the FILL AREA SET can also be picked by pointing at an edge of the area.

If the complete set of points defining the FILL AREA SET does not lie in a plane, the results are implementation dependent.

NOTE - The conditions under which error 431 occurs are stated in the language binding.

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References:

4.4.1
4.4.2
4.4.7
4.4.8
4.5.3

Errors:

5 *GKS-3D not in proper state: GKS-3D shall be either in the state WSAC or in the state SGOP*
431 *List of point lists is invalid*

FILL AREA SET **WSAC,SGOP** **L0a**

Parameters:

In	list of point lists	WC	L

Effect: A FILL AREA SET primitive is generated in the z=0 world coordinate plane. The current values of the fill area set attributes, as given by the GKS-3D state list (see 6.4), are bound to the primitive. The fill area set attributes are listed in 4.4.2.

If parts of the interior areas of the polygons are clipped, the resulting new boundaries become part of the area boundaries. Multiple subareas may be generated (see figure 21).

The geometric fill area set attributes are transformed by the current normalization transformation and bound to the primitive.

The interior of the FILL AREA SET is defined as follows. For a given point in the fill area set plane, create a straight line in the fill area set plane starting at that point and extending to infinity. If the number of intersections between the straight line and the fill area set boundary is odd, the point is internal to the FILL AREA SET; otherwise it is outside. If the straight line passes a polygon vertex tangentially, the intersection count is not affected. As a result, overlapping areas from the set may create holes.

The interior of the FILL AREA SET is filled according to the fill area interior style currently selected (either via the fill area bundle or 5individually, depending on the corresponding ASF). If the selected interior style is HOLLOW, a boundary line is drawn with an implementation dependent line style and linewidth and a colour equal to the currently selected fill area set colour index (either via the bundle or individually, depending on the corresponding ASF).

If the edge flag is ON (either via the edge bundle or individual depending on the corresponding ASF) edges of the FILL AREA SET are drawn and clipped as if they were polylines with aspects corresponding to the currently selected edge attributes (either via the edge bundle or individually, depending on the corresponding ASF). These polylines are drawn with a higher priority than the interiors of the corresponding areas.

For PICK input, a FILL AREA SET primitive displayed with interior style HOLLOW may be picked by pointing at any point on a boundary line. A FILL AREA SET primitive displayed with interior style SOLID or PATTERN may be picked by pointing at any point inside. Pointing at a point that is not part of the interior of the area set but that is surrounded by the interior (i.e., a hole) does not identify that area set. A FILL AREA SET primitive displayed with interior style HATCH may be picked by pointing at any point on any hatch line. If edge flag is ON, the FILL AREA SET can also be picked by pointing at an edge of the area.

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NOTE - The conditions under which error 431 occurs are stated in the language binding.

References:

4.4.1
4.4.2
4.4.7
4.4.8
4.5.3
4.14

Errors:

5 GKS-3D not in proper state: GKS-3D shall be either in the state WSAC or in the state SGOP
431 List of point lists is invalid

CELL ARRAY 3 **WSAC,SGOP** **L0a**

Parameters:

In	cell parallelogram (P,Q,R)	WC		3×P3
In	dimensions of colour index array DX,DY		(1..n)	2×I
In	colour index array		(0..n)	n×n×I

Effect: A CELL ARRAY primitive is generated as defined by the cell parallelogram corners, the dimensions of the colour index array and the colour index array.

The parallelogram is defined by the points P,Q, and R such that the fourth point S of the parallelogram is defined by:

$$S = \vec{P}+((\vec{Q}-\vec{P})+(\vec{R}-\vec{P})) = \vec{Q}+\vec{R}-\vec{P}$$

The cell dimensions are determined by:

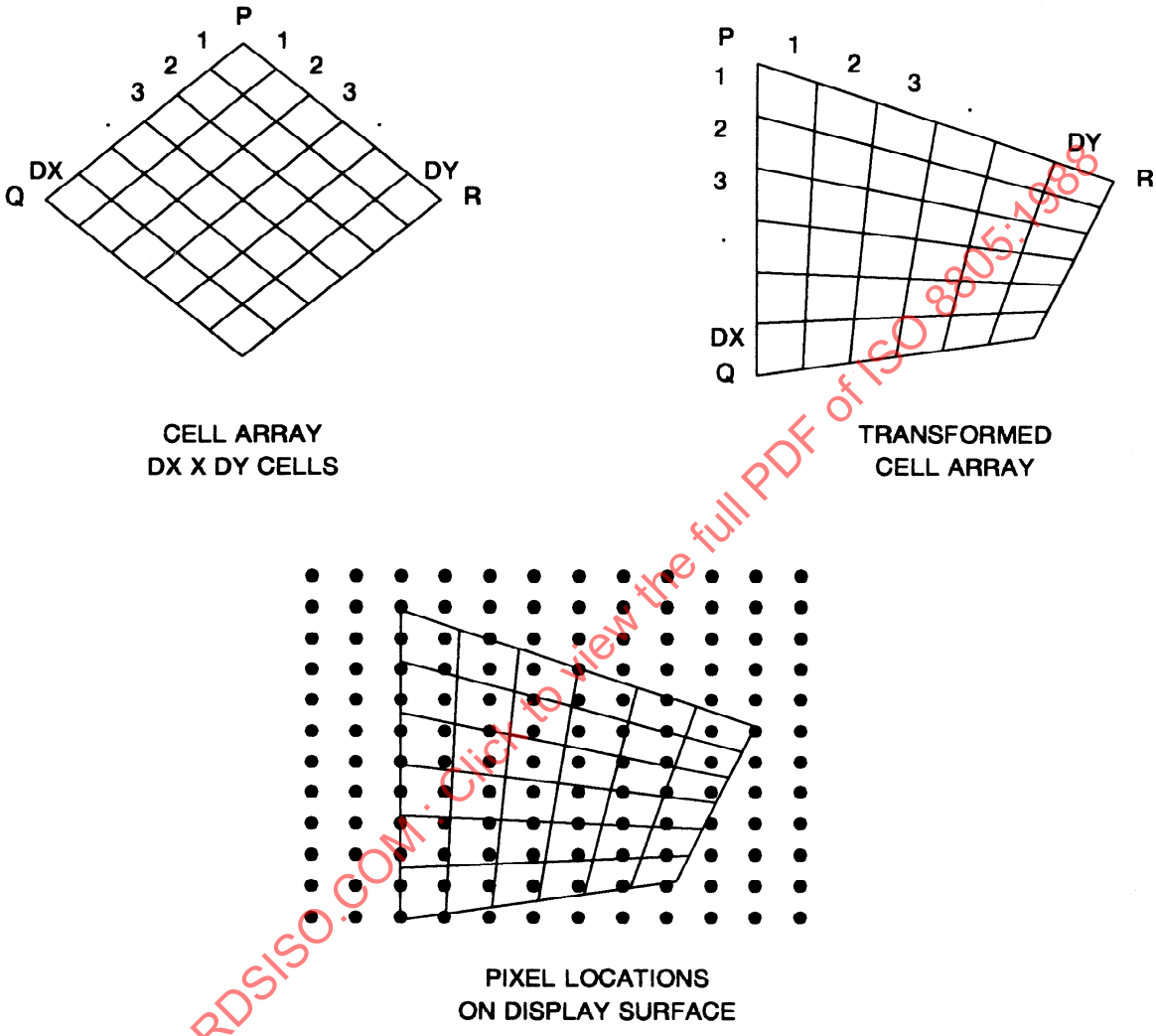
$$X \text{ axis cell width} = |\vec{Q}-\vec{P}| / DX$$

$$Y \text{ axis cell height} = |\vec{R}-\vec{P}| / DY$$

The colour indices are mapped from the two-dimensional cell array on a row-major basis starting from P and proceeding to corner Q and on a column-major basis starting from P and proceeding to corner R, etc. If an index is not present in the colour table on a workstation, a workstation dependent index is used on that workstation.

The grid defined by P, Q, R, DX, and DY is subject to all transformations. If part of a transformed cell is outside the window, the transformed cell is partially clipped.

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Figure 23 - Mapping of CELL ARRAY 3

Mapping the transformed cells onto the pixels of a raster display (see figure 23) is performed according to the following rules:

a) If the centre point of a pixel lies inside the area defined by the transformed parallelogram, its colour is set.

b) The pixel is assigned the colour of the cell which contains the pixel' s centre point. Thus, the pixel colour is selected by point sampling the transformed parallelogram at the pixel centre point, not by area sampling or filtering.

If the display location is within the cell then the cell colour is assigned to the pixel.

The minimal simulation required is to draw the transformed boundaries of the cell array parallelogram, using implementation dependent colour, linewidth and linetype.

If, after the workstation transformation, the four corner points are coincident or collinear, no error is generated and whether anything is drawn is workstation dependent.

The cell array attributes are listed in 4.4.2 and 4.4.9.

References:

4.4.1
4.4.2
4.4.9
4.5.3

Errors:

5 GKS-3D not in proper state: GKS-3D shall be either in the state WSAC or in the state SGOP
91 Dimensions of colour array are invalid

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CELL ARRAY **WSAC,SGOP** **L0a**

Parameters:

In	cell rectangle (P,Q)	WC		2×P
In	dimensions of colour index array DX,DY		(1..n)	2×I
In	colour index array		(0..n)	n×n×I

Effect: A CELL ARRAY primitive is generated using the cell rectangle corners, the dimensions of the colour index array and the colour index array.

A rectangle, which is taken to be aligned with the world coordinate axes, is defined by the points P and Q. This rectangle is conceptually divided into a grid in DX×DY cells. Each cell has a width of |PX-QX|/DX and a height of |PY-QY|/DY, where (PX,PY) are the coordinates of the cornerpoint P and (QX,QY) are the coordinates of the cornerpoint Q. The colour index array is oriented with respect to the rectangle by associating the four corners as follows: the (1,1) element is associated with the cell having P at one corner; the (DX,DY) element with the cell having Q at one corner; the (1,DY) element with the cell having the point (PX,QY) at one corner; the (DX,1) element with the cell having the point (QX,PY) at one corner. The colour of each cell is specified by the index of the corresponding element of the colour index array. If an index is not present in the colour table on a workstation, a workstation dependent index is used on that workstation.

The rectangular grid defined by P,Q,DX and DY is subject to all transformations, potentially transforming the rectangular cells into quadrilaterals. If part of a transformed cell is outside the window, the transformed cell is partially clipped.

Mapping the transformed cells onto the pixels of a raster display (see figure 23) is performed by the following rules:

a) If the centrepoint of a pixel lies inside the quadrilateral defined by the transformed rectangle, its colour is set.

b) The pixel is assigned the colour of the cell which contains the pixel's centrepoint. Thus, the pixel colour is selected by point sampling the transformed rectangle at the pixel centrepoint, not by area sampling or filtering.

The minimal simulation required is to draw the transformed boundaries of the cell rectangle, using implementation dependent colour, linewidth and linetype.

If, after the workstation transformation, the four corner points are coincident or collinear, no error is generated and whether anything is drawn is workstation dependent.

References:

4.4.1
4.4.2
4.4.9
4.5.3
4.14

Errors:

5 GKS-3D not in proper state: GKS-3D shall be either in the state WSAC or in the state SGOP
91 Dimensions of colour array are invalid

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GENERALIZED DRAWING PRIMITIVE 3 (GDP3) **WSAC,SGOP** **L0a**

Parameters:

In	number of points		(0..n)	I
In	points	WC		n×P3
In	GDP identifier			N
In	GDP data record			D

Effect: A Generalized Drawing Primitive (GDP3) of the type indicated by the GDP identifier is generated using the given points and the GDP data record. The current attribute values of the entries in the GKS-3D state list (see 6.4) for the sets of polyline, polymarker, text, fill area, or edge attributes are bound to the primitive. When the GDP3 generates output at the workstation, zero or more of the sets of attributes are used. These are the sets of attributes most appropriate for the specified GDP3 function and are selected for the GDP3 as part of the definition of the GDP3. (The sets of attributes are defined in the workstation description table.)

NOTE - The parameters are transmitted to the workstation and interpreted in a workstation dependent way. In this way special capabilities of the workstation can be addressed. Even if error 104 or error 105 occurs, the GDP3 is displayed on all active workstations capable of doing so.

References:

4.4.1
4.4.2
4.4.10
4.5.3
4.14

Errors:

5 GKS-3D not in proper state: GKS-3D shall be either in the state WSAC or in the state SGOP
100 Number of points is invalid
102 Generalized drawing primitive identifier is invalid
103 Content of generalized drawing primitive data record is invalid
104 At least one active workstation is not able to generate the specified generalized drawing primitive
105 At least one active workstation is not able to generate the specified generalized drawing primitive under the current transformations and clipping conditions

GENERALIZED DRAWING PRIMITIVE (GDP) **WSAC,SGOP** **L0a**

Parameters:

In	number of points	(0..n)	I
In	points	WC	n×P
In	GDP identifier		N
In	GDP data record		D

Effect: A Generalized Drawing Primitive (GDP) of the type indicated by the GDP identifier is generated on the basis of the given points and the GDP data record. The current values of the entries in the GKS-3D state list (see 6.4) for the sets of polyline, polymarker, text or fill area attributes are bound to the primitive. These attributes are listed in 4.4.2. When the GDP generates output at the workstation, zero or more of the sets of attributes are used. These are the sets of attributes most appropriate for the specified GDP function and are selected for the GDP as part of the definition of the GDP. (They are defined in the workstation description table.)

NOTE - The parameters are transmitted to the workstation and interpreted in a workstation dependent way. In this way special capabilities of the workstation can be addressed. Even if error 104 or error 105 occurs, the GDP is displayed on all active workstations capable of doing so. For example, some of the primitives anticipated at present are:

a) circle: points given are centre, peripheral point;

b) circular arc: points given are centre, start point, end point to be connected anticlockwise in world coordinates;

c) ellipse: points given are 2 focal points, peripheral point;

d) elliptic arc: points given are 2 focal points, start point, end point to be connected anticlockwise in world coordinates;

e) interpolating curve (for example, spline): points given are interpolated.

The recommended set of attributes to use for the above GDP examples would be the polyline attributes.

It should be emphasized that the points, specified as parameters, are transformed by GKS-3D after the interpretation of the points (as defining, say, a spline curve or circle) is performed by the active workstations. For example, a GDP, which defines a circle, would appear as an ellipse when the transformation has differential scaling for the two axes. Each specific GDP definition defines how the transformation is applied to both the points and the shape of the GDP. Though the points cannot be clipped, the resulting output of the GDP is clipped against the clipping volume, if the 'clipping indicator' entry in the GKS-3D state list is CLIP, and the workstation window. If a specific GDP is available on a workstation but is unable to be generated because the current transformations or clipping volume are such that the preceding conditions would be violated, error 105 occurs.

The GDP data record attribute list may contain additional data for each point (for example, vertex order for splines) which remain untransformed. These have to be defined for a specific GDP. In defining a new GDP, the GKS-3D design concepts (see clause 0) are not violated. The set of generalized drawing primitives implemented on

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a workstation may be empty.

Where the GDP identifier is bound to an integer in a programming language, GDP identifiers greater than 0 are reserved for registration and GDP identifiers less than 0 are implementation dependent.

GDP identifiers are registered in the ISO International Register of Graphical Items, which is maintained by the Registration Authority (see 4.1.2). When a GDP has been approved by ISO, the GDP identifier will be assigned by the Registration Authority.

References:

4.4.1
4.4.2
4.4.10
4.5.3
4.13
4.14

Errors:

5 *GKS-3D not in proper state: GKS-3D shall be either in the state WSAC or in the state SGOP*
100 *Number of points is invalid*
102 *Generalized drawing primitive identifier is invalid*
103 *Content of generalized drawing primitive data record is invalid*
104 *At least one active workstation is not able to generate the specified generalized drawing primitive*
105 *At least one active workstation is not able to generate the specified generalized drawing primitive under the current transformations and clipping conditions*

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5.4 Output attributes

5.4.1 Workstation independent primitive attributes

SET POLYLINE INDEX **GKOP,WSOP,WSAC,SGOP** **L0a**

Parameters:

In	polyline index	(1..n)	I

Effect: The 'current polyline index' entry in the GKS-3D state list is set to the value specified by the parameter. This value is used when creating subsequent POLYLINE output primitives.

References:

4.4.2
4.4.3

Errors:

8 GKS-3D not in proper state: GKS-3D shall be in one of the states GKOP, WSOP, WSAC or SGOP
60 Polyline index is invalid

SET LINETYPE **GKOP,WSOP,WSAC,SGOP** **L0a**

Parameters:

In	linetype	(-n..-1,1..n)	I

Effect: The 'current linetype' entry in the GKS-3D state list is set to the value specified by the parameter. This value is used for the display of subsequent POLYLINE output primitives, created when the 'current linetype ASF' entry in the GKS-3D state list is INDIVIDUAL. This value does not affect the display of subsequent POLYLINE output primitives, created when the 'current linetype ASF' entry in the GKS-3D state list is BUNDLED.

Linetype values produce linetypes as indicated:

<0	implementation dependent
1	solid line
2	dashed line
3	dotted line
4	dashed-dotted line
$\geqslant 5$	reserved for registration

If the specified linetype is not available on a workstation, linetype 1 is used on that workstation.

NOTE - Linetype values are registered in the ISO International Register of Graphical Items, which is maintained by the Registration Authority (see 4.1.2). When a linetype has been approved by ISO, the linetype value will be assigned by the Registration Authority.

References:

4.4.2
4.4.3

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Errors:

8 GKS-3D not in proper state: GKS-3D shall be in one of the states GKOP, WSOP, WSAC or SGOP

63 Linetype is equal to zero

SET LINEWIDTH SCALE FACTOR **GKOP,WSOP,WSAC,SGOP** **L0a**

Parameters:

In	linewidth scale factor	⩾0	R

Effect: The 'current linewidth scale factor' entry in the GKS-3D state list is set to the value specified by the parameter. This value is used for the display of subsequent POLYLINE output primitives, created when the 'current linewidth scale factor ASF' entry in the GKS-3D state list is INDIVIDUAL. This value does not affect the display of subsequent POLYLINE output primitives, created when the 'current linewidth scale factor ASF' entry in the GKS-3D state list is BUNDLED.

The linewidth scale factor is applied to the nominal linewidth on a workstation; the result is mapped by the workstation to the nearest available linewidth.

References:

4.4.2
4.4.3

Errors:

8 GKS-3D not in proper state: GKS-3D shall be in one of the states GKOP, WSOP, WSAC or SGOP

65 Linewidth scale factor is less than zero

SET POLYLINE COLOUR INDEX **GKOP,WSOP,WSAC,SGOP** **L0a**

Parameters:

In	polyline colour index	(0..n)	I

Effect: The 'current polyline colour index' entry in the GKS-3D state list is set to the value specified by the parameter. This value is used for the display of subsequent POLYLINE output primitives, created when the 'current polyline colour index ASF' entry in the GKS-3D state list is INDIVIDUAL. This value does not affect the display of subsequent POLYLINE output primitives, created when the 'current polyline colour index ASF' entry in the GKS-3D state list is BUNDLED.

The colour index is a pointer into the colour tables of the workstations. If the specified colour index is not present in a workstation colour table, a workstation dependent colour index is used on that workstation.

References:

4.4.2
4.4.3

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Errors:

8 GKS-3D not in proper state: GKS-3D shall be in one of the states GKOP, WSOP, WSAC or SGOP

92 Colour index is less than zero

SET POLYMARKER INDEX **GKOP,WSOP,WSAC,SGOP** **L0a**

Parameters:

In	polymarker index	(1..n)	I

Effect: The 'current polymarker index' entry in the GKS-3D state list is set to the value specified by the parameter. This value is used when creating subsequent POLYMARKER output primitives.

References:

4.4.2
4.4.4

Errors:

8 GKS-3D not in proper state: GKS-3D shall be in one of the states GKOP, WSOP, WSAC or SGOP

66 Polymarker index is invalid

SET MARKER TYPE **GKOP,WSOP,WSAC,SGOP** **L0a**

Parameters:

In	marker type	(-n..-1,1..n)	I

Effect: The 'current marker type' entry in the GKS-3D state list is set to the value specified by the parameter. This value is used for the display of subsequent POLYMARKER output primitives, created when the 'current marker type ASF' entry in the GKS-3D state list is INDIVIDUAL. This value does not affect the display of subsequent POLYMARKER output primitives, created when the 'current marker type ASF' entry in the GKS-3D state list is BUNDLED.

Marker type values produce centred symbols as indicated:

<0	implementation dependent
1	.
2	+
3	*
4	0
5	X
≥6	reserved for registration

Marker type 1 is always displayed as the smallest displayable dot. If the specified marker type is not available on a workstation, marker type 3 (*) is used on that workstation.

NOTE - Marker type values are registered in the ISO International Register of Graphical Items, which is maintained by the Registration Authority (see 4.1.2). When a marker type has been approved by ISO, the marker type value will be assigned by the Registration Authority.

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References:

4.4.2
4.4.4

Errors:

8 GKS-3D not in proper state: GKS-3D shall be in one of the states GKOP, WSOP, WSAC or SGOP
69 Marker type is equal to zero

SET MARKER SIZE SCALE FACTOR **GKOP,WSOP,WSAC,SGOP** **L0a**

Parameters:

In	marker size scale factor	⩾0	R

Effect: The 'current marker size scale factor' entry in the GKS-3D state list is set to the value specified by the parameter. This value is used for the display of subsequent POLYMARKER output primitives, created when the 'current marker size scale factor ASF' entry in the GKS-3D state list is INDIVIDUAL. This value does not affect the display of subsequent POLYMARKER output primitives, created when the 'current marker size scale factor ASF' entry in the GKS-3D state list is BUNDLED.

The marker size scale factor is applied to the nominal marker size on a workstation; the result is mapped by the workstation to the nearest available marker size.

References:

4.4.2
4.4.4

Errors:

8 GKS-3D not in proper state: GKS-3D shall be in one of the states GKOP, WSOP, WSAC or SGOP
71 Marker size scale factor is less than zero

SET POLYMARKER COLOUR INDEX **GKOP,WSOP,WSAC,SGOP** **L0a**

Parameters:

In	polymarker colour index	(0..n)	I

Effect: The 'current polymarker colour index' entry in the GKS-3D state list is set to the value specified by the parameter. This value is used for the display of subsequent POLYMARKER output primitives, created when the 'current polymarker colour index ASF' entry in the GKS-3D state list is INDIVIDUAL. This value does not affect the display of subsequent POLYMARKER output primitives, created when the 'current polymarker colour index ASF' entry in the GKS-3D state list is BUNDLED.

The colour index is a pointer into the colour tables of the workstations. If the specified colour index is not present in a workstation colour table, a workstation dependent colour index is used on that workstation.

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References:

4.4.2
4.4.4

Errors:

8 GKS-3D not in proper state: GKS-3D shall be in one of the states GKOP, WSOP, WSAC or SGOP
92 Colour index is less than zero

SET TEXT INDEX **GKOP,WSOP,WSAC,SGOP** **L0a**

Parameters:

In text index (1..n) I

Effect: The 'current text index' entry in the GKS-3D state list is set to the value specified by the parameter. This value is used when creating subsequent TEXT output primitives.

References:

4.4.2
4.4.5

Errors:

8 GKS-3D not in proper state: GKS-3D shall be in one of the states GKOP, WSOP, WSAC or SGOP
72 Text index is invalid

SET TEXT FONT AND PRECISION **GKOP,WSOP,WSAC,SGOP** **L0a**

Parameters:

In text font and precision (-n..-1,1..n;STRING,CHAR,STROKE) (I;E)

Effect: The 'current text font and precision' entry in the GKS-3D state list is set to the value specified by the parameter. This value is used for the display of subsequent TEXT output primitives, created when the 'current text font and precision ASF' entry in the GKS-3D state list is INDIVIDUAL. This value does not affect the display of subsequent TEXT output primitives, created when the 'current text font and precision ASF' entry in the GKS-3D state list is BUNDLED.

Text font and precision is a single text aspect; a particular text font can be available at some, but not necessarily all, precisions. Text font 1 contains a graphical representation of the characters defined in ISO 646 (see 4.4.5). Text fonts greater than 1 are reserved for registration. Text fonts less than 0 are implementation dependent. The text precision value determines the fidelity with which the other text aspects are used. The values of text precision, in order of increasing fidelity, are STRING, CHAR and STROKE (see 4.4.5).

If the specified text font and precision is not available on a workstation, the value (1;STRING) is used on that workstation.

NOTE - Text font numbers are registered in the ISO International Register of Graphical Items, which is maintained by the Registration Authority (see 4.1.2). When a text font has been approved by ISO, the text font number will be assigned by the Registration Authority.

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References:

4.4.2
4.4.5

Errors:

8 GKS-3D not in proper state: GKS-3D shall be in one of the states GKOP, WSOP, WSAC or SGOP
75 Text font is equal to zero

SET CHARACTER EXPANSION FACTOR **GKOP,WSOP,WSAC,SGOP** **L0a**

Parameters:

In	character expansion factor	>0	R

Effect: The 'current character expansion factor' entry in the GKS-3D state list is set to the value specified by the parameter. This value is used for the display of subsequent TEXT output primitives, created when the 'current character expansion factor ASF' entry in the GKS-3D state list is INDIVIDUAL. This value does not affect the display of subsequent TEXT output primitives, created when the 'current character expansion factor ASF' entry in the GKS-3D state list is BUNDLED.

References:

4.4.2
4.4.5

Errors:

8 GKS-3D not in proper state: GKS-3D shall be in one of the states GKOP, WSOP, WSAC or SGOP
77 Character expansion factor is less than or equal to zero

SET CHARACTER SPACING **GKOP,WSOP,WSAC,SGOP** **L0a**

Parameters:

In	character spacing	R

Effect: The 'current character spacing' entry in the GKS-3D state list is set to the value specified by the parameter. This value is used for the display of subsequent TEXT output primitives, created when the 'current character spacing ASF' entry in the GKS-3D state list is INDIVIDUAL. This value does not affect the display of subsequent TEXT output primitives, created when the 'current character spacing ASF' entry in the GKS-3D state list is BUNDLED.

References:

4.4.2
4.4.5

Errors:

8 GKS-3D not in proper state: GKS-3D shall be in one of the states GKOP, WSOP, WSAC or SGOP

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GKS-3D functions **Output attributes**

SET TEXT COLOUR INDEX **GKOP,WSOP,WSAC,SGOP** **L0a**

Parameters:

In	text colour index	(0..n)	I

Effect: The 'current text colour index' entry in the GKS-3D state list is set to the value specified by the parameter. This value is used for the display of subsequent TEXT output primitives, created when the 'current text colour index ASF' entry in the GKS-3D state list is INDIVIDUAL. This value does not affect the display of subsequent TEXT output primitives, created when the 'current text colour index ASF' entry in the GKS-3D state list is BUNDLED.

The colour index is a pointer into the colour tables of the workstations. If the specified colour index is not present in a workstation colour table, a workstation dependent colour index is used on that workstation.

References:

4.4.2
4.4.5

Errors:

8 GKS-3D not in proper state: GKS-3D shall be in one of the states GKOP, WSOP, WSAC or SGOP
92 Colour index is less than zero

SET CHARACTER HEIGHT **GKOP,WSOP,WSAC,SGOP** **L0a**

Parameters:

In	character height	TLC	>0	R

Effect: The 'current character height' entry in the GKS-3D state list is set to the value specified by the parameter. The 'current character width' entry in the GKS-3D state list is also set to the value specified by the parameter. These values are used when creating subsequent TEXT output primitives.

References:

4.4.2
4.4.5

Errors:

8 GKS-3D not in proper state: GKS-3D shall be in one of the states GKOP, WSOP, WSAC or SGOP
78 Character height is less than or equal to zero

SET CHARACTER UP VECTOR **GKOP,WSOP,WSAC,SGOP** **L0a**

Parameters:

In	character up vector	TLC	2×R

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Effect: The 'current character up vector' entry in the GKS-3D state list is set to the value specified by the parameter. The 'current character base vector' entry in the GKS-3D state list is set to a vector, of arbitrary length, at right angles in the clockwise direction to the value specified by the parameter. These values are used when creating subsequent TEXT output primitives.

References:

4.4.2
4.4.5

Errors:

8 GKS-3D not in proper state: GKS-3D shall be in one of the states GKOP, WSOP, WSAC or SGOP

79 Length of character up vector is zero

SET TEXT PATH **GKOP,WSOP,WSAC,SGOP** **L0a**

Parameters:

In text path (RIGHT,LEFT,UP,DOWN) E

Effect: The 'current text path' entry in the GKS-3D state list is set to the value specified by the parameter. This value is used when creating subsequent TEXT output primitives.

NOTE - A change in the value of 'current text path' may make the value of the 'current text alignment' entry inappropriate.

References:

4.4.2
4.4.5

Errors:

8 GKS-3D not in proper state: GKS-3D shall be in one of the states GKOP, WSOP, WSAC or SGOP

SET TEXT ALIGNMENT **GKOP,WSOP,WSAC,SGOP** **L0a**

Parameters:

In text alignment (NORMAL,LEFT,CENTRE,RIGHT;NORMAL,TOP,CAP,HALF,BASE,BOTTOM) 2×E

Effect: The 'current text alignment' entry in the GKS-3D state list is set to the value specified by the parameter. This value is used when creating subsequent TEXT output primitives. Text alignment has two components: horizontal and vertical.

References:

4.4.2
4.4.5

Errors:

8 GKS-3D not in proper state: GKS-3D shall be in one of the states GKOP, WSOP, WSAC or SGOP

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GKS-3D functions **Output attributes**

SET FILL AREA INDEX **GKOP,WSOP,WSAC,SGOP** **L0a**

Parameters:

In	fill area index	(1..n)	I

Effect: The 'current fill area index' entry in the GKS-3D state list is set to the value specified by the parameter. This value is used when creating subsequent FILL AREA and FILL AREA SET output primitives.

References:

4.4.2
4.4.7
4.4.8

Errors:

8 *GKS-3D not in proper state: GKS-3D shall be in one of the states GKOP, WSOP, WSAC or SGOP*

80 *Fill area index is invalid*

SET FILL AREA INTERIOR STYLE **GKOP,WSOP,WSAC,SGOP** **L0a**

Parameters:

In	fill area interior style	(HOLLOW,SOLID,PATTERN,HATCH)	E

Effect: The 'current fill area interior style' entry in the GKS-3D state list is set to the value specified by the parameter. This value is used for the display of subsequent FILL AREA and FILL AREA SET output primitives, created when the 'current fill area interior style ASF' entry in the GKS-3D state list is INDIVIDUAL. This value does not affect the display of subsequent FILL AREA and FILL AREA SET output primitives, created when the 'current fill area interior style ASF' entry in the GKS-3D state list is BUNDLED.

The fill area interior style is used to determine in what style the area is filled and the possible values are: HOLLOW, SOLID, PATTERN and HATCH (see 4.4.7).

If the requested interior style is not available on a workstation, HOLLOW is used on that workstation.

References:

4.4.2
4.4.7
4.4.8

Errors:

8 *GKS-3D not in proper state: GKS-3D shall be in one of the states GKOP, WSOP, WSAC or SGOP*

SET FILL AREA STYLE INDEX **GKOP,WSOP,WSAC,SGOP** **L0a**

Parameters:

In	fill area style index	(-n..-1,1..n)	I

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Effect: The 'current fill area style index' entry in the GKS-3D state list is set to the value specified by the parameter. This value is used for the display of subsequent FILL AREA and FILL AREA SET output primitives, created when the 'current fill area style index ASF' entry in the GKS-3D state list is INDIVIDUAL. This value does not affect the display of subsequent FILL AREA and FILL AREA SET output primitives, created when the 'current fill area style index ASF' entry in the GKS-3D state list is BUNDLED.

For interior styles HOLLOW and SOLID, the style index value is unused. For interior style PATTERN, the style index value is greater than 0 and is a pointer into the pattern tables of the workstations. For interior style HATCH, the style index value is non-zero and determines which of a number of hatch styles is used: hatch styles greater than 0 are reserved for registration; hatch styles less than 0 are workstation dependent.

If the requested style index is not available on a particular workstation, style index 1 is used on that workstation. If style index 1 is not present on that workstation, the result is workstation dependent.

NOTE - Hatch style values are registered in the ISO International Register of Graphical Items, which is maintained by the Registration Authority (see 4.1.2). When a hatch style has been approved by ISO, the hatch style value will be assigned by the Registration Authority.

References:

4.4.2
4.4.7
4.4.8

Errors:

8 GKS-3D not in proper state: GKS-3D shall be in one of the states GKOP, WSOP, WSAC or SGOP

84 Style (pattern or hatch) index is equal to zero

SET FILL AREA COLOUR INDEX **GKOP,WSOP,WSAC,SGOP** **L0a**

Parameters:

In	fill area colour index	(0..n)	I

Effect: The 'current fill area colour index' entry in the GKS-3D state list is set to the value specified by the parameter. This value is used for the display of subsequent FILL AREA and FILL AREA SET output primitives, created when the 'current fill area colour index ASF' entry in the GKS-3D state list is INDIVIDUAL. This value does not affect the display of subsequent FILL AREA and FILL AREA SET output primitives, created when the 'current fill area colour index ASF' entry in the GKS-3D state list is BUNDLED.

The colour index is a pointer into the colour tables of the workstations. If the specified colour index is not present in a workstation colour table, a workstation dependent colour index is used on that workstation.

References:

4.4.2
4.4.7
4.4.8

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Errors:

8 GKS-3D not in proper state: GKS-3D shall be in one of the states GKOP, WSOP, WSAC or SGOP

92 Colour index is less than zero

SET PATTERN SIZE **GKOP,WSOP,WSAC,SGOP** **L0a**

Parameters:

In	pattern size	WC SX,SY>0	2×R

Effect: The components of the'current pattern size' entry in the GKS-3D state list are set to the values SX and SY. When the currently selected (either via the fill area bundle or individually, depending on the corresponding ASF) fill area interior style is PATTERN, these values are used, where possible, in conjunction with the 'current pattern reference point' and 'current pattern reference vectors' entries in the GKS-3D state list for displaying the FILL AREA and FILL AREA SET output primitives.

References:

4.4.2
4.4.7
4.4.8

Errors:

8 GKS-3D not in proper state: GKS-3D shall be in one of the states GKOP, WSOP, WSAC or SGOP

87 Pattern size value is not positive

SET PATTERN REFERENCE POINT AND VECTORS **GKOP,WSOP,WSAC,SGOP** **L0a**

Parameters:

In	pattern reference point	WC	P3
In	pattern reference vectors	WC	2×3×R

Effect: The 'current pattern reference point' and the 'current pattern reference vectors' entries in the GKS-3D state list are set to the values specified by the parameters (see 4.4.7). When the currently selected (either via the fill area bundle or individually, depending on the corresponding ASF) fill area interior style is PATTERN, these values are used, where possible, in conjunction with the 'current pattern size' entry in the GKS-3D state list for displaying the FILL AREA and FILL AREA SET output primitives.

References:

4.4.2
4.4.7
4.4.8

Errors:

8 GKS-3D not in proper state: GKS-3D shall be in one of the states GKOP, WSOP, WSAC or SGOP WSOP, WSAC or SGOP

426 Pattern reference vectors are collinear

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SET PATTERN REFERENCE POINT **GKOP,WSOP,WSAC,SGOP** **L0a**

Parameters:

In	reference point	WC	P

Effect: The 'current pattern reference point' entry in the GKS-3D state list is set to the value specified by the parameter and the 'current pattern reference vectors' are set to (1,0,0) and (0,1,0). When the currently selected (either via the fill area bundle or individually, depending upon the corresponding ASF) fill area interior style is PATTERN, this value is used, where possible, in conjunction with the 'current pattern size' entry in the GKS-3D state list for displaying the FILL AREA and FILL AREA SET output primitives.

References:

4.4.2
4.4.7
4.4.8
4.14

Errors:

8 GKS-3D not in proper state: GKS-3D shall be in one of the states GKOP, WSOP, WSAC or SGOP

SET EDGE INDEX **GKOP,WSOP,WSAC,SGOP** **L0a**

Parameters:

In	edge index	(1..n)	I

Effect: The 'current edge index' entry in the GKS-3D state list is set to the value specified by the parameter. This value is used when creating subsequent FILL AREA SET output primitives.

References:

4.4.2
4.4.8

Errors:

8 GKS-3D not in proper state: GKS-3D shall be in one of the states GKOP, WSOP, WSAC or SGOP
420 Edge index is invalid

SET EDGE FLAG **GKOP,WSOP,WSAC,SGOP** **L0a**

Parameters:

In	edge flag	(OFF,ON)	E

Effect: The 'current edge flag' entry in the GKS-3D state is set to the value specified by the parameter. This value is used for the display of subsequent FILL AREA SET output primitives created when the 'current edge flag ASF' entry in the GKS-3D state list is INDIVIDUAL. This value does not affect the display of subsequent fill area set output primitives, created when the 'current edge flag ASF' entry in the GKS-3D state list is BUNDLED.

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References:

4.4.2
4.4.8

Errors:

8 GKS-3D not in proper state: GKS-3D shall be in one of the states GKOP, WSOP, WSAC or SGOP GKOP, WSOP, WSAC or SGOP

SET EDGETYPE **GKOP,WSOP,WSAC,SGOP** **L0a**

Parameters:

In	edgetype	(-n..-1,1..n)	I

Effect: The 'current edgetype' entry in the GKS-3D state list is set to the value specified by the parameter. This value is used for the display of subsequent FILL AREA SET output primitives, created when the 'current edgetype ASF' entry in the GKS-3D state list is INDIVIDUAL. This value does not affect the display of subsequent FILL AREA SET output primitives, created when the 'current edgetype ASF' entry in the GKS-3D state list is BUNDLED.

If the specified edgetype is not available on a workstation, edgtype 1 is used on that workstation.

NOTE - Registered edgetypes and registered linetypes are drawn from the identical set of values. Consequently, edgetypes are not registered separately from linetypes.

References:

4.4.2
4.4.8

Errors:

8 GKS-3D not in proper state: GKS-3D shall be in one of the states GKOP, WSOP, WSAC or SGOP
423 Edgetype is equal to zero

SET EDGEWIDTH SCALE FACTOR **GKOP,WSOP,WSAC,SGOP** **L0a**

Parameters:

In	edgewidth scale factor	≥0	R

Effect: The 'current edgewidth scale factor' entry in the GKS-3D state list is set to the value specified by the parameter. This value is used for the display of subsequent FILL AREA SET output primitives, created when the 'current edgewidth scale factor ASF' entry in the GKS-3D state list is INDIVIDUAL. This value does not affect the display of subsequent FILL AREA SET output primitives, created when the 'current edgewidth scale factor ASF' entry in the GKS-3D state list is BUNDLED.

The edgewidth scale factor is applied to the nominal edgewidth on a workstation; the result is mapped by the workstation to the nearest available edgewidth.

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References:

4.4.2
4.4.8

Errors:

8 GKS-3D not in proper state: GKS-3D shall be in one of the states GKOP, WSOP, WSAC or SGOP
425 Edgewidth scale factor is less than zero

SET EDGE COLOUR INDEX **GKOP,WSOP,WSAC,SGOP** **L0a**

Parameters:

In	edge colour index	(0..n)	I

Effect: The 'current edge colour index' entry in the GKS-3D state list is set to the value specified by the parameter. This value is used for the display of subsequent FILL AREA SET output primitives, created when the 'current edge colour index ASF' entry in the GKS-3D state list is INDIVIDUAL. This value does not affect the display of subsequent FILL AREA SET output primitives, created when the 'current edge colour index ASF' entry in the GKS-3D state list is BUNDLED.

The colour index is a pointer into the colour tables of the workstations. If the specified colour index is not present in a workstation colour table, a workstation dependent colour index is used on that workstation.

References:

4.4.2
4.4.8

Errors:

8 GKS-3D not in proper state: GKS-3D shall be in one of the states GKOP, WSOP, WSAC or SGOP
92 Colour index is less than zero

SET ASPECT SOURCE FLAGS 3 **GKOP,WSOP,WSAC,SGOP** **L0a**

Parameters:

In	list of Aspect Source Flags	(BUNDLED,INDIVIDUAL)	17×E

Effect: The Aspect Source Flags (ASFs) in the GKS-3D state list are set to the values indicated by the parameter. The elements of the list of ASFs are arranged in the following order:

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linetype ASF
linewidth scale factor ASF
polyline colour index ASF
marker type ASF
marker size scale factor ASF
polymarker colour index ASF
text font and precision ASF
character expansion factor ASF
character spacing ASF
text colour index ASF
fill area interior style ASF
fill area style index ASF
fill area colour index ASF
edge flag ASF
edgetype ASF
edgewidth scale factor ASF
edge colour index ASF

References:

4.4.2

Errors:

8 *GKS-3D not in proper state: GKS-3D shall be in one of the states GKOP, WSOP, WSAC or SGOP*

SET ASPECT SOURCE FLAGS **GKOP,WSOP,WSAC,SGOP** **L0a**

Parameters:

In list of Aspect Source Flags (BUNDLED,INDIVIDUAL) 13×E

Effect: The Aspect Source Flags (ASFs) in the GKS-3D state list are set to the values indicated by the parameter. The elements of the list of ASFs are arranged in the following order:

linetype ASF
linewidth scale factor ASF
polyline colour index ASF
marker type ASF
marker size scale factor ASF
polymarker colour index ASF
text font and precision ASF
character expansion factor ASF
character spacing ASF
text colour index ASF
fill area interior style ASF
fill area style index ASF
fill area colour index ASF

References:

4.4.2

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Errors:

8 GKS-3D not in proper state: GKS-3D shall be in one of the states GKOP, WSOP, WSAC or SGOP

SET PICK IDENTIFIER **GKOP,WSOP,WSAC,SGOP** **L1b**

Parameters:

In	pick identifier	N

Effect: The 'current pick identifier' entry in the GKS-3D state list is set to the value specified by the parameter.

References:

4.4.2
4.7.1
4.8.1
4.8.4

Errors:

8 GKS-3D not in proper state: GKS-3D shall be in one of the states GKOP, WSOP, WSAC or SGOP

97 Pick identifier is invalid

5.4.2 Workstation attributes (representations)

SET POLYLINE REPRESENTATION **WSOP,WSAC,SGOP** **L1a**

Parameters:

In	workstation identifier		N
In	polyline index	(1..n)	I
In	linetype	(-n..-1,1..n)	I
In	linewidth scale factor	≥0	R
In	polyline colour index	(0..n)	I

Effect: In the polyline bundle table of the workstation state list, the given polyline index is associated with the specified parameters.

Linetype:
linetype values produce linetypes as indicated:

<0	implementation dependent
1	solid line
2	dashed line
3	dotted line
4	dashed-dotted line
≥5	reserved for registration

Linewidth scale factor:
a scale factor applied to the nominal linewidth. The result is mapped by the workstation to the nearest available linewidth.

Polyline colour index:
pointer into the colour table of the workstation.

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The polyline bundle table in the workstation state list has predefined entries taken from the workstation description table; a number (see table 2, in 4.10) are predefined for every workstation of category OUTPUT and OUTIN. Any table entry (including the predefined entries) may be redefined with this function.

When polylines are displayed, the polyline index refers to an entry in the polyline bundle table. If polylines are displayed with a polyline index that is not present in the polyline bundle table, polyline index 1 is used. Which of the aspects in the entry are used depends upon the setting of the corresponding ASFs (see 4.4.2).

NOTE - Linetype values are registered in the ISO International Register of Graphical Items, which is maintained by the Registration Authority (see 4.1.2). When a linetype has been approved by ISO, the linetype value will be assigned by the Registration Authority.

References:

4.4.3
4.5.3

Errors:

7 *GKS-3D not in proper state: GKS-3D shall be in one of the states WSOP, WSAC or SGOP*
20 *Specified workstation identifier is invalid*
25 *Specified workstation is not open*
33 *Specified workstation is of category MI*
35 *Specified workstation is of category INPUT*
36 *Specified workstation is Workstation Independent Segment Storage*
60 *Polyline index is invalid*
63 *Linetype is equal to zero*
64 *Specified linetype is not supported on this workstation*
65 *Linewidth scale factor is less than zero*
93 *Colour index is invalid*

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SET POLYMARKER REPRESENTATION WSOP,WSAC,SGOP L1a

Parameters:

In	workstation identifier		N
In	polymarker index	(1..n)	I
In	marker type	(-n..-1,1..n)	I
In	marker size scale factor	⩾0	R
In	polymarker colour index	(0..n)	I

Effect: In the polymarker bundle table of the workstation state list, the given polymarker index is associated with the specified parameters.

Markertype:
marker type values produce centred symbols as indicated:

<0	implementation dependent
1	.
2	+
3	*
4	0
5	X
⩾6	reserved for registration

Marker type 1 is always displayed as the smallest displayable dot.

Marker scale factor:
a scale factor applied to the nominal marker size. The result is mapped by the workstation to the nearest available marker size.

Polymarker colour index:
a pointer into the colour table of the workstation.

The polymarker bundle table in the workstation state list has predefined entries taken from the workstation description table; a number (see table 2, in 4.10) are predefined for every workstation of category OUTPUT and OUTIN. Any table entry (including the predefined entries) may be redefined with this function.

When polymarkers are displayed, the polymarker index refers to an entry in the polymarker bundle table. If polymarkers are displayed with a polymarker index that is not present in the polymarker bundle table, polymarker index 1 is used. Which of the aspects in the entry are used depends upon the setting of the corresponding ASFs (see 4.4.2).

NOTE - Marker type values are registered in the ISO International Register of Graphical Items, which is maintained by the Registration Authority (see 4.1.2). When a marker type has been approved by ISO, the marker type value will be assigned by the Registration Authority.

References:

4.4.4
4.5.3

Errors:

7 *GKS-3D not in proper state: GKS-3D shall be in one of the states WSOP, WSAC or SGOP*
20 *Specified workstation identifier is invalid*
25 *Specified workstation is not open*
33 *Specified workstation is of category MI*
35 *Specified workstation is of category INPUT*
36 *Specified workstation is Workstation Independent Segment Storage*
66 *Polymarker index is invalid*
69 *Marker type is equal to zero*
70 *Specified marker type is not supported on this workstation*
71 *Marker size scale factor is less than zero*
93 *Colour index is invalid*

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SET TEXT REPRESENTATION **WSOP,WSAC,SGOP** **L1a**

Parameters:

In	workstation identifier		N
In	text index	(1..n)	I
In	text font and precision	(-n..-1,1..n;STRING,CHAR,STROKE)	(I;E)
In	character expansion factor	>0	R
In	character spacing		R
In	text colour index	(0..n)	I

Effect: In the text bundle table of the workstation state list, the given text index is associated with the specified parameters.

Text font and precision:
a single text aspect; a particular text font can be available at some, but not necessarily all, precisions. The text font value is used to select a particular font on this workstation.

Text font 1 contains a graphical representation of the characters defined in ISO 646 (see 4.4.5). Text fonts greater than 1 are reserved for registration. Text fonts less than 0 are implementation dependent. The text precision value determines the fidelity with which the other text aspects are used. The values of text precision, in order of increasing fidelity, are STRING, CHAR and STROKE (see 4.4.5).

Character expansion factor:
specifies the deviation of the width to height ratio of the characters from the ratio indicated by the font designer.

Character spacing:
specifies how much additional space is to be inserted between two adjacent character bodies. Character spacing is specified as a fraction of the font-nominal character height.

Text colour index:
a pointer into the colour table of the workstation.

The text bundle table in the workstation state list has predefined entries taken from the workstation description table; a number (see table 2 in 4.10) are predefined for every workstation of category OUTPUT and OUTIN. Any table entry (including the predefined entries) may be redefined with this function.

When text is displayed, the text index refers to an entry in the text bundle table. If text is displayed with a text index that is not present in the text bundle table, text index 1 is used. Which of the aspects in the entry are used depends upon the setting of the corresponding ASFs (see 4.4.2).

NOTE - Text font numbers are registered in the ISO International Register of Graphical Items, which is maintained by the Registration Authority (see 4.1.2). When a text font has been approved by ISO, the text font number will be assigned by the Registration Authority.

References:

4.4.5
4.5.3

Errors:

7 *GKS-3D not in proper state: GKS-3D shall be in one of the states WSOP, WSAC or SGOP*
20 *Specified workstation identifier is invalid*
25 *Specified workstation is not open*
33 *Specified workstation is of category MI*
35 *Specified workstation is of category INPUT*
36 *Specified workstation is Workstation Independent Segment Storage*
72 *Text index is invalid*
75 *Text font is equal to zero*
76 *Requested text font is not supported for the specified precision on this workstation*
77 *Character expansion factor is less than or equal to zero*
93 *Colour index is invalid*

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Output attributes **GKS-3D functions**

SET FILL AREA REPRESENTATION **WSOP,WSAC,SGOP** **L1a**

Parameters:

In	workstation identifier		N
In	fill area index	(1..n)	I
In	fill area interior style	(HOLLOW,SOLID,PATTERN,HATCH)	E
In	fill area style index	(-n..-1,1..n)	I
In	fill area colour index	(0..n)	I

Effect: In the fill area bundle table of the workstation state list, the given fill area index is associated with the specified parameters.

Fill area interior style:
is used to determine in what style the area is filled and the possible values are: HOLLOW, SOLID, PATTERN and HATCH (see 4.4.7).

Fill area style index:
For interior styles HOLLOW and SOLID, this value is unused. For interior style PATTERN, this value is greater than 0 and is a pointer into the pattern table of the workstation. For interior style HATCH, this value is non-zero and determines which of a number of hatch styles is used: hatch styles greater than 0 are reserved for registration; hatch styles less than 0 are workstation dependent.

Fill area colour index:
pointer into the colour table of the workstation.

The fill area bundle table in the workstation state list has predefined entries taken from the workstation description table; a number (see table 2 in 4.10) are predefined for every workstation of category OUTPUT and OUTIN. Any table entry (including the predefined entries) may be redefined with this function.

When fill area or fill area set is displayed, the current fill area index refers to an entry in the fill area bundle table. If fill areas are displayed with a fill area index that is not present in the fill area bundle table, fill area index 1 is used. Which of the aspects in the entry are used depends upon the setting of the corresponding ASFs (see 4.4.2).

NOTE - Hatch style values are registered in the ISO International Register of Graphical Items, which is maintained by the Registration Authority (see 4.1.2). When a hatch style has been approved by ISO, the hatch style value will be assigned by the Registration Authority.

References:

4.4.7
4.5.3

Errors:

7 *GKS-3D not in proper state: GKS-3D shall be in one of the states WSOP, WSAC or SGOP*
20 *Specified workstation identifier is invalid*
25 *Specified workstation is not open*
33 *Specified workstation is of category MI*
35 *Specified workstation is of category INPUT*
36 *Specified workstation is Workstation Independent Segment Storage*
80 *Fill area index is invalid*
83 *Specified fill area interior style is not supported on this workstation*
85 *Specified pattern index is invalid*
86 *Specified hatch style is not supported on this workstation*
93 *Colour index is invalid*

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GKS-3D functions **Output attributes**

SET PATTERN REPRESENTATION **WSOP,WSAC,SGOP** **L1a**

Parameters:

In	workstation identifier		N
In	pattern index	(1..n)	I
In	dimensions of pattern array DX,DY	(1..n)	2×I
In	pattern array	(0..n)	n×n×I

Effect: In the pattern table of the workstation state list, the given pattern index is associated with the specified parameters.

A grid of DX×DY cells is specified. The colour is given individually for each cell by a colour index, a pointer into the colour table of the workstation. The arrangement of cells is described in 4.4.7.

If the workstation supports interior style PATTERN, the pattern table in the workstation state list has predefined entries taken from the workstation description table; a number (see table 2 in 4.10) are predefined for every workstation supporting interior style PATTERN. Any table entry (including the predefined entries) may be redefined with this function.

When a fill area or fill area set is displayed, if the currently selected (either via the fill area bundle or individually, depending upon the corresponding ASF) interior style is PATTERN, the currently selected style index refers to an entry in the pattern table. If fill areas or fill area sets are displayed with a pattern index that is not present in the pattern table, pattern index 1 will be used. If pattern index 1 is not present (i.e. interior style PATTERN is not supported for this workstation), the result is workstation dependent.

References:

4.4.7
4.5.3

Errors:

7 *GKS-3D not in proper state: GKS-3D shall be in one of the states WSOP, WSAC or SGOP*
20 *Specified workstation identifier is invalid*
25 *Specified workstation is not open*
33 *Specified workstation is of category MI*
35 *Specified workstation is of category INPUT*
36 *Specified workstation is Workstation Independent Segment Storage*
85 *Specified pattern index is invalid*
90 *Interior style PATTERN is not supported on this workstation*
91 *Dimensions of colour array are invalid*
93 *Colour index is invalid*

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SET EDGE REPRESENTATION **WSOP,WSAC,SGOP** **L1a**

Parameters:

In	workstation identifier		N
In	edge index	(1..n)	I
In	edge flag	(OFF,ON)	E
In	edgetype	(-n..-1,1..n)	I
In	edgewidth scale factor	≥0	R
In	edge colour index	(0..n)	I

Effect: In the edge bundle table of the workstation state list, the given edge index is associated with the specified parameters.

Edge flag:

This flag enables or disables the drawing of an edge when displaying a FILL AREA SET primitive. For value OFF, the remaining aspects associated with the given index are not used and the FILL AREA SET primitive is drawn using only the relevant interior style. For value ON, the fill area set edge is displayed using the remaining values of the edge representation to produce an edge of higher precedence than the interior of the FILL AREA SET primitive. The edgetype, edgewidth scale factor, and edge colour index are interpreted in the same way as the corresponding polyline aspects. The boundary drawn for interior style HOLLOW is considered to be part of the interior. Consequently, the HOLLOW boundary may not be visible when an edge is drawn.

Edgetype:

edgetype values produce edgetypes as indicated:

<0	implementation dependent
1	solid edge
2	dashed edge
3	dotted edge
4	dashed-dotted edge
$\geqslant 5$	reserved for registration

Edgewidth scale factor:

a scale factor applied to the nominal edgewidth. The result is mapped by the workstation to the nearest available edgewidth.

Edge colour index:

pointer into the colour table of the workstation.

The edge bundle table in the workstation state list has predefined entries taken from the workstation description table; a number (see table 2, in 4.10) are predefined for every workstation of category OUTPUT and OUTIN. Any table entry (including the predefined entries) may be redefined with this function.

When fill area sets are displayed, the edge index refers to an entry in the edge bundle table. If fill area sets are displayed with an edge index that is not present in the edge bundle table, edge index 1 is used. Which of the aspects in the entry are used depends upon the setting of the corresponding ASFs (see 4.4.2).

NOTE - Registered edgetypes and registered linetypes are drawn from the identical set of values. Consequently, edgetypes are not registered separately from linetypes.

References:

4.4.8
4.5.3

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Errors:

7 GKS-3D not in proper state: GKS-3D shall be in one of the states WSOP, WSAC or SGOP
20 Specified workstation identifier is invalid
25 Specified workstation is not open
33 Specified workstation is of category MI
35 Specified workstation is of category INPUT
36 Specified workstation is Workstation Independent Segment Storage
420 Edge index is invalid
423 Edgetype is equal to zero
424 Specified edgetype is not supported on this workstation
425 Edgewidth scale factor is less than zero
93 Colour index is invalid

SET COLOUR MODEL **WSOP,WSAC,SGOP** **L0a**

Parameters:

In	workstation identifier	N
In	colour model	I

Effect: The 'colour model' in the workstation state list of the specified workstation is set to the colour model specified by the parameter.

The 'colour model' defines the interpretation of the colour parameters for colour definition and inquiry of the contents of the colour table.

Colour model values choose colour models as indicated:

< 0	implementation dependent
1	RGB
2	CIE
3	HSV
4	HLS
> 4	reserved for registration

NOTE - Colour model values are registered in the ISO Register of Graphical Items, which is maintained by the Registration Authority (see 4.1.2). When a colour model has been approved by ISO, the colour model value will be assigned by the Registration Authority.

References:

4.4.2
4.4.11
4.5.3

Errors:

7 GKS-3D not in proper state: GKS-3D shall be in one of the states WSOP, WSAC or SGOP
20 Specified workstation identifier is invalid
25 Specified workstation is not open
33 Specified workstation is of category MI
35 Specified workstation is of category INPUT
36 Specified workstation is Workstation Independent Segment Storage
98 Specified colour model is not available on the workstation

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Output attributes **GKS-3D functions**

SET COLOUR REPRESENTATION **WSOP,WSAC,SGOP** **L0a**

Parameters:

In	workstation identifier		N
In	colour index	(0..n)	I
In	colour specification		CLR

Effect: In the colour table of the workstation state list, the given colour index is associated with the specified colour. The colour specification is mapped by the workstation to the nearest available.

The colour table in the workstation state list has predefined entries taken from the workstation description table; at least indices 0 and 1 are predefined for every workstation of category OUTPUT and OUTIN. Any table entry (including the predefined entries) may be redefined with this function.

When output primitives are displayed, the colour index refers to an entry in the colour table. If output primitives are displayed with a colour index that is not present in the colour table, a workstation dependent colour index, derived from the colour index not present, will be used. The background colour is defined by colour index 0.

NOTE - On monochrome workstations, the intensity is computed from the colour values in a workstation dependent way.

References:

4.4.2
4.4.11
4.5.3

Errors:

7 GKS-3D not in proper state: GKS-3D shall be in one of the states WSOP, WSAC or SGOP
20 Specified workstation identifier is invalid
25 Specified workstation is not open
33 Specified workstation is of category MI
35 Specified workstation is of category INPUT
36 Specified workstation is Workstation Independent Segment Storage
93 Colour index is invalid
96 Colour component is outside valid range for colour model

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5.5 Transformation functions

5.5.1 Normalization transformation

SET WINDOW 3 **GKOP,WSOP,WSAC,SGOP** **L0a**

Parameters:

In	transformation number		(1..n)	I
In	window limits XMIN<XMAX,YMIN<YMAX,ZMIN≤ZMAX	WC		6×R

Effect: The window limits entry of the specified normalization transformation in the GKS-3D state list is set to the value specified by the parameter.

References:

4.6.1
4.8.4

Errors:

8 *GKS-3D not in proper state: GKS-3D shall be in one of the states GKOP, WSOP, WSAC or SGOP*
50 *Transformation number is invalid*
406 *Box definition is invalid*

SET WINDOW **GKOP,WSOP,WSAC,SGOP** **L0a**

Parameters:

In	transformation number		(1..n)	I
In	window limits XMIN<XMAX,YMIN<YMAX	WC		4×R

Effect: The window limits entry of the specified normalization transformation in the GKS-3D state list is set to the value specified by the parameter.

References:

4.6.1
4.8.4
4.14

Errors:

8 *GKS-3D not in proper state: GKS-3D shall be in one of the states GKOP, WSOP, WSAC or SGOP*
50 *Transformation number is invalid*
51 *Rectangle definition is invalid*

SET VIEWPORT 3 **GKOP,WSOP,WSAC,SGOP** **L0a**

Parameters:

In	transformation number		(1..n)	I
In	viewport limits XMIN<XMAX,YMIN<YMAX,ZMIN≤ZMAX	NDC		6×R

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Effect: The viewport limits entry of the specified normalization transformation in the GKS-3D state list is set to the value specified by the parameter. If the 'current normalization transformation number' entry in the GKS-3D state list is the same as the specified transformation number, the 'clipping volume' entry in the GKS-3D state list is set to the specified viewport limits.

References:

4.6.1
4.8.4

Errors:

8 *GKS-3D not in proper state: GKS-3D shall be in one of the states GKOP, WSOP, WSAC or SGOP*
50 *Transformation number is invalid*
406 *Box definition is invalid*
407 *Viewport is not within NDC unit cube*

SET VIEWPORT **GKOP,WSOP,WSAC,SGOP** **L0a**

Parameters:

In	transformation number	(1..n)	I
In	viewport limits XMIN<XMAX,YMIN<YMAX	NDC	4×R

Effect: The viewport limits entry of the specified normalization transformation in the GKS-3D state list is set to the value specified by the parameter. If the 'current normalization transformation number' entry in the GKS-3D state list is the same as the specified transformation number, the 'clipping volume' entry in the GKS-3D state list is set to the specified viewport limits.

References:

4.6.1
4.8.4
4.14

Errors:

8 *GKS-3D not in proper state: GKS-3D shall be in one of the states GKOP, WSOP, WSAC or SGOP*
50 *Transformation number is invalid*
51 *Rectangle definition is invalid*
52 *Viewport is not within the Normalized Device Coordinate unit square*

SET VIEWPORT INPUT PRIORITY **GKOP,WSOP,WSAC,SGOP** **L0b**

Parameters:

In	transformation number	(0..n)	I
In	reference transformation number	(0..n)	I
In	relative priority	(HIGHER,LOWER)	E

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Effect: The viewport input priority of the specified normalization transformation in the GKS-3D state list is set to the next higher or next lower priority relative to the reference transformation according to the specified relative priority. If the specified transformation number is the same as the reference transformation number, the function has no effect.

References:

4.6.4
4.8.4

Errors:

8 GKS-3D not in proper state: GKS-3D shall be in one of the states GKOP, WSOP, WSAC or SGOP
50 Transformation number is invalid

SELECT NORMALIZATION TRANSFORMATION **GKOP,WSOP,WSAC,SGOP** **L0a**

Parameters:

In	transformation number	(0..n)	I

Effect: The 'current normalization transformation number' entry in the GKS-3D state list is set to the value specified by the parameter. The 'clipping volume' entry in the GKS-3D state list is set to the viewport limits of the specified transformation number.

References:

4.6.1

Errors:

8 GKS-3D not in proper state: GKS-3D shall be in one of the states GKOP, WSOP, WSAC or SGOP
50 Transformation number is invalid

SET CLIPPING INDICATOR **GKOP,WSOP,WSAC,SGOP** **L0a**

Parameters:

In	clipping indicator	(CLIP,NOCLIP)	E

Effect: The 'clipping indicator' entry in the GKS-3D state list is set to the value specified by the parameter.

References:

4.6.2
4.7.4
4.7.6
4.8.4

Errors:

8 GKS-3D not in proper state: GKS-3D shall be in one of the states GKOP, WSOP, WSAC or SGOP

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5.5.2 View transformation

SET VIEW INDEX **GKOP,WSOP,WSAC,SGOP** **L0a**

Parameters:

In	view index	(0..n)	I

Effect: The 'current view index' entry of the GKS-3D state list is set to the value specified by the parameter. This value is bound to each subsequent output primitive.

References:

4.6.6

Errors:

8 *GKS-3D not in proper state: GKS-3D shall be in one of the states GKOP, WSOP, WSAC or SGOP*

408 *Specified view index is invalid*

SET VIEW REPRESENTATION 3 **WSOP,WSAC,SGOP** **L0a**

Parameters:

In	workstation identifier		N
In	view index	(1..n)	I
In	view orientation matrix		4×4×R
In	view mapping matrix		4×4×R
In	view clipping limits	NPC	6×R
In	x-y clipping indicator	(CLIP,NOCLIP)	E
In	back clipping indicator	(CLIP,NOCLIP)	E
In	front clipping indicator	(CLIP,NOCLIP)	E

Effect: In the view table of the workstation state list, the following entries associated with the given view are set to the values specified by the corresponding parameters:

'requested view orientation matrix'
'requested view mapping matrix'
'requested view clipping limits'
'requested x-y clipping indicator'
'requested back clipping indicator'
'requested front clipping indicator'

If the 'dynamic modification for viewing transformation' entry in the workstation description table is IMM, or if the 'display space empty' entry in the workstation state list is set to EMPTY, then the current entries in the specified view table are set to the requested values and the 'viewing transformation update state' entry is set to NOTPENDING. Otherwise the 'viewing transformation update state' entry in the workstation state list is set to PENDING and the current entries are not changed.

The values of the x-y clipping indicator, back clipping indicator and front clipping indicator determine the type of clipping to be performed.

If an error is generated, the function has no effect and the workstation state list is unchanged.

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References:

4.6.6

Errors:

7 *GKS-3D not in proper state: GKS-3D shall be in one of the states WSOP, WSAC or SGOP*
20 *Specified workstation identifier is invalid*
25 *Specified workstation is not open*
33 *Specified workstation is of category MI*
36 *Specified workstation is Workstation Independent Segment Storage*
403 *View clipping limits are not within NPC range*
406 *Box definition is invalid*
408 *Specified view index is invalid*

SET VIEW TRANSFORMATION INPUT PRIORITY **WSOP,WSAC,SGOP** **L0b**

Parameters:

In	workstation identifier		N
In	view index	(0..n)	I
In	reference view index	(0..n)	I
In	relative priority	(HIGHER,LOWER)	E

Effect: On the specified workstation, the view transformation input priority of the view representation with the specified view index is set to the next higher or lower priority relative to the reference view representation, according to the specified relative priority. If the specified view index is the same as the reference view index, the function has no effect.

References:

4.6.6
4.8.4

Errors:

7 *GKS-3D not in proper state: GKS-3D shall be in one of the states WSOP, WSAC or SGOP* WSAC or SGOP
20 *Specified workstation identifier is invalid*
25 *Specified workstation is not open*
38 *Specified workstation is neither of category INPUT nor of category OUTIN*
408 *Specified view index is invalid*

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SET HLHSR IDENTIFIER **GKOP,WSOP,WSAC,SGOP** **L1a**

Parameters:

In	HLHSR identifier	(0..n)	I

Effect: The 'current HLHSR identifier' entry in the GKS-3D state list is set to the value specified by the parameter. The 'current HLHSR identifier' is bound to each primitive generated when a segment is open. This value supplies HLHSR information to the workstation.

If the requested HLHSR identifier cannot be interpreted at the workstation, the workstation will use another HLHSR identifier.

References:

4.5.7

Errors:

8 GKS-3D not in proper state: GKS-3D shall be in one of the states GKOP, WSOP, WSAC or SGOP

428 Specified HLHSR identifier is invalid

SET HLHSR MODE **WSOP,WSAC,SGOP** **L1a**

Parameters:

In	workstation identifier		N
In	HLHSR mode	(0..n)	I

Effect: The 'requested HLHSR mode' entry in the workstation state list of the specified workstation is set to the value specified by the parameter.

If the 'dynamic modification accepted for HLHSR mode' entry in the workstation description table is set to IMM, or if the 'display space empty' entry in the workstation state list is set to EMPTY, then the 'current HLHSR mode' entry in the workstation state list is set to the value specified by the parameter and the 'HLHSR update state' entry is set to NOT-PENDING. Otherwise, the 'HLHSR update state' entry in the workstation state list is set to PENDING and the 'current HLHSR mode' entry is not changed.

References:

4.5.7

Errors:

7 GKS-3D not in proper state: GKS-3D shall be in one of the states WSOP, WSAC or SGOP

20 Specified workstation identifier is invalid

25 Specified workstation is not open

33 Specified workstation is of category MI

35 Specified workstation is of category INPUT

36 Specified workstation is Workstation Independent Segment Storage

427 Specified HLHSR mode not supported on workstation

429 Specified HLHSR mode is invalid

5.5.3 Workstation transformation

SET WORKSTATION WINDOW 3 **WSOP,WSAC,SGOP** **L0a**

Parameters:

In	workstation identifier		N
In	workstation window limits XMIN<XMAX,YMIN<YMAX,ZMIN≤ZMAX	NDC	6×R

Effect: The 'requested workstation window' entry in the workstation state list of the specified workstation is set to the value specified by the parameter.

If the 'dynamic modification accepted for workstation transformation' entry in the workstation description table is set to IMM, or if the 'display space empty' entry in the workstation state list is set to EMPTY, then the 'current workstation window' entry in the workstation state list is set to the value specified by the parameter and the 'workstation transformation

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update state' entry is set to NOTPENDING. Otherwise the 'workstation transformation update state' entry in the workstation state list is set to PENDING and the 'current workstation window' entry is not changed.

References:

4.6.3

Errors:

7 *GKS-3D not in proper state: GKS-3D shall be in one of the states WSOP, WSAC or SGOP*
20 *Specified workstation identifier is invalid*
25 *Specified workstation is not open*
33 *Specified workstation is of category MI*
36 *Specified workstation is Workstation Independent Segment Storage*
406 *Box definition is invalid*
411 *Workstation window limits are not within the NPC unit cube*

SET WORKSTATION WINDOW **WSOP,WSAC,SGOP** **L0a**

Parameters:

In	workstation identifier		N
In	workstation window limits XMIN<XMAX,YMIN≤YMAX	NDC	4×R

Effect: The 'requested workstation window' entry in the workstation state list of the specified workstation is set to the value specified by the parameter.

If the 'dynamic modification accepted for workstation transformation' entry in the workstation description table is set to IMM, or if the 'display space empty' entry in the workstation state list is set to EMPTY, then the 'current workstation window' entry in the workstation state list is set to the value specified by the parameter and the 'workstation transformation update state' entry is set to NOTPENDING. Otherwise the 'workstation transformation update state' entry in the workstation state list is set to PENDING and the 'current workstation window' entry is not changed.

References:

4.6.3
4.14

Errors:

7 *GKS-3D not in proper state: GKS-3D shall be in one of the states WSOP, WSAC or SGOP*
20 *Specified workstation identifier is invalid*
25 *Specified workstation is not open*
33 *Specified workstation is of category MI*
36 *Specified workstation is Workstation Independent Segment Storage*
51 *Rectangle definition is invalid*
53 *Workstation window is not within the Normalized Device Coordinate unit square*

SET WORKSTATION VIEWPORT 3 **WSOP,WSAC,SGOP** **L0a**

Parameters:

In	workstation identifier	N
In	workstation viewport limits XMIN<XMAX,YMIN<YMAX,ZMIN≤ZMAX	

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DC 6×R

Effect: The 'requested workstation viewport' entry in the workstation state list of the specified workstation is set to the value specified by the parameter.

If the 'dynamic modification accepted for workstation transformation' entry in the workstation description table is set to IMM, or if the 'display space empty' entry in the workstation state list is set to EMPTY, then the 'current workstation viewport' entry in the workstation state list is set to the value specified by the parameter and the 'workstation transformation update state' entry is set to NOTPENDING. Otherwise the 'workstation transformation update state' entry in the workstation state list is set to PENDING and the 'current workstation viewport' entry is not changed.

References:

4.6.3

Errors:

7 *GKS-3D not in proper state: GKS-3D shall be in one of the states WSOP, WSAC or SGOP*
20 *Specified workstation identifier is invalid*
25 *Specified workstation is not open*
33 *Specified workstation is of category MI*
36 *Specified workstation is Workstation Independent Segment Storage*
54 *Workstation viewport is not within the display space*
406 *Box definition is invalid*

SET WORKSTATION VIEWPORT **WSOP,WSAC,SGOP** **L0a**

Parameters:

In workstation identifier N
In workstation viewport limits XMIN<XMAX, YMIN<YMAX DC 4×R

Effect: The 'requested workstation viewport' entry in the workstation state list of the specified workstation is set to the value specified by the parameter.

If the 'dynamic modification accepted for workstation transformation' entry in the workstation description table is set to IMM, or if the 'display space empty' entry in the workstation state list is set to EMPTY, then the 'current workstation viewport' entry in the workstation state list is set to the value specified by the parameter and the 'workstation transformation update state' entry is set to NOTPENDING. Otherwise the 'workstation transformation update state' entry in the workstation state list is set to PENDING and the 'current workstation viewport' entry is not changed.

References:

4.6.3
4.14

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Errors:

7 *GKS-3D not in proper state: GKS-3D shall be in one of the states WSOP, WSAC or SGOP*
20 *Specified workstation identifier is invalid*
25 *Specified workstation is not open*
33 *Specified workstation is of category MI*
36 *Specified workstation is Workstation Independent Segment Storage*
51 *Rectangle definition is invalid*
54 *Workstation viewport is not within the display space*

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5.6 Segment functions

5.6.1 Segment manipulation functions

CREATE SEGMENT **WSAC** **L1a**

Parameters:

In segment name N

Effect: GKS-3D is set into the operating state SGOP = 'Segment open'. The segment state list is set up and initialized as indicated in 6.7. The segment name is recorded as the 'name of the open segment' in the GKS-3D state list (see 6.4). All subsequent output primitives until the next CLOSE SEGMENT will be collected into this segment. The segment name is entered in the 'set of stored segments for this workstation' in the workstation state list (see 6.5) for every active workstation. All active workstations are included in the 'set of associated workstations' of the segment state list of the newly opened segment. The segment name is entered into the 'set of segment names in use' in the GKS-3D state list. Primitive attributes are not affected.

References:

4.7.1

Errors:

3 GKS-3D not in proper state: GKS-3D shall be in the state WSAC
120 Specified segment name is invalid
121 Specified segment name is already in use

CLOSE SEGMENT **SGOP** **L1a**

Parameters:

none

Effect: GKS-3D is put into the operating state WSAC = 'At least one workstation active'. Primitives may no longer be added to the previously open segment. The 'name of the open segment' in the GKS-3D state list (see 6.4) becomes unavailable for inquiry.

References:

4.7.1

Errors:

4 GKS-3D not in proper state: GKS-3D shall be in the state SGOP

RENAME SEGMENT **WSOP,WSAC,SGOP** **L1a**

Parameters:

In old segment name N
In new segment name N

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Effect: Each occurrence of old segment name in the 'set of stored segments for this workstation' in a workstation state list (see 6.5) and in the 'set of segment names in use' in the GKS-3D state list is replaced by new segment name. If old segment name is the name of the open segment, the 'name of the open segment' in the GKS-3D state list is set to new segment name.

NOTE - The old segment name may be reused by the application program.

References:

4.7.1

Errors:

7 GKS-3D not in proper state: GKS-3D shall be in one of the states WSOP, WSAC or SGOP
120 Specified segment name is invalid
121 Specified segment name is already in use
122 Specified segment does not exist

DELETE SEGMENT **WSOP,WSAC,SGOP** **L1a**

Parameters:

In segment name N

Effect: The segment is deleted. The segment name is removed from each 'set of stored segments for this workstation' (in the workstation state lists (see 6.5)) which contains it and from the 'set of segment names in use' in the GKS-3D state list. The segment's state list is cancelled.

NOTE - The segment name may be reused by the application program.

References:

4.5.3
4.7.1

Errors:

7 GKS-3D not in proper state: GKS-3D shall be in one of the states WSOP, WSAC or SGOP
120 Specified segment name is invalid
122 Specified segment does not exist
125 Specified segment is open

DELETE SEGMENT FROM WORKSTATION **WSOP,WSAC,SGOP** **L1a**

Parameters:

In workstation identifier N
In segment name N

Effect: The segment is deleted from the specified workstation. The segment name is removed from the 'set of stored segments for this workstation' in the workstation state list (see 6.5). The workstation identifier is removed from the 'set of associated workstations' in the segment state list (see 6.7). If the 'set of associated workstations' becomes empty, the segment is deleted, i.e. the DELETE SEGMENT function is performed.

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References:

4.5.3
4.7.1

Errors:

7 *GKS-3D not in proper state: GKS-3D shall be in one of the states WSOP, WSAC or SGOP*
20 *Specified workstation identifier is invalid*
25 *Specified workstation is not open*
33 *Specified workstation is of category MI*
35 *Specified workstation is of category INPUT*
120 *Specified segment name is invalid*
123 *Specified segment does not exist on specified workstation*
125 *Specified segment is open*

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ASSOCIATE SEGMENT WITH WORKSTATION **WSOP, WSAC** **L2a**

Parameters:

In	workstation identifier	N
In	segment name	N

Effect: The segment is sent to the specified workstation in the same way as if the workstation were active when the segment was created. Clipping indicators and clipping volumes are copied unchanged. The segment name is added to the 'set of stored segments for this workstation' in the workstation state list (see 6.5). The workstation identifier is included in the 'set of associated workstations' in the segment state list (see 6.7).

NOTE - If the specified segment is not present in the Workstation Independent Segment Storage, an error occurs.

If the segment is already associated with the specified workstation, the function has no effect.

References:

4.5.3
4.7.1
4.7.6

Errors:

6 *GKS-3D not in proper state: GKS-3D shall be either in the state WSOP or in the state WSAC*
20 *Specified workstation identifier is invalid*
25 *Specified workstation is not open*
27 *Workstation Independent Segment Storage is not open*
33 *Specified workstation is of category MI*
35 *Specified workstation is of category INPUT*
120 *Specified segment name is invalid*
124 *Specified segment does not exist on Workstation Independent Segment Storage*

COPY SEGMENT TO WORKSTATION **WSOP, WSAC** **L2a**

Parameters:

In	workstation identifier	N
In	segment name	N

Effect: The primitives in the segment are sent to the specified workstation after segment transformation and, if the clipping indicator has the value CLIP, clipping at the clipping volume stored with each primitive. The primitives are not stored in a segment.

NOTE - If the specified segment is not present in the Workstation Independent Segment Storage, an error occurs. The specified workstation cannot be the Workstation Independent Segment Storage.

All primitives keep the values of the primitive attributes (for example, polyline index, character path, pick identifier), that were assigned to them when they were created, for their whole lifetime (see r28). In particular, when segments are copied, the values of the primitive attributes within the copied segments are unchanged.

References:

4.5.3
4.7.1
4.7.6

Errors:

6 *GKS-3D not in proper state: GKS-3D shall be either in the state WSOP or in the state WSAC*
20 *Specified workstation identifier is invalid*
25 *Specified workstation is not open*
27 *Workstation Independent Segment Storage is not open*
33 *Specified workstation is of category MI*
35 *Specified workstation is of category INPUT*
36 *Specified workstation is Workstation Independent Segment Storage*
120 *Specified segment name is invalid*
124 *Specified segment does not exist on Workstation Independent Segment Storage*

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INSERT SEGMENT 3 WSAC,SGOP L2a

Parameters:

In	segment name	N
In	transformation matrix	3×4×R

Effect: Having been transformed as described below, the primitives contained in the segment are copied either (in state SGOP) into the open segment or (in state WSAC) into the stream of primitives outside segments.

In both cases the transformed primitives are sent to all active workstations. The primitives contained in the inserted segment are transformed, firstly, by the segment transformation of the inserted segment, and, secondly, by applying the following matrix multiplication to them:

$$\begin{bmatrix} x' \\ y' \\ z' \end{bmatrix} = \begin{bmatrix} M_{11} & M_{12} & M_{13} & M_{14} \\ M_{21} & M_{22} & M_{23} & M_{24} \\ M_{31} & M_{32} & M_{33} & M_{34} \end{bmatrix} \times \begin{bmatrix} x \\ y \\ z \\ 1 \end{bmatrix}$$

The matrix M is the input transformation matrix.

The original coordinates are (x,y,z), the transformed coordinates are (x',y',z'), both in NDC. The values M_{14}, M_{24} and M_{34} of the transformation matrix are NDC coordinates, the other values are unitless.

The insert transformation (conceptually) takes place in NDC space. Other than the segment transformation, attributes of the inserted segment are ignored.

All clipping indicators, clipping volumes, view indices and HLHSR identifiers in the inserted segment are replaced by the current values of these attributes in the GKS-3D state list.

NOTE - If the specified segment is not in the Workstation Independent Segment Storage or is the open segment, an error occurs.

All primitives keep the values of the primitive attributes (for example, POLYLINE INDEX, TEXT PATH, PICK IDENTIFIER), that were assigned to them when they were created, for their whole lifetime (see 4.7.1). In particular, when segments are inserted, the values of the primitive attributes within the inserted segments are unchanged. The values of primitive attributes in the GKS-3D state list, that are used in the creation of subsequent primitives within the segment into which the insertion takes place, are not changed by that insertion.

References:

4.5.3
4.7.1
4.7.6

Errors:

5 *GKS-3D not in proper state: GKS-3D shall be either in the state WSAC or in the state SGOP*
27 *Workstation Independent Segment Storage is not open*
120 *Specified segment name is invalid*
124 *Specified segment does not exist on Workstation Independent Segment Storage*
125 *Specified segment is open*

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INSERT SEGMENT **WSAC,SGOP** **L2a**

Parameters:

In	segment name	N
In	transformation matrix	2×3×R

Effect: Having been transformed as described below, the primitives contained in the segment are copied either (in state SGOP) into the open segment or (in state WSAC) into the stream of primitives outside segments.

In both cases the transformed primitives are sent to all active workstations. The primitives contained in the inserted segment are transformed, firstly, by the segment transformation of the inserted segment, and, secondly, by applying the following matrix multiplication to them:

$$\begin{bmatrix} x' \\ y' \end{bmatrix} = \begin{bmatrix} M_{11} & M_{12} & M_{13} \\ M_{21} & M_{22} & M_{23} \end{bmatrix} \times \begin{bmatrix} x \\ y \\ 1 \end{bmatrix}$$

The matrix M is the input transformation matrix.

The original coordinates are (x,y), the transformed coordinates are (x',y'), both in NDC. The values M_{13} and M_{23} of the transformation matrix are NDC coordinates, the other values are unitless.

The insert transformation (conceptually) takes place in NDC space. Other than the segment transformation, attributes of the inserted segment are ignored.

All clipping indicators, clipping volumes, view indices and HLHSR identifiers in the inserted segment are replaced by the current values of these attributes in the GKS-3D state list. Each primitive processed is assigned a new clipping volume and indicator which is the clipping volume and indicator in the GKS-3D state list. All primitives processed by a single invocation of INSERT SEGMENT receive the same clipping volume and indicator.

NOTE - If the specified segment is not in the Workstation Independent Segment Storage or is the open segment, an error occurs.

All primitives keep the values of the primitive attributes (for example, POLYLINE INDEX, TEXT PATH, PICK IDENTIFIER), that were assigned to them when they were created, for their whole lifetime (see 4.7.1). In particular, when segments are inserted, the values of the primitive attributes within the inserted segments are unchanged. The values of primitive attributes in the GKS-3D state list, that are used in the creation of subsequent primitives within the segment into which the insertion takes place, are not changed by that insertion.

References:

4.14
4.5.3
4.7.6

Errors:

5 *GKS-3D not in proper state: GKS-3D shall be either in the state WSAC or in the state SGOP*
27 *Workstation Independent Segment Storage is not open*
120 *Specified segment name is invalid*
124 *Specified segment does not exist on Workstation Independent Segment Storage*
125 *Specified segment is open*

5.6.2 Segment attributes

SET SEGMENT TRANSFORMATION 3 **WSOP,WSAC,SGOP** **L1a**

Parameters:

In	segment name	N
In	transformation matrix	3×4×R

Effect: The 'segment transformation matrix' entry in the segment state list of the named segment is set to the value specified by the parameter. When a segment is displayed, its primitives are transformed by applying the following matrix multiplication to them:

$$\begin{bmatrix} x' \\ y' \\ z' \end{bmatrix} = \begin{bmatrix} M_{11} & M_{12} & M_{13} & M_{14} \\ M_{21} & M_{22} & M_{23} & M_{24} \\ M_{31} & M_{32} & M_{33} & M_{34} \end{bmatrix} \times \begin{bmatrix} x \\ y \\ z \\ 1 \end{bmatrix}$$

The matrix M is the input transformation matrix.

The original coordinates are (x,y,z), the transformed coordinates are (x',y',z'), both in NDC. The values of M_{14}, M_{24} and M_{34} are in NDC coordinates. The other values are unitless.

This function can be used to transform a segment stored on a workstation. The transformation applies to all workstations where the specified segment is stored even if they are not all active.

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The segment transformation (conceptually) takes place in NDC space. The segment transformation will be stored in the segment state list and will not affect the contents of the segment. The segment transformation is not cumulative, i.e. it always applies to the segment as originally created.

NOTE - Applying the same segment transformation twice to a segment gives identical results. The identity transformation shows the segment in its original geometrical appearance.

References:

4.5.3
4.7.3

Errors:

7 *GKS-3D not in proper state: GKS-3D shall be in one of the states WSOP, WSAC or SGOP*
120 *Specified segment name is invalid*
122 *Specified segment does not exist*

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SET SEGMENT TRANSFORMATION **WSOP,WSAC,SGOP** **L1a**

Parameters:

In	segment name	N
In	transformation matrix	2×3×R

Effect: The 'segment transformation matrix' entry in the segment state list of the named segment is set to the value specified by the parameter. When a segment is displayed, its primitives are transformed by applying the following matrix multiplication to them:

$$\begin{bmatrix} x' \\ y' \end{bmatrix} = \begin{bmatrix} M_{11} & M_{12} & M_{13} \\ M_{21} & M_{22} & M_{23} \end{bmatrix} \times \begin{bmatrix} x \\ y \\ 1 \end{bmatrix}$$

The matrix M is the input transformation matrix.

The original coordinates are (x,y), the transformed coordinates are (x',y'), both in NDC. The values M_{13} and M_{23} of the transformation matrix are in NDC coordinates, the other values are unitless.

This function can be used to transform a segment stored on a workstation. The transformation applies to all workstations where the specified segment is stored even if they are not all active.

The segment transformation (conceptually) takes place in NDC space. The segment transformation will be stored in the segment state list and will not affect the contents of the segment. The segment transformation is not cumulative, i.e. it always applies to the segment as originally created.

NOTE - Applying the same segment transformation twice to a segment gives identical results. The identity transformation shows the segment in its original geometrical appearance.

References:

4.5.3
4.7.3
4.14

Errors:

7 GKS-3D not in proper state: GKS-3D shall be in one of the states WSOP, WSAC or SGOP
120 Specified segment name is invalid
122 Specified segment does not exist

SET VISIBILITY **WSOP,WSAC,SGOP** **L1a**

Parameters:

In	segment name		N
In	visibility	(VISIBLE,INVISIBLE)	E

Effect: The 'visibility' entry in the segment state list of the named segment is set to the value specified by the parameter.

References:

4.5.3
4.7.2
4.8.4

Errors:

7 GKS-3D not in proper state: GKS-3D shall be in one of the states WSOP, WSAC or SGOP
120 Specified segment name is invalid
122 Specified segment does not exist

SET HIGHLIGHTING **WSOP,WSAC,SGOP** **L1a**

Parameters:

In	segment name		N
In	highlighting	(NORMAL,HIGHLIGHTED)	E

Effect: The 'highlighting' entry in the segment state list of the named segment is set to the value specified by the parameter. If the segment is marked as HIGHLIGHTED and VISIBLE, the primitives in it are highlighted in an implementation dependent manner.

References:

4.5.3
4.7.2

Errors:

7 GKS-3D not in proper state: GKS-3D shall be in one of the states WSOP, WSAC or SGOP
120 Specified segment name is invalid
122 Specified segment does not exist

SET SEGMENT PRIORITY **WSOP,WSAC,SGOP** **L1a**

Parameters:

In	segment name		N
In	segment priority	[0,1]	R

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Effect: The 'segment priority' entry in the segment state list of the named segment is set to the value specified by the parameter. Segment priority affects the display of segments and pick input if segments overlap, in which case GKS-3D gives precedence to segments with higher priority. If segments with the same priority overlap, the result is implementation dependent.

NOTE - The use of segment priority applies only to workstations where the entry 'number of segment priorities supported' in the workstation description table is greater than 1 or equal to 0 (indicating that a continuous range of priorities is supported).

If 'number of segment priorities supported' is greater than 1, the range [0,1] for segment priority is mapped onto the range 1 to 'number of segment priorities supported' for a specific workstation before being used by a device driver. If 'number of segment priorities supported' is equal to 0, the implementation allows all values of segment priority to be differentiated.

This feature is intended to address appropriate hardware capabilities only. It cannot be used to force software checking of interference between segments on non-raster displays.

The segment priority is also used for picking segments. When overlapping or intersecting segments are picked, the segment with higher priority is delivered as a result of the pick input primitive. All workstations having pick input provide this mechanism.

References:

4.5.3
4.7.2
4.8.4

Errors:

7 *GKS-3D not in proper state: GKS-3D shall be in one of the states WSOP, WSAC or SGOP*
120 *Specified segment name is invalid*
122 *Specified segment does not exist*
126 *Segment priority is outside the range [0,1]*

SET DETECTABILITY **WSOP,WSAC,SGOP** **L1b**

Parameters:

In	segment name		N
In	detectability	(UNDETECTABLE,DETECTABLE)	E

Effect: The 'detectability' entry in the segment state list of the named segment is set to the value specified by the parameter. If the segment is marked as DETECTABLE and VISIBLE, the primitives in it are available for pick input. DETECTABLE but INVISIBLE segments cannot be picked.

References:

4.7.2
4.8.4

Errors:

7 *GKS-3D not in proper state: GKS-3D shall be in one of the states WSOP, WSAC or SGOP*
120 *Specified segment name is invalid*
122 *Specified segment does not exist*

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5.7 Input functions

5.7.1 Initialization of input devices

INITIALIZE LOCATOR 3 **WSOP,WSAC,SGOP** **L0b**

Parameters:

In	workstation identifier		N
In	locator device number	(1..n)	I
In	initial normalization transformation number	(0..n)	I
In	initial view index	(0..n)	I
In	initial locator position	WC	P3
In	prompt and echo type	(-n..-1,1..n)	I
In	echo volume XMIN<XMAX,YMIN<YMAX,ZMIN≤ZMAX	DC	6×R
In	locator data record		D

Effect: The initial locator position, initial normalization transformation number, initial view index, prompt and echo type, echo volume and locator data record are stored in the workstation state list entry for the specified LOCATOR device.

For some LOCATOR prompt and echo types, two positions are required. One of the positions, which remains fixed during the input operation, is the initial locator position. The other position is the current locator position that varies dynamically as the operator uses the LOCATOR.

Prompt and echo types:

- <0 prompting and echoing is LOCATOR device dependent.
- 1 designate the current position of the LOCATOR using an implementation-defined technique.
- 2 crosshair, i.e. designate the current position of the LOCATOR using a vertical line and a horizontal line spanning over the display space or the workstation viewport intersecting at the current locator position.
- 3 designate the current position of the LOCATOR using a tracking cross.
- 4 designate the current position of the LOCATOR using a rubber band line connecting the initial locator position given by this function and the current locator position.
- 5 designate the current position of the LOCATOR using a rectangle. The diagonal of the rectangle is the line connecting the initial locator position given by this function and the current locator position.
- 6 display a digital representation of the current position of the LOCATOR in LOCATOR device dependent coordinates within the echo volume.
- ≥7 reserved for registration.

NOTE - LOCATOR prompt and echo type values are registered in the ISO International Register of Graphical Items, which is maintained by the Registration Authority (see 4.1.2). When a LOCATOR prompt and echo type has been approved by ISO, the LOCATOR prompt and echo type value will be assigned by the Registration Authority.

References:

4.8.2
4.8.6

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Errors:

7 *GKS-3D not in proper state: GKS-3D shall be in one of the states WSOP, WSAC or SGOP*
20 *Specified workstation identifier is invalid*
25 *Specified workstation is not open*
38 *Specified workstation is neither of category INPUT nor of category OUTIN*
140 *Specified input device is not present on workstation*
141 *Input device is not in REQUEST mode*
144 *Specified prompt and echo type is not supported on this workstation*
145 *Echo area is outside display space*
146 *Contents of input data record are invalid*
152 *Initial value is invalid*
406 *Box definition is invalid*

INITIALIZE LOCATOR **WSOP,WSAC,SGOP** **L0b**

Parameters:

In	workstation identifier		N
In	locator device number	(1..n)	I
In	initial normalization transformation number	(0..n)	I
In	initial locator position	WC	P
In	prompt and echo type	(-n..-1,1..n)	I
In	echo area XMIN<XMAX,YMIN<YMAX	DC	4×R
In	locator data record		D

Effect: The initial locator position, initial normalization transformation number, prompt and echo type, echo area and locator data record are stored in the workstation state list entry for the specified LOCATOR device.

For some LOCATOR prompt and echo types, two positions are required. One of the positions, which remains fixed during the input operation, is the initial locator position. The other position is the current locator position that varies dynamically as the operator uses the LOCATOR.

Prompt and echo types:

<0 prompting and echoing is LOCATOR device dependent.

1 designate the current position of the LOCATOR using an implementation-defined technique.

2 crosshair, i.e. designate the current position of the LOCATOR using a vertical line and a horizontal line spanning over the display space or the workstation viewport intersecting at the current locator position.

3 designate the current position of the LOCATOR using a tracking cross.

4 designate the current position of the LOCATOR using a rubber band line connecting the initial locator position given by this function and the current locator position.

5 designate the current position of the LOCATOR using a rectangle. The diagonal of the rectangle is the line connecting the initial locator position given by this function and the current locator position.

6 display a digital representation of the current position of the LOCATOR in LOCATOR device dependent coordinates within the echo area.

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≥7 reserved for registration.

NOTE - LOCATOR prompt and echo type values are registered in the ISO International Register of Graphical Items, which is maintained by the Registration Authority (see 4.1.2). When a LOCATOR prompt and echo type has been approved by ISO, the LOCATOR prompt and echo type value will be assigned by the Registration Authority.

References:

4.8.2
4.8.6
4.14

Errors:

7 *GKS-3D not in proper state: GKS-3D shall be in one of the states WSOP, WSAC or SGOP*
20 *Specified workstation identifier is invalid*
25 *Specified workstation is not open*
38 *Specified workstation is neither of category INPUT nor of category OUTIN*
51 *Rectangle definition is invalid*
140 *Specified input device is not present on workstation*
141 *Input device is not in REQUEST mode*
144 *Specified prompt and echo type is not supported on this workstation*
145 *Echo area is outside display space*
146 *Contents of input data record are invalid*
152 *Initial value is invalid*

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INITIALIZE STROKE 3 **WSOP,WSAC,SGOP** **L0b**

Parameters:

In	workstation identifier			N
In	stroke device number		(1..n)	I
In	initial normalization transformation number		(0..n)	I
In	initial view index		(0..n)	I
In	number of points in initial stroke		(0..n)	I
In	points in initial stroke	WC		n×P3
In	prompt and echo type		(-n..-1,1..n)	I
In	echo volume XMIN<XMAX,YMIN<YMAX,ZMIN≤ZMAX	DC		6×R
In	stroke data record			D

Effect: The initial stroke, initial normalization transformation number, initial view index, prompt and echo type, echo volume and stroke data record are stored in the workstation state list entry for the specified STROKE device.

For all prompt and echo types, the first entry in the stroke data record is the input buffer size which is an integer in the range (1..n). This is compared against an implementation defined 'maximum input buffer size' for this device (contained in the workstation description table). If the requested buffer size is greater, the 'maximum input buffer size' is substituted in the stored data record. If the initial stroke is longer than the buffer size, an error is issued.

When a STROKE measure process comes into existence, it obtains a buffer of the current input buffer size. The initial stroke is copied into the buffer, and the editing position is placed at the initial buffer editing position within it. Replacement of points begins at this initial position. If the initial buffer editing position cannot be specified in the stroke data record, the value 1 is used.

Prompt and echo types:

<0	prompting and echoing is STROKE device dependent.
1	display the current stroke using an implementation defined technique.
2	display a digital representation of the current stroke position within the echo volume.
3	display a marker at each point of the current stroke.
4	display a line joining successive points of the current stroke.
≥5	reserved for registration.

If the operator enters more points than the current input buffer size, the additional points are lost. The operator should be informed of this situation.

Stroke data record entries for variables such as intervals in X, Y and time may be provided to constrain the number of points delivered.

NOTE - For all prompt and echo types, the stroke data record may contain an initial buffer editing position, which may range from 1 to length of initial stroke plus 1.

STROKE prompt and echo type values are registered in the ISO International Register of Graphical Items, which is maintained by the Registration Authority (see 4.1.2). When a STROKE prompt and echo type has been approved by ISO, the STROKE prompt and echo type value will be assigned by the Registration Authority.

References:

4.8.2
4.8.6

Errors:

7	*GKS-3D not in proper state: GKS-3D shall be in one of the states WSOP, WSAC or SGOP*
20	*Specified workstation identifier is invalid*
25	*Specified workstation is not open*
38	*Specified workstation is neither of category INPUT nor of category OUTIN*
140	*Specified input device is not present on workstation*
141	*Input device is not in REQUEST mode*
144	*Specified prompt and echo type is not supported on this workstation*
145	*Echo area is outside display space*
146	*Contents of input data record are invalid*
152	*Initial value is invalid*
153	*Number of points in the initial stroke is greater than the buffer size*
406	*Box definition is invalid*

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INITIALIZE STROKE **WSOP,WSAC,SGOP** **L0b**

Parameters:

In	workstation identifier		N
In	stroke device number	(1..n)	I
In	initial normalization transformation number	(0..n)	I
In	number of points in initial stroke	(0..n)	I
In	points in initial stroke	WC	n×P
In	prompt and echo type	(-n..-1,1..n)	I
In	echo area XMIN<XMAX, YMIN<YMAX	DC	4×R
In	stroke data record		D

Effect: The initial stroke, initial normalization transformation number, prompt and echo type, echo area and stroke data record are stored in the workstation state list entry for the specified STROKE device.

For all prompt and echo types, the first entry in the stroke data record is the input buffer size which is an integer in the range (1..n). This is compared against an implementation defined 'maximum input buffer size' for this device (contained in the workstation description table). If the requested buffer size is greater, the 'maximum input buffer size' is substituted in the stored data record. If the initial stroke is longer than the buffer size, an error is issued.

When a STROKE measure process comes into existence, it obtains a buffer of the current input buffer size. The initial stroke is copied into the buffer, and the editing position is placed at the initial buffer editing position within it. Replacement of points begins at this initial position. If the initial buffer editing position cannot be specified in the stroke data record, the value 1 is used.

Prompt and echo types:

<0	prompting and echoing is STROKE device dependent.
1	display the current stroke using an implementation defined technique.
2	display a digital representation of the current stroke position within the echo area.
3	display a marker at each point of the current stroke.
4	display a line joining successive points of the current stroke.
$\geqslant 5$	reserved for registration.

If the operator enters more points than the current input buffer size, the additional points are lost. The operator should be informed of this situation.

Stroke data record entries for variables such as intervals in X, Y and time may be provided to constrain the number of points delivered.

NOTE - For all prompt and echo types, the stroke data record may contain an initial buffer editing position, which may range from 1 to length of initial stroke plus 1.

STROKE prompt and echo type values are registered in the ISO International Register of Graphical Items, which is maintained by the Registration Authority (see 4.1.2). When a STROKE prompt and echo type has been approved by ISO, the STROKE prompt and echo type value will be assigned by the Registration Authority.

References:

4.8.2
4.8.6
4.14

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Errors:

7 *GKS-3D not in proper state: GKS-3D shall be in one of the states WSOP, WSAC or SGOP*
20 *Specified workstation identifier is invalid*
25 *Specified workstation is not open*
38 *Specified workstation is neither of category INPUT nor of category OUTIN*
51 *Rectangle definition is invalid*
140 *Specified input device is not present on workstation*
141 *Input device is not in REQUEST mode*
144 *Specified prompt and echo type is not supported on this workstation*
145 *Echo area is outside display space*
146 *Contents of input data record are invalid*
152 *Initial value is invalid*
153 *Number of points in the initial stroke is greater than the buffer size*

INITIALIZE VALUATOR 3 **WSOP,WSAC,SGOP** **L0b**

Parameters:

In	workstation identifier			N
In	valuator device number		(1..n)	I
In	initial value			R
In	prompt and echo type		(-n..-1,1..n)	I
In	echo volume XMIN<XMAX,YMIN<YMAX,ZMIN≤ZMAX	DC		6×R
In	valuator data record			D

Effect: The initial value, prompt and echo type, echo volume and valuator data record are stored in the workstation state list entry for the specified VALUATOR device. For all VALUATOR prompt and echo types, the valuator data record includes, in the first two positions, a low value and a high value, in that order, specifying the range. The values from the device will be scaled linearly to the specified range.

Prompt and echo types:

<0 prompting and echoing is VALUATOR device dependent.

1 designate the current VALUATOR value using an implementation defined technique.

2 display a graphical representation of the current VALUATOR value within the echo volume (for example, a dial or a pointer).

3 display a digital representation of the current VALUATOR value within the echo volume.

≥4 reserved for registration.

NOTE - VALUATOR prompt and echo type values are registered in the ISO International Register of Graphical Items, which is maintained by the Registration Authority (see 4.1.2). When a VALUATOR prompt and echo type has been approved by ISO, the VALUATOR prompt and echo type value will be assigned by the Registration Authority.

References:

4.8.2
4.8.6

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Errors:

7 *GKS-3D not in proper state: GKS-3D shall be in one of the states WSOP, WSAC or SGOP*
20 *Specified workstation identifier is invalid*
25 *Specified workstation is not open*
38 *Specified workstation is neither of category INPUT nor of category OUTIN*
140 *Specified input device is not present on workstation*
141 *Input device is not in REQUEST mode*
144 *Specified prompt and echo type is not supported on this workstation*
145 *Echo area is outside display space*
146 *Contents of input data record are invalid*
152 *Initial value is invalid*
406 *Box definition is invalid*

INITIALIZE VALUATOR **WSOP,WSAC,SGOP** **L0b**

Parameters:

In	workstation identifier			N
In	valuator device number		(1..n)	I
In	initial value			R
In	prompt and echo type		(-n..-1,1..n)	I
In	echo area XMIN<XMAX,YMIN<YMAX	DC		4×R
In	valuator data record			D

Effect: The initial value, prompt and echo type, echo area and valuator data record are stored in the workstation state list entry for the specified VALUATOR device. For all VALUATOR prompt and echo types, the valuator data record includes, in the first two positions, a low value and a high value, in that order, specifying the range. The values from the device will be scaled linearly to the specified range.

Prompt and echo types:

<0 prompting and echoing is VALUATOR device dependent.

1 designate the current VALUATOR value using an implementation defined technique.

2 display a graphical representation of the current VALUATOR value within the echo area (for example, a dial or a pointer).

3 display a digital representation of the current VALUATOR value within the echo area.

≥4 reserved for registration.

NOTE - VALUATOR prompt and echo type values are registered in the ISO International Register of Graphical Items, which is maintained by the Registration Authority (see 4.1.2). When a VALUATOR prompt and echo type has been approved by ISO, the VALUATOR prompt and echo type value will be assigned by the Registration Authority.

References:

4.8.2
4.8.6
4.14

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Errors:

7 *GKS-3D not in proper state: GKS-3D shall be in one of the states WSOP, WSAC or SGOP*
20 *Specified workstation identifier is invalid*
25 *Specified workstation is not open*
38 *Specified workstation is neither of category INPUT nor of category OUTIN*
51 *Rectangle definition is invalid*
140 *Specified input device is not present on workstation*
141 *Input device is not in REQUEST mode*
144 *Specified prompt and echo type is not supported on this workstation*
145 *Echo area is outside display space*
146 *Contents of input data record are invalid*
152 *Initial value is invalid*

INITIALIZE CHOICE 3 **WSOP,WSAC,SGOP** **L0b**

Parameters:

In	workstation identifier			N
In	choice device number		(1..n)	I
In	initial status		(OK,NOCHOICE)	E
In	initial choice number		(1..n)	I
In	prompt and echo type		(-n..-1,1..n)	I
In	echo volume XMIN<XMAX,YMIN<YMAX,ZMIN≤ZMAX	DC		6×R
In	choice data record			D

Effect: The initial status, initial choice number, prompt and echo type, echo volume and choice data record are stored in the workstation state list entry for the specified CHOICE device.

Prompt and echo types:

<0 prompting and echoing is CHOICE device dependent.

1 designate the current CHOICE number using an implementation defined technique.

2 the physical input devices that are most commonly used to implement a CHOICE logical input device normally have a built-in prompting capability. This prompt and echo type allows the application program to invoke this prompting capability. If the value of the i-th element of 'prompt array' in the choice data record is OFF, prompting of the i-th alternative of the specified choice input device is turned off. An ON value indicates that prompting for that alternative is turned on. The first entry in the choice data record is the number of choice alternatives. This is compared against an implementation defined 'maximum number of choice alternatives' for this device (contained in the workstation description table). If the maximum value is exceeded, an error is issued. The second entry in the choice data record is the 'prompt array'.

3 allow the operator to indicate a CHOICE number by selecting, using an appropriate technique, one of a set of CHOICE strings. The CHOICE strings are contained in the choice data record and are displayed within the echo volume. The logical input value is the number of the string selected. The first entry in the choice data record is the number of choice strings. This is compared against an implementation defined 'maximum number of choice alternatives' for this device (contained in the workstation description table). If the maximum value is exceeded, an error is issued. The second entry in the choice data record is the

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'array of choice strings'.

4 allow the operator to indicate a CHOICE number by selecting, via an alphanumeric keyboard, one of a set of CHOICE strings. The CHOICE strings are contained in the choice data record and may be displayed in the echo volume as a prompt. The string typed in by the operator is echoed in the echo volume. The logical input value is the number of the string that has been typed in by the operator. The first entry in the choice data record is the number of choice strings. This is compared against an implementation defined 'maximum number of choice alternatives' for this device (contained in the workstation description table). If the maximum value is exceeded, an error is issued. The second entry in the choice data record is the 'array of choice strings'.

5 the segment named by the choice data record is interpreted during execution of INITIALIZE CHOICE for later use as a prompt of the specified CHOICE device. It will be displayed within the echo volume by mapping the unit cube $[0,1]\times[0,1]\times[0,1]$ of NDC space onto the echo volume. The pick identifiers in the segment are mapped to CHOICE numbers in a CHOICE device dependent fashion. Picking these primitives selects the corresponding CHOICE value. After the interpretation, no logical connection between the specified segment and the specified CHOICE device exists. The first entry in the choice data record is the segment name.

≥ 6 reserved for registration.

NOTE - CHOICE prompt and echo type values are registered in the ISO International Register of Graphical Items, which is maintained by the Registration Authority (see 4.1.2). When a CHOICE prompt and echo type has been approved by ISO, the CHOICE prompt and echo type value will be assigned by the Registration Authority.

References:

4.8.2
4.8.6

Errors:

7 GKS-3D not in proper state: GKS-3D shall be in one of the states WSOP, WSAC or SGOP
20 Specified workstation identifier is invalid
25 Specified workstation is not open
38 Specified workstation is neither of category INPUT nor of category OUTIN
140 Specified input device is not present on workstation
141 Input device is not in REQUEST mode
144 Specified prompt and echo type is not supported on this workstation
145 Echo area is outside display space
146 Contents of input data record are invalid
152 Initial value is invalid
406 Box definition is invalid

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Input functions **GKS-3D functions**

INITIALIZE CHOICE **WSOP,WSAC,SGOP** **L0b**

Parameters:

In	workstation identifier		N
In	choice device number	(1..n)	I
In	initial status	(OK,NOCHOICE)	E
In	initial choice number	(1..n)	I
In	prompt and echo type	(-n..-1,1..n)	I
In	echo area XMIN<XMAX,YMIN<YMAX	DC	4×R
In	choice data record		D

Effect: The initial status, initial choice number, prompt and echo type, echo area and choice data record are stored in the workstation state list entry for the specified CHOICE device.

Prompt and echo types:

<0 prompting and echoing is CHOICE device dependent.

1 designate the current CHOICE number using an implementation defined technique.

2 the physical input devices that are most commonly used to implement a CHOICE logical input device normally have a built-in prompting capability. This prompt and echo type allows the application program to invoke this prompting capability. If the value of the i-th element of 'prompt array' in the choice data record is OFF, prompting of the i-th alternative of the specified choice input device is turned off. An ON value indicates that prompting for that alternative is turned on. The first entry in the choice data record is the number of choice alternatives. This is compared against an implementation defined 'maximum number of choice alternatives' for this device (contained in the workstation description table). If the maximum value is exceeded, an error is issued. The second entry in the choice data record is the 'prompt array'.

3 allow the operator to indicate a CHOICE number by selecting, using an appropriate technique, one of a set of CHOICE strings. The CHOICE strings are contained in the choice data record and are displayed within the echo area. The logical input value is the number of the string selected. The first entry in the choice data record is the number of choice strings. This is compared against an implementation defined 'maximum number of choice alternatives' for this device (contained in the workstation description table). If the maximum value is exceeded, an error is issued. The second entry in the choice data record is the 'array of choice strings'.

4 allow the operator to indicate a CHOICE number by selecting, via an alphanumeric keyboard, one of a set of CHOICE strings. The CHOICE strings are contained in the choice data record and may be displayed in the echo area as a prompt. The string typed in by the operator is echoed in the echo area. The logical input value is the number of the string that has been typed in by the operator. The first entry in the choice data record is the number of choice strings. This is compared against an implementation defined 'maximum number of choice alternatives' for this device (contained in the workstation description table). If the maximum value is exceeded, an error is issued. The second entry in the choice data record is the 'array of choice strings'.

5 the segment named by the choice data record is interpreted during execution of INITIALIZE CHOICE for later use as a prompt of the specified CHOICE device. It will be displayed within the echo area by mapping the unit square [0,1]×[0,1] of NDC space onto the echo area. The pick identifiers in the segment

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are mapped to CHOICE numbers in a CHOICE device dependent fashion. Picking these primitives selects the corresponding CHOICE value. After the interpretation, no logical connection between the specified segment and the specified CHOICE device exists. The first entry in the choice data record is the segment name.

≥6 reserved for registration.

NOTE - CHOICE prompt and echo type values are registered in the ISO International Register of Graphical Items, which is maintained by the Registration Authority (see 4.1.2). When a CHOICE prompt and echo type has been approved by ISO, the CHOICE prompt and echo type value will be assigned by the Registration Authority.

References:

4.8.2
4.8.6
4.14

Errors:

7 *GKS-3D not in proper state: GKS-3D shall be in one of the states WSOP, WSAC or SGOP*
20 *Specified workstation identifier is invalid*
25 *Specified workstation is not open*
38 *Specified workstation is neither of category INPUT nor of category OUTIN*
51 *Rectangle definition is invalid*
140 *Specified input device is not present on workstation*
141 *Input device is not in REQUEST mode*
144 *Specified prompt and echo type is not supported on this workstation*
145 *Echo area is outside display space*
146 *Contents of input data record are invalid*
152 *Initial value is invalid*

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INITIALIZE PICK 3 **WSOP,WSAC,SGOP** **L1b**

Parameters:

In	workstation identifier		N
In	pick device number	(1..n)	I
In	initial status	(OK,NOPICK)	E
In	initial segment		N
In	initial pick identifier		N
In	prompt and echo type	(-n..-1,1..n)	I
In	echo volume XMIN<XMAX,YMIN<YMAX,ZMIN≤ZMAX	DC	6×R
In	pick data record		D

Effect: The initial status, initial segment, initial pick identifier, prompt and echo type, echo volume and the pick data record are stored in the workstation state list entry for the specified PICK device.

Prompt and echo types:

<0 prompting and echoing is PICK device dependent.

1 use an implementation-defined technique that at least highlights the 'picked' primitive for a short period of time.

2 echo the contiguous group of primitives within the segment with the same pick identifier as the 'picked' primitive, or all primitives of the segment with the same pick identifier as the 'picked' primitive.

3 echo the whole segment containing the 'picked' primitive.

≥4 reserved for registration.

NOTE - PICK prompt and echo type values are registered in the ISO International Register of Graphical Items, which is maintained by the Registration Authority (see 4.1.2). When a PICK prompt and echo type has been approved by ISO, the PICK prompt and echo type value will be assigned by the Registration Authority.

References:

4.8.2
4.8.6

Errors:

7 *GKS-3D not in proper state: GKS-3D shall be in one of the states WSOP, WSAC or SGOP*
20 *Specified workstation identifier is invalid*
25 *Specified workstation is not open*
37 *Specified workstation is not of category OUTIN*
140 *Specified input device is not present on workstation*
141 *Input device is not in REQUEST mode*
144 *Specified prompt and echo type is not supported on this workstation*
145 *Echo area is outside display space*
146 *Contents of input data record are invalid*
152 *Initial value is invalid*
406 *Box definition is invalid*

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INITIALIZE PICK **WSOP,WSAC,SGOP** **L1b**

Parameters:

In	workstation identifier		N
In	pick device number	(1..n)	I
In	initial status	(OK,NOPICK)	E
In	initial segment		N
In	initial pick identifier		N
In	prompt and echo type	(-n..-1,1..n)	I
In	echo area XMIN<XMAX,YMIN<YMAX	DC	4×R
In	pick data record		D

Effect: The initial status, initial segment, initial pick identifier, prompt and echo type, echo area and the pick data record are stored in the workstation state list entry for the specified PICK device.

Prompt and echo types:

<0 prompting and echoing is PICK device dependent.

1 use an implementation-defined technique that at least highlights the 'picked' primitive for a short period of time.

2 echo the contiguous group of primitives within the segment with the same pick identifier as the 'picked' primitive, or all primitives of the segment with the same pick identifier as the 'picked' primitive.

3 echo the whole segment containing the 'picked' primitive.

≥4 reserved for registration.

NOTE - PICK prompt and echo type values are registered in the ISO International Register of Graphical Items, which is maintained by the Registration Authority (see 4.1.2). When a PICK prompt and echo type has been approved by ISO, the PICK prompt and echo type value will be assigned by the Registration Authority.

References:

4.8.2
4.8.6
4.14

Errors:

7 *GKS-3D not in proper state: GKS-3D shall be in one of the states WSOP, WSAC or SGOP*
20 *Specified workstation identifier is invalid*
25 *Specified workstation is not open*
37 *Specified workstation is not of category OUTIN*
51 *Rectangle definition is invalid*
140 *Specified input device is not present on workstation*
141 *Input device is not in REQUEST mode*
144 *Specified prompt and echo type is not supported on this workstation*
145 *Echo area is outside display space*
146 *Contents of input data record are invalid*
152 *Initial value is invalid*

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INITIALIZE STRING 3 **WSOP,WSAC,SGOP** **L0b**

Parameters:

In	workstation identifier			N
In	string device number		(1..n)	I
In	initial string			S
In	prompt and echo type		(-n..-1,1..n)	I
In	echo volume XMIN<XMAX,YMIN<YMAX,ZMIN≤ZMAX	DC		6×R
In	string data record			D

Effect: The initial string, prompt and echo type, echo volume and string data record are stored in the workstation state list entry for the specified STRING device.

For all prompt and echo types, the first entry of the string data record is the input buffer size, which is an integer in the range (1..n). This is compared against an implementation defined 'maximum input buffer size' for this device (contained in the workstation description table). If the requested buffer size is greater, the 'maximum input buffer size' is substituted in the stored record. If the initial string is longer than the buffer size, an error is issued.

For all prompt and echo types, the second entry of the string data record is an initial cursor position, which may range from 1 to the length of the initial string plus 1.

When a STRING measure process comes into existence, it obtains a buffer of the current input buffer size. The initial string is copied into the buffer, and the cursor is placed at the initial cursor position within it. Replacement of characters begins at this cursor position.

Prompt and echo types:

<0 prompting and echoing is STRING device dependent.

1 display the current STRING value within the echo volume.

≥2 reserved for registration.

NOTE - If the operator enters more characters than the current input buffer size, the additional characters are lost.

STRING prompt and echo type values are registered in the ISO International Register of Graphical Items, which is maintained by the Registration Authority (see 4.1.2). When a STRING prompt and echo type has been approved by ISO, the STRING prompt and echo type value will be assigned by the Registration Authority.

References:

4.8.2
4.8.6

Errors:

7 *GKS-3D not in proper state: GKS-3D shall be in one of the states WSOP, WSAC or SGOP*
20 *Specified workstation identifier is invalid*
25 *Specified workstation is not open*
38 *Specified workstation is neither of category INPUT nor of category OUTIN*
140 *Specified input device is not present on workstation*
141 *Input device is not in REQUEST mode*
144 *Specified prompt and echo type is not supported on this workstation*
145 *Echo area is outside display space*
146 *Contents of input data record are invalid*
152 *Initial value is invalid*
154 *Length of the initial string is greater than the buffer size*
406 *Box definition is invalid*

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INITIALIZE STRING **WSOP,WSAC,SGOP** **L0b**

Parameters:

In	workstation identifier		N
In	string device number	(1..n)	I
In	initial string		S
In	prompt and echo type	(-n..-1,1..n)	I
In	echo area XMIN<XMAX,YMIN<YMAX	DC	4×R
In	string data record		D

Effect: The initial string, prompt and echo type, echo area and string data record are stored in the workstation state list entry for the specified STRING device.

For all prompt and echo types, the first entry of the string data record is the input buffer size, which is an integer in the range (1..n). This is compared against an implementation defined 'maximum input buffer size' for this device (contained in the workstation description table). If the requested buffer size is greater, the 'maximum input buffer size' is substituted in the stored record. If the initial string is longer than the buffer size, an error is issued.

For all prompt and echo types, the second entry of the string data record is an initial cursor position, which may range from 1 to the length of the initial string plus 1.

When a STRING measure process comes into existence, it obtains a buffer of the current input buffer size. The initial string is copied into the buffer, and the cursor is placed at the initial cursor position within it. Replacement of characters begins at this cursor position.

Prompt and echo types:

<0 prompting and echoing is STRING device dependent.

1 display the current STRING value within the echo area.

≥2 reserved for registration.

NOTE - If the operator enters more characters than the current input buffer size, the additional characters are lost.

STRING prompt and echo type values are registered in the ISO International Register of Graphical Items, which is maintained by the Registration Authority (see 4.1.2). When a STRING prompt and echo type has been approved by ISO, the STRING prompt and echo type value will be assigned by the Registration Authority.

References:

4.8.2
4.8.6
4.14

Errors:

7 *GKS-3D not in proper state: GKS-3D shall be in one of the states WSOP, WSAC or SGOP*
20 *Specified workstation identifier is invalid*
25 *Specified workstation is not open*
38 *Specified workstation is neither of category INPUT nor of category OUTIN*
51 *Rectangle definition is invalid*
140 *Specified input device is not present on workstation*
141 *Input device is not in REQUEST mode*
144 *Specified prompt and echo type is not supported on this workstation*
145 *Echo area is outside display space*
146 *Contents of input data record are invalid*
152 *Initial value is invalid*
154 *Length of the initial string is greater than the buffer size*

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5.7.2 Setting the mode of input devices

SET LOCATOR MODE **WSOP,WSAC,SGOP** **L0b**

Parameters:

In	workstation identifier		N
In	locator device number	(1..n)	I
In	operating mode	(REQUEST,SAMPLE,EVENT)	E
In	echo switch	(ECHO,NOECHO)	E

Effect: The given LOCATOR device is set to the specified operating mode and its echoing state is set to ECHO or NOECHO. Depending on the specified operating mode, an interaction with the given device may begin or end. The input device state defined by 'operating mode' and 'echo switch' is stored in the workstation state list for the given LOCATOR device.

References:

4.8.1
4.8.3

Errors:

7 GKS-3D not in proper state: GKS-3D shall be in one of the states WSOP, WSAC or SGOP
20 Specified workstation identifier is invalid
25 Specified workstation is not open
38 Specified workstation is neither of category INPUT nor of category OUTIN
140 Specified input device is not present on workstation
143 EVENT and SAMPLE input mode are not available at this level of GKS-3D

SET STROKE MODE **WSOP,WSAC,SGOP** **L0b**

Parameters:

In	workstation identifier		N
In	stroke device number	(1..n)	I
In	operating mode	(REQUEST,SAMPLE,EVENT)	E
In	echo switch	(ECHO,NOECHO)	E

Effect: The given STROKE device is set to the specified operating mode and its echoing state is set to ECHO or NOECHO. Depending on the specified operating mode, an interaction with the given device may begin or end. The input device state defined by 'operating mode' and 'echo switch' is stored in the workstation state list for the given STROKE device.

References:

4.8.1
4.8.3

Errors:

7 GKS-3D not in proper state: GKS-3D shall be in one of the states WSOP, WSAC or SGOP
20 Specified workstation identifier is invalid
25 Specified workstation is not open
38 Specified workstation is neither of category INPUT nor of category OUTIN
140 Specified input device is not present on workstation
143 EVENT and SAMPLE input mode are not available at this level of GKS-3D

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SET VALUATOR MODE **WSOP,WSAC,SGOP** **L0b**

Parameters:

In	workstation identifier		N
In	valuator device number	(1..n)	I
In	operating mode	(REQUEST,SAMPLE,EVENT)	E
In	echo switch	(ECHO,NOECHO)	E

Effect: The given VALUATOR device is set to the specified operating mode and its echoing state is set to ECHO or NOECHO. Depending on the specified operating mode, an interaction with the given device may begin or end. The input device state defined by 'operating mode' and 'echo switch' is stored in the workstation state list for the given VALUATOR device.

References:

4.8.1
4.8.3

Errors:

7 *GKS-3D not in proper state: GKS-3D shall be in one of the states WSOP, WSAC or SGOP*
20 *Specified workstation identifier is invalid*
25 *Specified workstation is not open*
38 *Specified workstation is neither of category INPUT nor of category OUTIN*
140 *Specified input device is not present on workstation*
143 *EVENT and SAMPLE input mode are not available at this level of GKS-3D*

SET CHOICE MODE **WSOP,WSAC,SGOP** **L0b**

Parameters:

In	workstation identifier		N
In	choice device number	(1..n)	I
In	operating mode	(REQUEST,SAMPLE,EVENT)	E
In	echo switch	(ECHO,NOECHO)	E

Effect: The given CHOICE device is set to the specified operating mode and its echoing state is set to ECHO or NOECHO. Depending on the specified operating mode, an interaction with the given device may begin or end. The input device state defined by 'operating mode' and 'echo switch' is stored in the workstation state list for the given CHOICE device.

References:

4.8.1
4.8.3

Errors:

7 *GKS-3D not in proper state: GKS-3D shall be in one of the states WSOP, WSAC or SGOP*
20 *Specified workstation identifier is invalid*
25 *Specified workstation is not open*
38 *Specified workstation is neither of category INPUT nor of category OUTIN*
140 *Specified input device is not present on workstation*
143 *EVENT and SAMPLE input mode are not available at this level of GKS-3D*

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Input functions **GKS-3D functions**

SET PICK MODE — WSOP,WSAC,SGOP — L1b

Parameters:

In	workstation identifier		N
In	pick device number	(1..n)	I
In	operating mode	(REQUEST,SAMPLE,EVENT)	E
In	echo switch	(ECHO,NOECHO)	E

Effect: The given PICK device is set to the specified operating mode and its echoing state is set to ECHO or NOECHO. Depending on the specified operating mode, an interaction with the given device may begin or end. The input device state defined by 'operating mode' and 'echo switch' is stored in the workstation state list for the given PICK device.

References:

4.8.1
4.8.3

Errors:

7 *GKS-3D not in proper state: GKS-3D shall be in one of the states WSOP, WSAC or SGOP*
20 *Specified workstation identifier is invalid*
25 *Specified workstation is not open*
37 *Specified workstation is not of category OUTIN*
140 *Specified input device is not present on workstation*
143 *EVENT and SAMPLE input mode are not available at this level of GKS-3D*

SET STRING MODE — WSOP,WSAC,SGOP — L0b

Parameters:

In	workstation identifier		N
In	string device number	(1..n)	I
In	operating mode	(REQUEST,SAMPLE,EVENT)	E
In	echo switch	(ECHO,NOECHO)	E

Effect: The given STRING device is set to the specified operating mode and its echoing state is set to ECHO or NOECHO. Depending on the specified operating mode, an interaction with the given device may begin or end. The input device state defined by 'operating mode' and 'echo switch' is stored in the workstation state list for the given STRING device.

References:

4.8.1
4.8.3

Errors:

7 *GKS-3D not in proper state: GKS-3D shall be in one of the states WSOP, WSAC or SGOP*
20 *Specified workstation identifier is invalid*
25 *Specified workstation is not open*
38 *Specified workstation is neither of category INPUT nor of category OUTIN*
140 *Specified input device is not present on workstation*
143 *EVENT and SAMPLE input mode are not available at this level of GKS-3D*

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5.7.3 Request input functions

REQUEST LOCATOR 3 **WSOP,WSAC,SGOP** **L0b**

Parameters:

In	workstation identifier		N
In	locator device number	(1..n)	I
Out	status	(OK,NONE)	E
Out	normalization transformation number	(0..n)	I
Out	view index	(0..n)	I
Out	locator position	WC	P3

Effect: GKS-3D performs a REQUEST on the specified LOCATOR device. If the break facility is invoked by the operator, the status NONE is returned; otherwise OK is returned together with the logical input value which is the current measure of the LOCATOR device. This measure consists of a locator position in world coordinates, the normalization transformation number that was used in the conversion to world coordinates, and the view index that was used in the conversion from NPC to NDC. The locator position is within the clipping limits of the the view transformation and the window of the normalization transformation.

References:

4.6.4
4.8.1
4.8.2
4.8.3
4.8.4

Errors:

7 *GKS-3D not in proper state: GKS-3D shall be in one of the states WSOP, WSAC or SGOP*
20 *Specified workstation identifier is invalid*
25 *Specified workstation is not open*
38 *Specified workstation is neither of category INPUT nor of category OUTIN*
140 *Specified input device is not present on workstation*
141 *Input device is not in REQUEST mode*

REQUEST LOCATOR **WSOP,WSAC,SGOP** **L0b**

Parameters:

In	workstation identifier		N
In	locator device number	(1..n)	I
Out	status	(OK,NONE)	E
Out	normalization transformation number	(0..n)	I
Out	locator position	WC	P

Effect: GKS-3D performs a REQUEST on the specified LOCATOR device. If the break facility is invoked by the operator, the status NONE is returned; otherwise OK is returned together with the logical input value which is the current measure of the LOCATOR device. This measure consists of a locator position in world coordinates and the normalization transformation number, which was used in the conversion to world coordinates. The locator position is within the window of the normalization transformation.

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References:

4.6.4
4.8.1
4.8.2
4.8.3
4.8.4
4.8.7
4.14

Errors:

7 *GKS-3D not in proper state: GKS-3D shall be in one of the states WSOP, WSAC or SGOP*
20 *Specified workstation identifier is invalid*
25 *Specified workstation is not open*
38 *Specified workstation is neither of category INPUT nor of category OUTIN*
140 *Specified input device is not present on workstation*
141 *Input device is not in REQUEST mode*

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REQUEST STROKE 3 **WSOP,WSAC,SGOP** **L0b**

Parameters:

In	workstation identifier		N
In	stroke device number	(1..n)	I
Out	status	(OK,NONE)	E
Out	normalization transformation number	(0..n)	I
Out	view index	(0..n)	I
Out	number of points	(0..n)	I
Out	points in stroke	WC	n×P3

Effect: GKS-3D performs a REQUEST on the specified STROKE device. If the break facility is invoked by the operator, the status NONE is returned; otherwise OK is returned together with the logical input value which is the current measure of the STROKE device. This consists of a sequence of not more than 'input buffer size' (in the stroke data record) points in world coordinates, the normalization transformation number that was used in the conversion to world coordinates, and the view index that was used in the conversion of NPC to NDC. The points in the stroke all lie within the window of the normalization transformation and the clipping limits of the view transformation.

NOTE - If an operator enters more points than the stroke input buffer size (in the workstation state list) allows, the additional points are lost. The operator should be informed of this situation.

References:

4.6.5
4.8.1
4.8.2
4.8.3
4.8.4

Errors:

7 *GKS-3D not in proper state: GKS-3D shall be in one of the states WSOP, WSAC or SGOP*
20 *Specified workstation identifier is invalid*
25 *Specified workstation is not open*
38 *Specified workstation is neither of category INPUT nor of category OUTIN*
140 *Specified input device is not present on workstation*
141 *Input device is not in REQUEST mode*

REQUEST STROKE **WSOP,WSAC,SGOP** **L0b**

Parameters:

In	workstation identifier			N
In	stroke device number		(1..n)	I
Out	status		(OK,NONE)	E
Out	normalization transformation number		(0..n)	I
Out	number of points		(0..n)	I
Out	points in stroke	WC		n×P

Effect: GKS-3D performs a REQUEST on the specified STROKE device. If the break facility is invoked by the operator, the status NONE is returned; otherwise OK is returned together with the logical input value which is the current measure of the STROKE device. This consists of a sequence of not more than 'input buffer size' (in the stroke data record) points in world coordinates, and the normalization transformation number, which was used in the conversion to world coordinates. The points in the stroke all lie within the window of the normalization transformation.

NOTE - If an operator enters more points than the stroke input buffer size (in the workstation state list) allows, the additional points are lost. The operator should be informed of this situation.

References:

4.6.5
4.8.1
4.8.2
4.8.3
4.8.4
4.8.7
4.14

Errors:

7 *GKS-3D not in proper state: GKS-3D shall be in one of the states WSOP, WSAC or SGOP*
20 *Specified workstation identifier is invalid*
25 *Specified workstation is not open*
38 *Specified workstation is neither of category INPUT nor of category OUTIN*
140 *Specified input device is not present on workstation*
141 *Input device is not in REQUEST mode*

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Input functions **GKS-3D functions**

REQUEST VALUATOR **WSOP,WSAC,SGOP** **L0b**

Parameters:

In	workstation identifier		N
In	valuator device number	(1..n)	I
Out	status	(OK,NONE)	E
Out	value		R

Effect: GKS-3D performs a REQUEST on the specified VALUATOR device. If the break facility is invoked by the operator, the status NONE is returned; otherwise OK is returned together with the logical input value which is the current measure of the VALUATOR device. The value delivered is in the range specified in the workstation state list entry (for this device) in the data record.

References:

4.8.1
4.8.2
4.8.3
4.8.4

Errors:

7	*GKS-3D not in proper state: GKS-3D shall be in one of the states WSOP, WSAC or SGOP*
20	*Specified workstation identifier is invalid*
25	*Specified workstation is not open*
38	*Specified workstation is neither of category INPUT nor of category OUTIN*
140	*Specified input device is not present on workstation*
141	*Input device is not in REQUEST mode*

REQUEST CHOICE **WSOP,WSAC,SGOP** **L0b**

Parameters:

In	workstation identifier		N
In	choice device number	(1..n)	I
Out	status	(OK,NOCHOICE,NONE)	E
Out	choice number	(1..n)	I

Effect: GKS-3D performs a REQUEST on the specified CHOICE device. If the break facility is invoked by the operator, the status NONE is returned; if the measure of the CHOICE device indicates no choice, status NOCHOICE is returned; otherwise OK is returned together with a choice number which is set according to the current measure of the CHOICE device.

References:

4.8.1
4.8.2
4.8.3
4.8.4

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Errors:

7 GKS-3D not in proper state: GKS-3D shall be in one of the states WSOP, WSAC or SGOP
20 Specified workstation identifier is invalid
25 Specified workstation is not open
38 Specified workstation is neither of category INPUT nor of category OUTIN
140 Specified input device is not present on workstation
141 Input device is not in REQUEST mode

REQUEST PICK **WSOP,WSAC,SGOP** **L1b**

Parameters:

In	workstation identifier		N
In	pick device number	(1..n)	I
Out	status	(OK,NOPICK,NONE)	E
Out	segment name		N
Out	pick identifier		N

Effect: GKS-3D performs a REQUEST on the specified PICK device. If the break facility is invoked by the operator, the status NONE is returned; if the measure of the PICK device indicates no pick, status NOPICK is returned; otherwise OK is returned together with a segment name and a pick identifier which are set according to the current measure of the PICK device. The pick identifier is associated with the primitive, within the segment, that was picked.

References:

4.8.1
4.8.2
4.8.3
4.8.4

Errors:

7 GKS-3D not in proper state: GKS-3D shall be in one of the states WSOP, WSAC or SGOP
20 Specified workstation identifier is invalid
25 Specified workstation is not open
37 Specified workstation is not of category OUTIN
140 Specified input device is not present on workstation
141 Input device is not in REQUEST mode

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REQUEST STRING **WSOP,WSAC,SGOP** **L0b**

Parameters:

In	workstation identifier		N
In	string device number	(1..n)	I
Out	status	(OK,NONE)	E
Out	character string		S

Effect: GKS-3D performs a REQUEST on the specified STRING device. If the break facility is invoked by the operator, the status NONE is returned; otherwise OK is returned together with the logical input value which is the current measure of the STRING device.

NOTE - The length of the returned string is less than or equal to the buffer size specified in the workstation state list entry (for this device) in the data record.

References:

4.8.1
4.8.2
4.8.3
4.8.4

Errors:

7 *GKS-3D not in proper state: GKS-3D shall be in one of the states WSOP, WSAC or SGOP*
20 *Specified workstation identifier is invalid*
25 *Specified workstation is not open*
38 *Specified workstation is neither of category INPUT nor of category OUTIN*
140 *Specified input device is not present on workstation*
141 *Input device is not in REQUEST mode*

5.7.4 Sample input functions

SAMPLE LOCATOR 3 **WSOP,WSAC,SGOP** **L0c**

Parameters:

In	workstation identifier		N
In	locator device number	(1..n)	I
Out	normalization transformation number	(0..n)	I
Out	view index	(0..n)	I
Out	locator position	WC	P3

Effect: The logical input value, which is the current measure of the specified LOCATOR device, is returned. The measure consists of a locator position in world coordinates, the normalization transformation number that was used in the conversion to world coordinates and the view index that was used to convert from NPC to NDC. The locator position is within the window of the normalization transformation and within the volume of the view transformation.

References:

4.6.4
4.8.1
4.8.3
4.8.4

Errors:

7 *GKS-3D not in proper state: GKS-3D shall be in one of the states WSOP, WSAC or SGOP*
20 *Specified workstation identifier is invalid*
25 *Specified workstation is not open*
38 *Specified workstation is neither of category INPUT nor of category OUTIN*
140 *Specified input device is not present on workstation*
142 *Input device is not in SAMPLE mode*

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SAMPLE LOCATOR **WSOP,WSAC,SGOP** **L0c**

Parameters:

In	workstation identifier			N
In	locator device number		(1..n)	I
Out	normalization transformation number		(0..n)	I
Out	locator position	WC		P

Effect: The logical input value, which is the current measure of the specified LOCATOR device, is returned. The measure consists of a locator position in world coordinates and the normalization transformation number, which was used in the conversion to world coordinates. The locator position is within the window of the normalization transformation.

References:

4.6.4
4.8.1
4.8.3
4.8.4
4.8.7
4.14

Errors:

7 *GKS-3D not in proper state: GKS-3D shall be in one of the states WSOP, WSAC or SGOP*
20 *Specified workstation identifier is invalid*
25 *Specified workstation is not open*
38 *Specified workstation is neither of category INPUT nor of category OUTIN*
140 *Specified input device is not present on workstation*
142 *Input device is not in SAMPLE mode*

SAMPLE STROKE 3 **WSOP,WSAC,SGOP** **L0c**

Parameters:

In	workstation identifier			N
In	stroke device number		(1..n)	I
Out	normalization transformation number		(0..n)	I
Out	view index		(0..n)	I
Out	number of points		(0..n)	I
Out	points in stroke	WC		n×P3

Effect: The logical input value, which is the current measure of the specified STROKE device, is returned. The measure consists of a sequence of points in world coordinates, the normalization transformation number that was used in the conversion to world coordinates, and the view index used to convert NPC to NDC. The points in the stroke all lie within the window of the normalization transformation and within the clipping limits of the view transformation.

NOTE - If an operator enters more points than the stroke input buffer size (in the workstation state list) allows, the additional points are lost. It is anticipated that the operator would be informed of this situation.

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References:

4.6.5
4.8.1
4.8.3
4.8.4

Errors:

7 *GKS-3D not in proper state: GKS-3D shall be in one of the states WSOP, WSAC or SGOP*
20 *Specified workstation identifier is invalid*
25 *Specified workstation is not open*
38 *Specified workstation is neither of category INPUT nor of category OUTIN*
140 *Specified input device is not present on workstation*
142 *Input device is not in SAMPLE mode*

SAMPLE STROKE **WSOP,WSAC,SGOP** **L0c**

Parameters:

In	workstation identifier			N
In	stroke device number		(1..n)	I
Out	normalization transformation number		(0..n)	I
Out	number of points		(0..n)	I
Out	points in stroke	WC		n×P

Effect: The logical input value, which is the current measure of the specified STROKE device, is returned. The measure consists of a sequence of points in world coordinates, and the normalization transformation number which was used in the conversion to world coordinates. The points in the stroke all lie within the window of the normalization transformation.

NOTE - If an operator enters more points than the stroke input buffer size (in the workstation state list) allows, the additional points are lost. It is anticipated that the operator would be informed of this situation.

References:

4.6.5
4.8.1
4.8.3
4.8.4
4.8.7
4.14

Errors:

7 *GKS-3D not in proper state: GKS-3D shall be in one of the states WSOP, WSAC or SGOP*
20 *Specified workstation identifier is invalid*
25 *Specified workstation is not open*
38 *Specified workstation is neither of category INPUT nor of category OUTIN*
140 *Specified input device is not present on workstation*
142 *Input device is not in SAMPLE mode*

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SAMPLE VALUATOR **WSOP,WSAC,SGOP** **L0c**

Parameters:

In	workstation identifier		N
In	valuator device number	(1..n)	I
Out	value		R

Effect: The logical input value, which is the current measure of the specified VALUATOR device, is returned. The value delivered is in the range specified in the workstation state list entry (for this device) in the data record.

References:

4.8.1
4.8.3
4.8.4

Errors:

7 *GKS-3D not in proper state: GKS-3D shall be in one of the states WSOP, WSAC or SGOP*
20 *Specified workstation identifier is invalid*
25 *Specified workstation is not open*
38 *Specified workstation is neither of category INPUT nor of category OUTIN*
140 *Specified input device is not present on workstation*
142 *Input device is not in SAMPLE mode*

SAMPLE CHOICE **WSOP,WSAC,SGOP** **L0c**

Parameters:

In	workstation identifier		N
In	choice device number	(1..n)	I
Out	status	(OK,NOCHOICE)	E
Out	choice number	(1..n)	I

Effect: If the current measure of the specified CHOICE device is indicating no choice, status NOCHOICE is returned; otherwise OK is returned together with a choice number which is set according to the current measure of the CHOICE device.

References:

4.8.1
4.8.3
4.8.4

Errors:

7 *GKS-3D not in proper state: GKS-3D shall be in one of the states WSOP, WSAC or SGOP*
20 *Specified workstation identifier is invalid*
25 *Specified workstation is not open*
38 *Specified workstation is neither of category INPUT nor of category OUTIN*
140 *Specified input device is not present on workstation*
142 *Input device is not in SAMPLE mode*

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Input functions **GKS-3D functions**

SAMPLE PICK **WSOP,WSAC,SGOP** **L1c**

Parameters:

In	workstation identifier		N
In	pick device number	(1..n)	I
Out	status	(OK,NOPICK)	E
Out	segment name		N
Out	pick identifier		N

Effect: If the current measure of the specified PICK device is indicating no pick, status NOPICK is returned; otherwise OK is returned together with a segment name and a pick identifier which are set according to the current measure of the PICK device. The pick identifier is associated with the primitive, within the segment, that was picked.

References:

4.8.1
4.8.3
4.8.4

Errors:

7 *GKS-3D not in proper state: GKS-3D shall be in one of the states WSOP, WSAC or SGOP*
20 *Specified workstation identifier is invalid*
25 *Specified workstation is not open*
37 *Specified workstation is not of category OUTIN*
140 *Specified input device is not present on workstation*
142 *Input device is not in SAMPLE mode*

SAMPLE STRING **WSOP,WSAC,SGOP** **L0c**

Parameters:

In	workstation identifier		N
In	string device number	(1..n)	I
Out	character string		S

Effect: The logical input value, which is the current measure of the specified STRING device, is returned.

NOTE - The length of the returned string is less than or equal to the buffer size specified in the workstation state list entry (for this device) in the data record.

References:

4.8.1
4.8.3
4.8.4

Errors:

7 *GKS-3D not in proper state: GKS-3D shall be in one of the states WSOP, WSAC or SGOP*
20 *Specified workstation identifier is invalid*
25 *Specified workstation is not open*
38 *Specified workstation is neither of category INPUT nor of category OUTIN*
140 *Specified input device is not present on workstation*
142 *Input device is not in SAMPLE mode*

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5.7.5 Event input functions

AWAIT EVENT **WSOP,WSAC,SGOP** **L0c**

Parameters:

In	timeout (seconds)		R
Out	workstation identifier		N
Out	input class	(NONE,LOCATOR,STROKE,VALUATOR,CHOICE,PICK,STRING)	E
Out	logical input device number	(1..n)	I

Effect: If the input queue is empty, GKS-3D is set into a wait state until an input event is written into the queue or the time specified in the timeout parameter has elapsed. If a timeout occurs and there is still no entry in the queue, a NONE value is returned for input class. If there is at least one entry in the queue, the oldest event report is moved from the event queue to the current event report in the GKS-3D state list. The workstation identifier, the input class, and the logical input device number are returned and the corresponding values are made available for subsequent interrogation by the GET <input class> functions.

NOTE - The operation is performed even if error 147 has occurred.

A timeout of zero causes an immediate inspection of the queue, and a NONE value for input class is returned if the queue is empty.

Some operating systems may not provide a reliable timeout facility. In this case a timeout different from zero may never cause a timeout at all.

References:

4.8.1
4.8.2
4.8.3
4.8.5

Errors:

7 GKS-3D not in proper state: GKS-3D shall be in one of the states WSOP, WSAC or SGOP
147 Input queue has overflowed
151 Timeout is invalid

FLUSH DEVICE EVENTS **WSOP,WSAC,SGOP** **L0c**

Parameters:

In	workstation identifier		N
In	input class	(LOCATOR,STROKE,VALUATOR,CHOICE,PICK,STRING)	E
In	logical input device number	(1..n)	I

Effect: All entries in the input queue from the specified logical input device are removed.

NOTE - The operation is performed even if error 147 has occurred.

References:

4.8.5

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Errors:

7 *GKS-3D not in proper state: GKS-3D shall be in one of the states WSOP, WSAC or SGOP*
20 *Specified workstation identifier is invalid*
25 *Specified workstation is not open*
38 *Specified workstation is neither of category INPUT nor of category OUTIN*
140 *Specified input device is not present on workstation*
147 *Input queue has overflowed*

GET LOCATOR 3 **WSOP,WSAC,SGOP** **L0c**

Parameters:

Out	normalization transformation number		(0..n)	I
Out	view index		(0..n)	I
Out	locator position	WC		P3

Effect: The LOCATOR logical input value in the current event report is returned. This consists of a locator position in world coordinates, the normalization transformation number that was used in the conversion to world coordinates, and the view index used to convert NPC to NDC.

References:

4.6.4
4.8.4
4.8.5

Errors:

7 *GKS-3D not in proper state: GKS-3D shall be in one of the states WSOP, WSAC or SGOP*
150 *No input value of the correct class is in the current event report*

GET LOCATOR **WSOP,WSAC,SGOP** **L0c**

Parameters:

Out	normalization transformation number		(0..n)	I
Out	locator position	WC		P

Effect: The LOCATOR logical input value in the current event report is returned. This consists of a locator position in world coordinates and the normalization transformation number, which was used in the conversion to world coordinates.

References:

4.6.4
4.8.4
4.8.5
4.8.7
4.14

Errors:

7 *GKS-3D not in proper state: GKS-3D shall be in one of the states WSOP, WSAC or SGOP*
150 *No input value of the correct class is in the current event report*

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GKS-3D functions **Input functions**

GET STROKE 3 **WSOP,WSAC,SGOP** **L0c**

Parameters:

Out	normalization transformation number		(0..n)	I
Out	view index		(0..n)	I
Out	number of points		(0..n)	I
Out	points in stroke	WC		n×P3

Effect: The STROKE logical input value from the current event report is returned. This consists of a sequence of points in world coordinates, the normalization transformation number that was used in the conversion to world coordinates, and the view index used to convert NPC to NDC. The points in the stroke all lie within the window of the normalization transformation and within the view volume of the view transformation.

NOTE - The number of points in the stroke is less than or equal to the stroke buffer size specified in the workstation state list for this device.

References:

4.6.5
4.8.4
4.8.5

Errors:

7 GKS-3D not in proper state: GKS-3D shall be in one of the states WSOP, WSAC or SGOP
150 No input value of the correct class is in the current event report

GET STROKE **WSOP,WSAC,SGOP** **L0c**

Parameters:

Out	normalization transformation number		(0..n)	I
Out	number of points		(0..n)	I
Out	points in stroke	WC		n×P

Effect: The STROKE logical input value from the current event report is returned. This consists of a sequence of points in world coordinates, and the normalization transformation number, which was used in the conversion to world coordinates. The points in the stroke all lie within the window of the normalization transformation.

NOTE - The number of points in the stroke is less than or equal to the stroke buffer size specified in the workstation state list for this device.

References:

4.6.5
4.8.4
4.8.5
4.8.7
4.14

Errors:

7 GKS-3D not in proper state: GKS-3D shall be in one of the states WSOP, WSAC or SGOP
150 No input value of the correct class is in the current event report

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Input functions **GKS-3D functions**

GET VALUATOR **WSOP,WSAC,SGOP** **L0c**

Parameters:

Out	value		R

Effect: The VALUATOR logical input value in the current event report is returned. The value delivered is in the range specified in the workstation state list entry (for the device) in the data record.

References:

4.8.4
4.8.5

Errors:

7 *GKS-3D not in proper state: GKS-3D shall be in one of the states WSOP, WSAC or SGOP*
150 *No input value of the correct class is in the current event report*

GET CHOICE **WSOP,WSAC,SGOP** **L0c**

Parameters:

Out	status	(OK,NOCHOICE)	E
Out	choice number	(1..n)	I

Effect: The CHOICE logical input value in the current event report is returned. This consists of a CHOICE status and a choice number.

References:

4.8.4
4.8.5

Errors:

7 *GKS-3D not in proper state: GKS-3D shall be in one of the states WSOP, WSAC or SGOP*
150 *No input value of the correct class is in the current event report*

GET PICK **WSOP,WSAC,SGOP** **L1c**

Parameters:

Out	status	(OK,NOPICK)	E
Out	segment name		N
Out	pick identifier		N

Effect: The PICK logical input value in the current event report is returned. This consists of a PICK status, a segment name and the pick identifier associated with the primitive within the segment that was picked.

References:

4.8.4
4.8.5

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Errors:

7 *GKS-3D not in proper state: GKS-3D shall be in one of the states WSOP, WSAC or SGOP*

150 *No input value of the correct class is in the current event report*

GET STRING **WSOP,WSAC,SGOP** **L0c**

Parameters:

Out character string S

Effect: The STRING logical input value in the current event report is returned.

NOTE - The length of the returned string is less than or equal to the buffer size specified in the workstation state list entry (for this device) in the data record, at the time the event was queued.

References:

4.8.4
4.8.5

Errors:

7 *GKS-3D not in proper state: GKS-3D shall be in one of the states WSOP, WSAC or SGOP*

150 *No input value of the correct class is in the current event report*

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5.8 Metafile functions

WRITE ITEM TO GKSM **WSAC,SGOP** **L0a**

Parameters:

In	workstation identifier		N
In	item type		I
In	item data record length	(0..n)	I
In	item data record		D

Effect: An item containing non-graphical data provided by the application program is written to the GKSM. The parameters 'item data record' and 'item data record length' define the data to be output whilst 'item type' specifies their type.

NOTE - This function can only be used to transfer non-graphical information to GKSM. Graphical data are sent automatically after a workstation of category MO has been activated.

References:

4.9

Errors:

5 *GKS-3D not in proper state: GKS-3D shall be either in the state WSAC or in the state SGOP*
20 *Specified workstation identifier is invalid*
30 *Specified workstation is not active*
32 *Specified workstation is not of category MO*
160 *Item type is not allowed for user items*
161 *Item length is invalid*

GET ITEM TYPE FROM GKSM **WSOP,WSAC,SGOP** **L0a**

Parameters:

In	workstation identifier		N
Out	item type		I
Out	item data record length	(0..n)	I

Effect: GKS-3D inspects the type of the current item and the length of its data record in the GKSM and returns the type and length back to the application program.

References:

4.9

Errors:

7 *GKS-3D not in proper state: GKS-3D shall be in one of the states WSOP, WSAC or SGOP*
20 *Specified workstation identifier is invalid*
25 *Specified workstation is not open*
34 *Specified workstation is not of category MI*
162 *No item is left in GKS-3D Metafile input*
163 *Metafile item is invalid*

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GKS-3D functions **Metafile functions**

READ ITEM FROM GKSM **WSOP,WSAC,SGOP** **L0a**

Parameters:

In	workstation identifier		N
In	maximum item data record length	(0..n)	I
Out	item data record		D

Effect: GKS-3D returns the current item on the GKSM back to the application program and then makes the next item in the metafile the current item. If the item data record length is greater than 'maximum item data record length', the excess parts of the item are lost.

NOTE - By specifying 'maximum item data record length' = 0, the current item can be skipped.

Any program which makes use of the access that this function provides to the content of GKSM items is using information that is not part of this International Standard, viz. the format and content of metafile items.

References:

4.9

Errors:

7 *GKS-3D not in proper state: GKS-3D shall be in one of the states WSOP, WSAC or SGOP*
20 *Specified workstation identifier is invalid*
25 *Specified workstation is not open*
34 *Specified workstation is not of category MI*
162 *No item is left in GKS-3D Metafile input*
163 *Metafile item is invalid*
165 *Content of item data record is invalid for the specified item type*
166 *Maximum item data record length is invalid*

INTERPRET ITEM **GKOP,WSOP,WSAC,SGOP** **L0a**

Parameters:

In	item type		I
In	item data record length	(0..n)	I
In	item data record		D

Effect: The supplied item is interpreted. This causes appropriate changes in the set of GKS-3D state variables (see 4.9) and the generation of appropriate graphical output, as determined by the metafile specification.

NOTE - Apart from errors noted below, other GKS-3D errors may occur as a result of interpreting the item.

References:

4.9

Errors:

7 *GKS-3D not in proper state: GKS-3D shall be in one of the states WSOP, WSAC or SGOP*
161 *Item length is invalid*
163 *Metafile item is invalid*
164 *Item type is not a valid GKS-3D item*
165 *Content of item data record is invalid for the specified item type*
167 *User item cannot be interpreted*
168 *Specified function is not supported in this level of GKS-3D*

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5.9 Inquiry functions

5.9.1 Introduction to inquiry functions

Inquiry functions return values from the various state lists. The data types of the values and the default values of the state list entries are summarized in clause 6. Errors detected by inquiry functions are reported through an error indicator parameter, see 4.11.2. The error handling procedure is not called. The list of states in the function heading indicates those states in which the inquiry function can return valid values. Some inquiry functions that retrieve values from the workstation state lists have an input parameter of type 'Enumeration' that can take the following values:

a) SET: the values returned are those provided by the application program.

b) REALIZED: the values returned are those used by the workstation when the actual values are mapped to the available values in the workstation.

Inquiries for predefined representations in the workstation description table (see 5.9.6) have no such parameter unlike the corresponding inquiries for the representations in the workstation state list (see 5.9.5). The values of predefined representations are available on the workstation. Thus all values returned from a predefined representation are such that, if used by an application program to set a representation, a subsequent inquiry for that representation in the workstation state list would return the same values whether SET or REALIZED was specified.

5.9.2 Inquiry function for operating state value

INQUIRE OPERATING STATE VALUE **GKCL,GKOP,WSOP,WSAC,SGOP** **L0a**

Parameters:

Out	operating state value	(GKCL,GKOP,WSOP,WSAC,SGOP)	E

Effect: The operating state of GKS-3D is returned.

References:

4.11.1
4.11.2

Errors:

none

5.9.3 Inquiry functions for GKS-3D description table

INQUIRE LEVEL OF GKS **GKOP,WSOP,WSAC,SGOP** **L0a**

Parameters:

Out	error indicator		I
Out	level of GKS-3D	(0a,0b,0c,1a,1b,1c,2a,2b,2c)	E

Effect: If the inquired information is available, the error indicator is returned as 0 and values are returned in the output parameters.

If the inquired information is not available, the values returned in the output parameters are implementation dependent and the error indicator is set to the following error number to indicate the reason for non-availability:

8 GKS-3D not in proper state: GKS-3D shall be in one of the states GKOP, WSOP, WSAC or SGOP

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References:

4.10
4.11.2

Errors:

none

INQUIRE LIST OF AVAILABLE WORKSTATION TYPES **GKOP,WSOP,WSAC,SGOP** **L0a**

Parameters:

Out	error indicator		I
Out	number of available workstation types	(1..n)	I
Out	list of available workstation types		n×N

Effect: If the inquired information is available, the error indicator is returned as 0 and values are returned in the output parameters.

If the inquired information is not available, the values returned in the output parameters are implementation dependent and the error indicator is set to the following error number to indicate the reason for non-availability:

8 GKS-3D not in proper state: GKS-3D shall be in one of the states GKOP, WSOP, WSAC or SGOP

References:

4.5.1
4.11.2

Errors:

none

INQUIRE WORKSTATION MAXIMUM NUMBERS **GKOP,WSOP,WSAC,SGOP** **L1a**

Parameters:

Out	error indicator		I
Out	maximum number of simultaneously open workstations	(1..n)	I
Out	maximum number of simultaneously active workstations	(1..n)	I
Out	maximum number of workstations associated with a segment	(1..n)	I

Effect: If the inquired information is available, the error indicator is returned as 0 and the values are returned in the output parameters.

If the inquired information is not available, the values returned in the output parameters are implementation dependent and the error indicator is set to the following error number to indicate the reason for non-availability:

8 GKS-3D not in proper state: GKS-3D shall be in one of the states GKOP, WSOP, WSAC or SGOP

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References:

4.5
4.11.2

Errors:

none

INQUIRE MAXIMUM NORMALIZATION TRANSFORMATION NUMBER **GKOP,WSOP,WSAC,SGOP** **L0a**

Parameters:

Out	error indicator		I
Out	maximum normalization transformation number	(1..n)	I

Effect: If the inquired information is available, the error indicator is returned as 0 and values are returned in the output parameters.

If the inquired information is not available, the values returned in the output parameters are implementation dependent and the error indicator is set to the following error number to indicate the reason for non-availability:

8 GKS-3D not in proper state: GKS-3D shall be in one of the states GKOP, WSOP, WSAC or SGOP

References:

4.6.1
4.11.2

Errors:

none

5.9.4 Inquiry functions for GKS-3D state list

INQUIRE SET OF OPEN WORKSTATIONS **GKOP,WSOP,WSAC,SGOP** **L0a**

Parameters:

Out	error indicator		I
Out	number of open workstations	(0..n)	I
Out	set of open workstations		n×N

Effect: If the inquired information is available, the error indicator is returned as 0 and values are returned in the output parameters.

If the inquired information is not available, the values returned in the output parameters are implementation dependent and the error indicator is set to the following error number to indicate the reason for non-availability:

8 GKS-3D not in proper state: GKS-3D shall be in one of the states GKOP, WSOP, WSAC or SGOP

References:

4.5.2
4.11.2

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Errors:

none

INQUIRE SET OF ACTIVE WORKSTATIONS **GKOP,WSOP,WSAC,SGOP** **L1a**

Parameters:

Out	error indicator		I
Out	number of active workstations	(0..n)	I
Out	set of active workstations		n×N

Effect: If the inquired information is available, the error indicator is returned as 0 and values are returned in the output parameters.

If the inquired information is not available, the values returned in the output parameters are implementation dependent and the error indicator is set to the following error number to indicate the reason for non-availability:

8 GKS-3D not in proper state: GKS-3D shall be in one of the states GKOP, WSOP, WSAC or SGOP

References:

4.5.2
4.11.2

Errors:

none

INQUIRE CURRENT PRIMITIVE ATTRIBUTE VALUES 3
GKOP,WSOP,WSAC,SGOP **L0a**

Parameters:

Out	error indicator			I
Out	current polyline index		(1..n)	I
Out	current polymarker index		(1..n)	I
Out	current text index		(1..n)	I
Out	current character height	TLC	>0	R
Out	current character up vector	TLC		2×R
Out	current character width	TLC	>0	R
Out	current character base vector	TLC		2×R
Out	current text path	(RIGHT,LEFT,UP,DOWN)		E
Out	current text alignment (NORMAL,LEFT,CENTRE,RIGHT;NORMAL,TOP,CAP,HALF,BASE,BOTTOM)			2×E
Out	current fill area index		(1..n)	I
Out	current pattern width vector	WC		2×R
Out	current pattern height vector	WC		2×R
Out	current pattern reference point	WC		P3
Out	current pattern reference vectors	WC		2×3×R
Out	current edge index		(1..n)	I
Out	current view index		(0..n)	I

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Effect: If the inquired information is available, the error indicator is returned as 0 and values are returned in the output parameters.

If the inquired information is not available, the values returned in the output parameters are implementation dependent and the error indicator is set to the following error number to indicate the reason for non-availability:

8 GKS-3D not in proper state: GKS-3D shall be in one of the states GKOP, WSOP, WSAC or SGOP

References:

4.4.2
4.11.2

Errors:

none

INQUIRE CURRENT PRIMITIVE ATTRIBUTE VALUES GKOP,WSOP,WSAC,SGOP L0a

Parameters:

Out	error indicator			I
Out	current polyline index		(1..n)	I
Out	current polymarker index		(1..n)	I
Out	current text index		(1..n)	I
Out	current character height	WC	>0	R
Out	current character up vector	WC		2×R
Out	current character width	WC	>0	R
Out	current character base vector	WC		2×R
Out	current text path	(RIGHT,LEFT,UP,DOWN)		E
Out	current text alignment (NORMAL,LEFT,CENTRE,RIGHT;NORMAL,TOP,CAP,HALF,BASE,BOTTOM)			2×E
Out	current fill area index		(1..n)	I
Out	current pattern width vector	WC		2×R
Out	current pattern height vector	WC		2×R
Out	current pattern reference point	WC		P

Effect: If the inquired information is available, the error indicator is returned as 0 and values are returned in the output parameters.

If the inquired information is not available, the values returned in the output parameters are implementation dependent and the error indicator is set to the following error number to indicate the reason for non-availability:

8 GKS-3D not in proper state: GKS-3D shall be in one of the states GKOP, WSOP, WSAC or SGOP

References:

4.4.2
4.11.2

Errors:

none

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INQUIRE CURRENT PICK IDENTIFIER VALUE **GKOP,WSOP,WSAC,SGOP** **L1b**

Parameters:

Out	error indicator	I
Out	current pick identifier	N

Effect: If the inquired information is available, the error indicator is returned as 0 and values are returned in the output parameters.

If the inquired information is not available, the values returned in the output parameters are implementation dependent and the error indicator is set to the following error number to indicate the reason for non-availability:

8 GKS-3D not in proper state: GKS-3D shall be in one of the states GKOP, WSOP, WSAC or SGOP

References:

4.4.2
4.7.1
4.11.2

Errors:

none

INQUIRE CURRENT HLHSR IDENTIFIER VALUE **GKOP,WSOP,WSAC,SGOP** **L1a**

Parameters:

Out	error indicator	I
Out	current HLHSR identifier	N

Effect: If the inquired information is available, the error indicator is returned as 0 and values are returned in the output parameters.

If the inquired information is not available, the values returned in the output parameters are implementation dependent and the error indicator is set to the following error number to indicate the reason for non-availability:

8 GKS-3D not in proper state: GKS-3D shall be in one of the states GKOP, WSOP, WSAC or SGOP

References:

4.4.2
4.5.7
4.11.2

Errors:

none

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INQUIRE CURRENT INDIVIDUAL ATTRIBUTE VALUES 3

GKOP,WSOP,WSAC,SGOP L0a

Parameters:

Out	error indicator		I
Out	current linetype	(-n..-1,1..n)	I
Out	current linewidth scale factor	⩾0	R
Out	current polyline colour index	(0..n)	I
Out	current marker type	(-n..-1,1..n)	I
Out	current marker size scale factor	⩾0	R
Out	current polymarker colour index	(0..n)	I
Out	current text font and precision	(-n..-1,1..n;STRING,CHAR,STROKE)	(I;E)
Out	current character expansion factor	⩾0	R
Out	current character spacing		R
Out	current text colour index	(0..n)	I
Out	current fill area interior style	(HOLLOW,SOLID,PATTERN,HATCH)	E
Out	current fill area style index	(-n..-1,1..n)	I
Out	current fill area colour index	(0..n)	I
Out	current edgeflag	(OFF,ON)	E
Out	current edgetype	(-n..-1,1..n)	I
Out	current edgewidth scale factor	⩾0	R
Out	current edge colour index	(0..n)	I
Out	current list of aspect source flags 3	(BUNDLED,INDIVIDUAL)	17×E

Effect: If the inquired information is available, the error indicator is returned as 0 and values are returned in the output parameters.

If the inquired information is not available, the values returned in the output parameters are implementation dependent and the error indicator is set to the following error number to indicate the reason for non-availability:

8 GKS-3D not in proper state: GKS-3D shall be in one of the states GKOP, WSOP, WSAC or SGOP

References:

4.4.2
4.11.2

Errors:

none

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INQUIRE CURRENT INDIVIDUAL ATTRIBUTE VALUES

GKOP,WSOP,WSAC,SGOP L0a

Parameters:

Out	error indicator		I
Out	current linetype	(-n..-1,1..n)	I
Out	current linewidth scale factor	≥0	R
Out	current polyline colour index	(0..n)	I
Out	current marker type	(-n..-1,1..n)	I
Out	current marker size scale factor	≥0	R
Out	current polymarker colour index	(0..n)	I
Out	current text font and precision	(-n..-1,1..n;STRING,CHAR,STROKE)	(I;E)
Out	current character expansion factor	>0	R
Out	current character spacing		R
Out	current text colour index	(0..n)	I
Out	current fill area interior style	(HOLLOW,SOLID,PATTERN,HATCH)	E
Out	current fill area style index	(-n..-1,1..n)	I
Out	current fill area colour index	(0..n)	I
Out	current list of aspect source flags	(BUNDLED,INDIVIDUAL)	13×E

Effect: If the inquired information is available, the error indicator is returned as 0 and values are returned in the output parameters.

If the inquired information is not available, the values returned in the output parameters are implementation dependent and the error indicator is set to the following error number to indicate the reason for non-availability:

8 GKS-3D not in proper state: GKS-3D shall be in one of the states GKOP, WSOP, WSAC or SGOP

References:

4.4.2
4.11.2

Errors:

none

INQUIRE CURRENT NORMALIZATION TRANSFORMATION NUMBER

GKOP,WSOP,WSAC,SGOP L0a

Parameters:

Out	error indicator		I
Out	current normalization transformation number	(0..n)	I

Effect: If the inquired information is available, the error indicator is returned as 0 and values are returned in the output parameters.

If the inquired information is not available, the values returned in the output parameters are implementation dependent and the error indicator is set to the following error number to indicate the reason for non-availability:

8 GKS-3D not in proper state: GKS-3D shall be in one of the states GKOP, WSOP, WSAC or SGOP

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References:

4.6.1
4.11.2

Errors:

none

INQUIRE LIST OF NORMALIZATION TRANSFORMATION NUMBERS **GKOP,WSOP,WSAC,SGOP** **L0a**

Parameters:

Out	error indicator	I
Out	list of normalization transformation numbers	n×I

Effect: If the inquired information is available, the error indicator is returned as 0 and values are returned in the output parameters. The transformation numbers are returned in a list, which is ordered by viewport input priority, starting with the highest priority transformation number.

If the inquired information is not available, the values returned in the output parameters are implementation dependent and the error indicator is set to the following error number to indicate the reason for non-availability:

8 GKS-3D not in proper state: GKS-3D shall be in one of the states GKOP, WSOP, WSAC or SGOP

References:

4.6.1
4.11.2

Errors:

none

INQUIRE NORMALIZATION TRANSFORMATION 3 **GKOP,WSOP,WSAC,SGOP** **L0a**

Parameters:

In	normalization transformation number		(0..n)	I
Out	error indicator			I
Out	window limits	WC		6×R
Out	viewport limits	NDC		6×R

Effect: If the inquired information is available, the error indicator is returned as 0 and values are returned in the output parameters.

If the inquired information is not available, the values returned in the output parameters are implementation dependent and the error indicator is set to one of the following error numbers to indicate the reason for non-availability:

8 GKS-3D not in proper state: GKS-3D shall be in one of the states GKOP, WSOP, WSAC or SGOP
50 Transformation number is invalid

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References:

4.6.1
4.11.2

Errors:

none

INQUIRE NORMALIZATION TRANSFORMATION **GKOP,WSOP,WSAC,SGOP** **L0a**

Parameters:

In	normalization transformation number	(0..n)	I
Out	error indicator		I
Out	window limits	WC	4×R
Out	viewport limits	NDC	4×R

Effect: If the inquired information is available, the error indicator is returned as 0 and values are returned in the output parameters.

If the inquired information is not available, the values returned in the output parameters are implementation dependent and the error indicator is set to one of the following error numbers to indicate the reason for non-availability:

8 GKS-3D not in proper state: GKS-3D shall be in one of the states GKOP, WSOP, WSAC or SGOP
50 Transformation number is invalid

References:

4.6.1
4.11.2
4.14

Errors:

none

INQUIRE CLIPPING 3 **GKOP,WSOP,WSAC,SGOP** **L0a**

Parameters:

Out	error indicator		I
Out	clipping indicator	(CLIP,NOCLIP)	E
Out	clipping volume	NDC	6×R

Effect: If the inquired information is available, the error indicator is returned as 0 and values are returned in the output parameters.

If the inquired information is not available, the values returned in the output parameters are implementation dependent and the error indicator is set to the following error number to indicate the reason for non-availability:

8 GKS-3D not in proper state: GKS-3D shall be in one of the states GKOP, WSOP, WSAC or SGOP

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References:

4.6.2
4.11.2

Errors:

none

INQUIRE CLIPPING **GKOP,WSOP,WSAC,SGOP** **L0a**

Parameters:

Out	error indicator		I
Out	clipping indicator	(CLIP,NOCLIP)	E
Out	clipping rectangle	NDC	4×R

Effect: If the inquired information is available, the error indicator is returned as 0 and values are returned in the output parameters.

If the inquired information is not available, the values returned in the output parameters are implementation dependent and the error indicator is set to the following error number to indicate the reason for non-availability:

8 GKS-3D not in proper state: GKS-3D shall be in one of the states GKOP, WSOP, WSAC or SGOP

References:

4.6.2
4.11.2
4.14

Errors:

none

INQUIRE NAME OF OPEN SEGMENT **SGOP** **L1a**

Parameters:

Out	error indicator	I
Out	name of open segment	N

Effect: If the inquired information is available, the error indicator is returned as 0 and values are returned in the output parameters.

If the inquired information is not available, the values returned in the output parameters are implementation dependent and the error indicator is set to the following error number to indicate the reason for non-availability:

4 GKS-3D not in proper state: GKS-3D shall be in the state SGOP

References:

4.7.1
4.11.2

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Errors:

none

INQUIRE SET OF SEGMENT NAMES IN USE **WSOP,WSAC,SGOP** **L1a**

Parameters:

Out	error indicator		I
Out	number of segment names	(0..n)	I
Out	set of segment names in use		n×N

Effect: If the inquired information is available, the error indicator is returned as 0 and values are returned in the output parameters.

If the inquired information is not available, the values returned in the output parameters are implementation dependent and the error indicator is set to the following error number to indicate the reason for non-availability:

7 GKS-3D not in proper state: GKS-3D shall be in one of the states WSOP, WSAC or SGOP

References:

4.7.1
4.11.2

Errors:

none

INQUIRE MORE SIMULTANEOUS EVENTS **WSOP,WSAC,SGOP** **L0c**

Parameters:

Out	error indicator		I
Out	more simultaneous events	(NOMORE,MORE)	E

Effect: If the inquired information is available, the error indicator is returned as 0 and values are returned in the output parameters.

If the inquired information is not available, the values returned in the output parameters are implementation dependent and the error indicator is set to the following error number to indicate the reason for non-availability:

7 GKS-3D not in proper state: GKS-3D shall be in one of the states WSOP, WSAC or SGOP

References:

4.8.5
4.11.2

Errors:

none

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5.9.5 Inquiry functions for workstation state list

INQUIRE WORKSTATION CONNECTION AND TYPE **WSOP,WSAC,SGOP** **L0a**

Parameters:

In	workstation identifier	N
Out	error indicator	I
Out	connection identifier	N
Out	workstation type	N

Effect: If the inquired information is available, the error indicator is returned as 0 and values are returned in the output parameters.

If the inquired information is not available, the values returned in the output parameters are implementation dependent and the error indicator is set to one of the following error numbers to indicate the reason for non-availability:

7 GKS-3D not in proper state: GKS-3D shall be in one of the states WSOP, WSAC or SGOP
20 Specified workstation identifier is invalid
25 Specified workstation is not open

References:

4.5.2
4.11.2

Errors:

none

INQUIRE WORKSTATION STATE **WSOP,WSAC,SGOP** **L0a**

Parameters:

In	workstation identifier		N
Out	error indicator		I
Out	workstation state	(INACTIVE,ACTIVE)	E

Effect: If the inquired information is available, the error indicator is returned as 0 and values are returned in the output parameters.

If the inquired information is not available, the values returned in the output parameters are implementation dependent and the error indicator is set to one of the following error numbers to indicate the reason for non-availability:

7 GKS-3D not in proper state: GKS-3D shall be in one of the states WSOP, WSAC or SGOP
20 Specified workstation identifier is invalid
25 Specified workstation is not open
33 Specified workstation is of category MI
35 Specified workstation is of category INPUT

References:

4.5.2
4.11.2

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Errors:

none

INQUIRE WORKSTATION DEFERRAL AND UPDATE STATES

WSOP,WSAC,SGOP **L0a**

Parameters:

In	workstation identifier		N
Out	error indicator		I
Out	deferral mode	(ASAP,BNIG,BNIL,ASTI)	E
Out	implicit regeneration mode	(SUPPRESSED,ALLOWED)	E
Out	display space empty	(EMPTY,NOTEMPTY)	E
Out	new frame action necessary at update	(NO,YES)	E

Effect: If the inquired information is available, the error indicator is returned as 0 and values are returned in the output parameters.

If the inquired information is not available, the values returned in the output parameters are implementation dependent and the error indicator is set to one of the following error numbers to indicate the reason for non-availability:

7 GKS-3D not in proper state: GKS-3D shall be in one of the states WSOP, WSAC or SGOP
20 Specified workstation identifier is invalid
25 Specified workstation is not open
33 Specified workstation is of category MI
35 Specified workstation is of category INPUT
36 Specified workstation is Workstation Independent Segment Storage

References:

4.5.3
4.5.4
4.11.2

Errors:

none

INQUIRE LIST OF POLYLINE INDICES

WSOP,WSAC,SGOP **L1a**

Parameters:

In	workstation identifier		N
Out	error indicator		I
Out	number of polyline bundle table entries	(5..n)	I
Out	list of defined polyline indices	(1..n)	n×I

Effect: If the inquired information is available, the error indicator is returned as 0 and values are returned in the output parameters.

If the inquired information is not available, the values returned in the output parameters are implementation dependent and the error indicator is set to one of the following error numbers to indicate the reason for non-availability:

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7 GKS-3D not in proper state: GKS-3D shall be in one of the states WSOP, WSAC or SGOP
20 Specified workstation identifier is invalid
25 Specified workstation is not open
33 Specified workstation is of category MI
35 Specified workstation is of category INPUT
36 Specified workstation is Workstation Independent Segment Storage

References:

4.4.3
4.11.2

Errors:

none

INQUIRE POLYLINE REPRESENTATION **WSOP,WSAC,SGOP** **L1a**

Parameters:

In	workstation identifier		N
In	polyline index	(1..n)	I
In	type of returned values	(SET,REALIZED)	E
Out	error indicator		I
Out	linetype	(-n..-1,1..n)	I
Out	linewidth scale factor	⩾0	R
Out	polyline colour index	(0..n)	I

Effect: If the inquired information is available, the error indicator is returned as 0 and values are returned in the output parameters.

If the specified polyline index is not present in the polyline bundle table on the workstation and the specified type of returned values is REALIZED, the representation for polyline index 1 is returned.

If the inquired information is not available, the values returned in the output parameters are implementation dependent and the error indicator is set to one of the following error numbers to indicate the reason for non-availability:

7 GKS-3D not in proper state: GKS-3D shall be in one of the states WSOP, WSAC or SGOP
20 Specified workstation identifier is invalid
25 Specified workstation is not open
33 Specified workstation is of category MI
35 Specified workstation is of category INPUT
36 Specified workstation is Workstation Independent Segment Storage
60 Polyline index is invalid
61 A representation for the specified polyline index has not been defined on this workstation

References:

4.4.3
4.11.2

Errors:

none

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INQUIRE LIST OF POLYMARKER INDICES **WSOP,WSAC,SGOP** **L1a**

Parameters:

In	workstation identifier		N
Out	error indicator		I
Out	number of polymarker bundle table entries	(5..n)	I
Out	list of defined polymarker indices	(1..n)	n×I

Effect: If the inquired information is available, the error indicator is returned as 0 and values are returned in the output parameters.

If the inquired information is not available, the values returned in the output parameters are implementation dependent and the error indicator is set to one of the following error numbers to indicate the reason for non-availability:

7 GKS-3D not in proper state: GKS-3D shall be in one of the states WSOP, WSAC or SGOP
20 Specified workstation identifier is invalid
25 Specified workstation is not open
33 Specified workstation is of category MI
35 Specified workstation is of category INPUT
36 Specified workstation is Workstation Independent Segment Storage

References:

4.4.4
4.11.2

Errors:

none

INQUIRE POLYMARKER REPRESENTATION **WSOP,WSAC,SGOP** **L1a**

Parameters:

In	workstation identifier		N
In	polymarker index	(1..n)	I
In	type of returned values	(SET,REALIZED)	E
Out	error indicator		I
Out	marker type	(-n..-1,1..n)	I
Out	marker size scale factor	⩾0	R
Out	polymarker colour index	(0..n)	I

Effect: If the inquired information is available, the error indicator is returned as 0 and values are returned in the output parameters.

If the specified polymarker index is not present in the polymarker bundle table on the workstation and the specified type of returned values is REALIZED, the representation for polymarker index 1 is returned.

If the inquired information is not available, the values returned in the output parameters are implementation dependent and the error indicator is set to one of the following error numbers to indicate the reason for non-availability:

7 GKS-3D not in proper state: GKS-3D shall be in one of the states WSOP, WSAC or SGOP
20 Specified workstation identifier is invalid
25 Specified workstation is not open

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33 Specified workstation is of category MI
35 Specified workstation is of category INPUT
36 Specified workstation is Workstation Independent Segment Storage
66 Polymarker index is invalid
67 A representation for the specified polymarker index has not been defined on this workstation

References:

4.4.4
4.11.2

Errors:

none

INQUIRE LIST OF TEXT INDICES **WSOP,WSAC,SGOP** **L1a**

Parameters:

In	workstation identifier		N
Out	error indicator		I
Out	number of text bundle table entries	(6..n)	I
Out	list of defined text indices	(1..n)	n×I

Effect: If the inquired information is available, the error indicator is returned as 0 and values are returned in the output parameters.

If the inquired information is not available, the values returned in the output parameters are implementation dependent and the error indicator is set to one of the following error numbers to indicate the reason for non-availability:

7 GKS-3D not in proper state: GKS-3D shall be in one of the states WSOP, WSAC or SGOP
20 Specified workstation identifier is invalid
25 Specified workstation is not open
33 Specified workstation is of category MI
35 Specified workstation is of category INPUT
36 Specified workstation is Workstation Independent Segment Storage

References:

4.4.5
4.4.6
4.11.2

Errors:

none

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INQUIRE TEXT REPRESENTATION **WSOP,WSAC,SGOP** **L1a**

Parameters:

In	workstation identifier		N
In	text index	(1..n)	I
In	type of returned values	(SET,REALIZED)	E
Out	error indicator		I
Out	text font and precision	(-n..-1,1..n;STRING,CHAR,STROKE)	(I;E)
Out	character expansion factor	>0	R
Out	character spacing		R
Out	text colour index	(0..n)	I

Effect: If the inquired information is available, the error indicator is returned as 0 and values are returned in the output parameters.

If the specified text index is not present in the text bundle table on the workstation and the specified type of returned values is REALIZED, the representation for text index 1 is returned.

If the inquired information is not available, the values returned in the output parameters are implementation dependent and the error indicator is set to one of the following error numbers to indicate the reason for non-availability:

7 GKS-3D not in proper state: GKS-3D shall be in one of the states WSOP, WSAC or SGOP
20 Specified workstation identifier is invalid
25 Specified workstation is not open
33 Specified workstation is of category MI
35 Specified workstation is of category INPUT
36 Specified workstation is Workstation Independent Segment Storage
72 Text index is invalid
73 A representation for the specified text index has not been defined on this workstation

References:

4.4.5
4.4.6
4.11.2

Errors:

none

INQUIRE TEXT EXTENT 3 **WSOP,WSAC,SGOP** **L0a**

Parameters:

In	workstation identifier		N
In	text position	WC	P3
In	text direction vectors	WC	2×3×R
In	character string		S
Out	error indicator		I
Out	concatenation point	WC	P3
Out	text extent parallelogram	WC	4×P3

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Effect: If the inquired information is available, the error indicator is returned as 0 and values are returned in the output parameters.

The extent of the specified character string is computed using the text font and precision, character expansion factor and character spacing currently selected (either via the bundle or individually, depending upon the corresponding ASFs) and the current text attributes (CHARACTER HEIGHT, CHARACTER WIDTH, CHARACTER UP VECTOR, CHARACTER BASE VECTOR, TEXT PATH, TEXT ALIGNMENT). If the current text index is not present in the text bundle table, text index 1 is used.

At precisions STRING and CHAR, the text extent parallelogram is an approximation of that defined in 4.4.5, being the minimum which completely encloses the character bodies of the displayed string (see figure 24). For UP and DOWN text paths, the widest character body in the font is enclosed. The parallelogram is returned as four corner points in anticlockwise order. If, at STROKE precision, the CHARACTER WIDTH VECTOR and CHARACTER BASE VECTOR are perpendicular, the text extent parallelogram is a rectangle.

The concatenation point can be used as the origin of a subsequent TEXT output primitive for the concatenation of character strings, where meaningful. For certain combinations of TEXT PATH and TEXT ALIGNMENT, concatenation is not meaningful and the returned concatenation point is the same as the text position.

If TEXT PATH is RIGHT or LEFT, the concatenation point is displaced from the text position, in a direction determined by the horizontal component of TEXT ALIGNMENT. If this component is LEFT, the direction is to the right; if it is CENTRE, the displacement is zero; if it is RIGHT, the direction is to the left. Unless the horizontal component of TEXT ALIGNMENT is CENTRE, the magnitude of the displacement is the width of the text extent parallelogram plus one additional character spacing. (The width of the text extent parallelogram is the length of the sides parallel to the CHARACTER BASE VECTOR.)

If TEXT PATH is UP or DOWN, the concatenation point is displaced from the text position in a direction determined by the vertical component of TEXT ALIGNMENT. If this component is TOP or CAP, the direction is down; if it is HALF, the displacement is zero; if it is BASE or BOTTOM, the direction is up. Unless the vertical component of TEXT ALIGNMENT is HALF, the magnitude of the displacement is the height of the text extent parallelogram plus an additional character spacing. (The height of the text extent parallelogram is the length of the sides parallel to the CHARACTER UP VECTOR.)

Control characters in the character string have a workstation dependent effect consistent with their treatment in the TEXT function (see 5.3).

If the inquired information is not available, the values returned in the output parameters are implementation dependent and the error indicator is set to one of the following error numbers to indicate the reason for non-availability:

7 GKS-3D not in proper state: GKS-3D shall be in one of the states WSOP, WSAC or SGOP

20 Specified workstation identifier is invalid

25 Specified workstation is not open

39 Specified workstation is neither of category OUTPUT nor of category OUTIN

101 Invalid code in string

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References:

4.4.5
4.4.6
4.11.2

Errors:

none

INQUIRE TEXT EXTENT **WSOP,WSAC,SGOP** **I.0a**

Parameters:

In	workstation identifier		N
In	text position	WC	P
In	character string		S
Out	error indicator		I
Out	concatenation point	WC	P
Out	text extent parallelogram	WC	4×P

Effect: If the inquired information is available, the error indicator is returned as 0 and values are returned in the output parameters.

The extent of the specified character string is computed using the text font and precision, character expansion factor and character spacing currently selected (either via the bundle or individually, depending upon the corresponding ASFs) and the current text attributes (CHARACTER HEIGHT, CHARACTER WIDTH, CHARACTER UP VECTOR, CHARACTER BASE VECTOR, TEXT PATH, TEXT ALIGNMENT). If the current text index is not present in the text bundle table, text index 1 is used.

At precisions STRING and CHAR, the text extent parallelogram is an approximation of that defined in 4.4.5, being the minimum which completely encloses the character bodies of the displayed string (see figure 24). For UP and DOWN text paths, the widest character body in the font is enclosed. The parallelogram is returned as four corner points in anticlockwise order. If, at STROKE precision, the CHARACTER WIDTH VECTOR and CHARACTER BASE VECTOR are perpendicular, the text extent parallelogram is a rectangle.

The concatenation point can be used as the origin of a subsequent TEXT output primitive for the concatenation of character strings, where meaningful. For certain combinations of TEXT PATH and TEXT ALIGNMENT, concatenation is not meaningful and the returned concatenation point is the same as the text position.

If TEXT PATH is RIGHT or LEFT, the concatenation point is displaced from the text position, in a direction determined by the horizontal component of TEXT ALIGNMENT. If this component is LEFT, the direction is to the right; if it is CENTRE, the displacement is zero; if it is RIGHT, the direction is to the left. Unless the horizontal component of TEXT ALIGNMENT is CENTRE, the magnitude of the displacement is the width of the text extent parallelogram plus one additional character spacing. (The width of the text extent parallelogram is the length of the sides parallel to the CHARACTER BASE VECTOR.)

If TEXT PATH is UP or DOWN, the concatenation point is displaced from the text position in a direction determined by the vertical component of TEXT ALIGNMENT. If this component is TOP or CAP, the direction is down; if it is HALF, the displacement is zero; if it is BASE or BOTTOM, the direction is up. Unless the vertical component of TEXT

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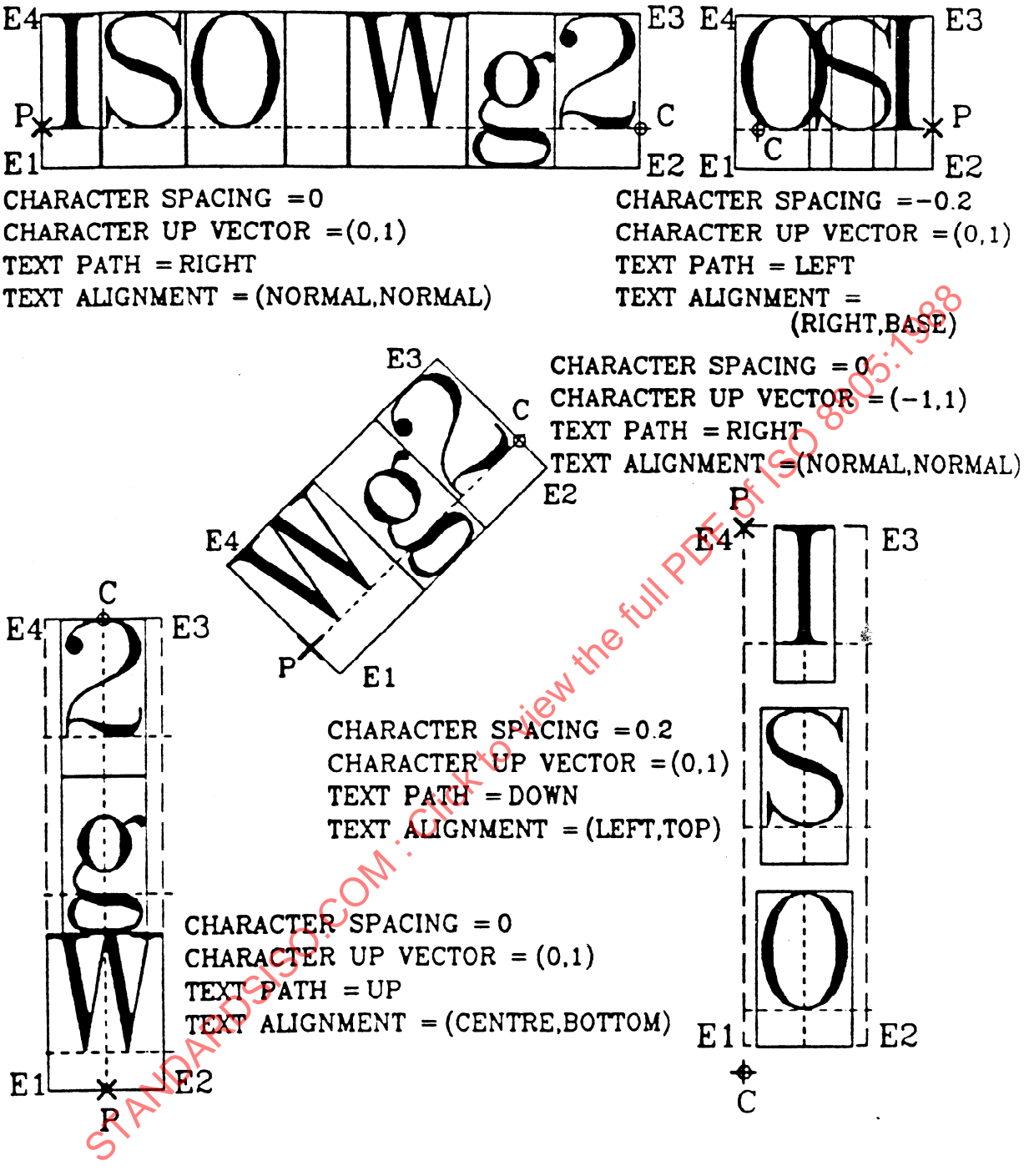
ALIGNMENT is HALF, the magnitude of the displacement is the height of the text extent parallelogram plus an additional character spacing. (The height of the text extent parallelogram is the length of the sides parallel to the CHARACTER UP VECTOR.)

Control characters in the character string have a workstation dependent effect consistent with their treatment in the TEXT function (see 5.3).

If the inquired information is not available, the values returned in the output parameters are implementation dependent and the error indicator is set to one of the following error numbers to indicate the reason for non-availability:

7 GKS-3D not in proper state: GKS-3D shall be in one of the states WSOP, WSAC or SGOP
20 Specified workstation identifier is invalid
25 Specified workstation is not open
39 Specified workstation is neither of category OUTPUT nor of category OUTIN
101 Invalid code in string

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P: × text position
C: ⌖ concatenation point
E1,E2, E3,E4: corners of text extent rectangle, which for TEXT PATH = UP or DOWN encloses the widest character in the font

Figure 24 - Examples of replies to INQUIRE TEXT EXTENT with different text attributes.

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References:

4.4.5
4.4.6
4.11.2
4.14

Errors:

none

INQUIRE LIST OF FILL AREA INDICES **WSOP,WSAC,SGOP** **L1a**

Parameters:

In	workstation identifier		N
Out	error indicator		I
Out	number of fill area bundle table entries	(5..n)	I
Out	list of defined fill area indices	(1..n)	n×I

Effect: If the inquired information is available, the error indicator is returned as 0 and values are returned in the output parameters.

If the inquired information is not available, the values returned in the output parameters are implementation dependent and the error indicator is set to one of the following error numbers to indicate the reason for non-availability:

7 GKS-3D not in proper state: GKS-3D shall be in one of the states WSOP, WSAC or SGOP
20 Specified workstation identifier is invalid
25 Specified workstation is not open
33 Specified workstation is of category MI
35 Specified workstation is of category INPUT
36 Specified workstation is Workstation Independent Segment Storage

References:

4.4.7
4.11.2

Errors:

none

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INQUIRE FILL AREA REPRESENTATION **WSOP,WSAC,SGOP** **L1a**

Parameters:

In	workstation identifier		N
In	fill area index	(1..n)	I
In	type of returned values	(SET,REALIZED)	E
Out	error indicator		I
Out	fill area interior style	(HOLLOW,SOLID,PATTERN,HATCH)	E
Out	fill area style index	(-n..-1,1..n)	I
Out	fill area colour index	(0..n)	I

Effect: If the inquired information is available, the error indicator is returned as 0 and values are returned in the output parameters.

If the specified fill area index is not present in the fill area bundle table on the workstation and the specified type of returned values is REALIZED, the representation for fill area index 1 is returned.

If the inquired information is not available, the values returned in the output parameters are implementation dependent and the error indicator is set to one of the following error numbers to indicate the reason for non-availability:

7 GKS-3D not in proper state: GKS-3D shall be in one of the states WSOP, WSAC or SGOP
20 Specified workstation identifier is invalid
25 Specified workstation is not open
33 Specified workstation is of category MI
35 Specified workstation is of category INPUT
36 Specified workstation is Workstation Independent Segment Storage
80 Fill area index is invalid
81 A representation for the specified fill area index has not been defined on this workstation

References:

4.4.7
4.11.2

Errors:

none

INQUIRE LIST OF PATTERN INDICES **WSOP,WSAC,SGOP** **L1a**

Parameters:

In	workstation identifier		N
Out	error indicator		I
Out	number of pattern table entries	(0..n)	I
Out	list of pattern indices	(1..n)	n×I

Effect: If the inquired information is available, the error indicator is returned as 0 and values are returned in the output parameters.

If the inquired information is not available, the values returned in the output parameters are implementation dependent and the error indicator is set to one of the following error numbers to indicate the reason for non-availability:

7 GKS-3D not in proper state: GKS-3D shall be in one of the states WSOP, WSAC or SGOP

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20 Specified workstation identifier is invalid
25 Specified workstation is not open
33 Specified workstation is of category MI
35 Specified workstation is of category INPUT
36 Specified workstation is Workstation Independent Segment Storage

References:

4.4.7
4.11.2

Errors:

none

INQUIRE PATTERN REPRESENTATION **WSOP,WSAC,SGOP** **L1a**

Parameters:

In	workstation identifier		N
In	pattern index	(1..n)	I
In	type of returned values	(SET,REALIZED)	E
Out	error indicator		I
Out	pattern array dimensions	(1..n)	2×I
Out	pattern array	(0..n)	n×n×I

Effect: If the inquired information is available, the error indicator is returned as 0 and values are returned in the output parameters.

If the specified pattern index is not present in the pattern table on the workstation and the specified type of returned values is REALIZED, the representation for pattern index 1 is returned (pattern index 1 is present if interior style PATTERN is supported on the workstation).

If the inquired information is not available, the values returned in the output parameters are implementation dependent and the error indicator is set to one of the following error numbers to indicate the reason for non-availability:

7 GKS-3D not in proper state: GKS-3D shall be in one of the states WSOP, WSAC or SGOP
20 Specified workstation identifier is invalid
25 Specified workstation is not open
33 Specified workstation is of category MI
35 Specified workstation is of category INPUT
36 Specified workstation is Workstation Independent Segment Storage
85 Specified pattern index is invalid
88 A representation for the specified pattern index has not been defined on this workstation
90 Interior style PATTERN is not supported on this workstation

References:

4.4.7
4.11.2

Errors:

none

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INQUIRE LIST OF EDGE INDICES **WSOP,WSAC,SGOP** **L1a**

Parameters:

In	workstation identifier		N
Out	error indicator		I
Out	number of edge bundle table entries	(5..n)	I
Out	list of edge indices	(1..n)	n×I

Effect: If the inquired information is available, the error indicator is returned as 0 and values are returned in the output parameters.

If the inquired information is not available, the values returned in the output parameters are implementation dependent and the error indicator is set to one of the following error numbers to indicate the reason for non-availability:

7 GKS-3D not in proper state: GKS-3D shall be in one of the states WSOP, WSAC or SGOP
20 Specified workstation identifier is invalid
25 Specified workstation is not open
33 Specified workstation is of category MI
35 Specified workstation is of category INPUT
36 Specified workstation is Workstation Independent Segment Storage

References:

4.4.8
4.11.2

Errors:

none

INQUIRE EDGE REPRESENTATION **WSOP,WSAC,SGOP** **L1a**

Parameters:

In	workstation identifier		N
In	edge index	(1..n)	I
In	type of returned values	(SET,REALIZED)	E
Out	error indicator		I
Out	edge flag	(OFF,ON)	E
Out	edgetype	(-n..-1,1..n)	I
Out	edgewidth scale factor	⩾0	R
Out	edge colour index	(0..n)	I

Effect: If the inquired information is available, the error indicator is returned as 0 and values are returned in the output parameters.

If the specified edge index is not present in the pattern table on the workstation and the specified type of returned values is REALIZED, the representation for edge index 1 is returned.

If the inquired information is not available, the values returned in the output parameters are implementation dependent and the error indicator is set to one of the following error numbers to indicate the reason for non-availability:

7 GKS-3D not in proper state: GKS-3D shall be in one of the states WSOP, WSAC or SGOP
20 Specified workstation identifier is invalid

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25 Specified workstation is not open
33 Specified workstation is of category MI
35 Specified workstation is of category INPUT
36 Specified workstation is Workstation Independent Segment Storage
420 Edge index is invalid
421 A representation for the specified edge index has not been defined on thisworkstation

References:

4.4.8
4.11.2

Errors:

none

INQUIRE COLOUR MODEL **WSOP,WSAC,SGOP** **L0a**

Parameters:

In	workstation identifier	N
Out	error indicator	I
Out	colour model	I

Effect: If the inquired information is available, the error indicator is returned as 0 and values are returned in the output parameters.

If the inquired information is not available, the values returned in the output parameters are implementation dependent and the error indicator is set to one of the following error numbers to indicate the reason for non-availability:

7 GKS-3D not in proper state: GKS-3D shall be in one of the states WSOP, WSAC or SGOP
20 Specified workstation identifier is invalid
25 Specified workstation is not open
33 Specified workstation is of category MI
35 Specified workstation is of category INPUT
36 Specified workstation is Workstation Independent Segment Storage

References:

4.4.11
4.11.2

Errors:

none

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INQUIRE LIST OF COLOUR INDICES **WSOP,WSAC,SGOP** **L0a**

Parameters:

In	workstation identifier		N
Out	error indicator		I
Out	number of colour table entries	(2..n)	I
Out	list of colour indices	(0..n)	n×I

Effect: If the inquired information is available, the error indicator is returned as 0 and values are returned in the output parameters.

If the inquired information is not available, the values returned in the output parameters are implementation dependent and the error indicator is set to one of the following error numbers to indicate the reason for non-availability:

7 GKS-3D not in proper state: GKS-3D shall be in one of the states WSOP, WSAC or SGOP
20 Specified workstation identifier is invalid
25 Specified workstation is not open
33 Specified workstation is of category MI
35 Specified workstation is of category INPUT
36 Specified workstation is Workstation Independent Segment Storage

References:

4.4.11
4.11.2

Errors:

none

INQUIRE COLOUR REPRESENTATION **WSOP,WSAC,SGOP** **L0a**

Parameters:

In	workstation identifier		N
In	colour index	(0..n)	I
In	type of returned values	(SET,REALIZED)	E
Out	error indicator		I
Out	colour specification		CLR

Effect: If the inquired information is available, the error indicator is returned as 0 and values are returned in the output parameters.

If the specified colour index is not present in the colour table on the workstation and the specified type of returned values is REALIZED, the representation of the workstation dependent colour index, that would be used if output primitives were displayed with the specified colour index, is returned.

The colour specification parameters are the coordinates of the colour in the colour model at the workstation (as defined by the 'colour model' in the workstation state list).

If the inquired information is not available, the values returned in the output parameters are implementation dependent and the error indicator is set to one of the following error numbers to indicate the reason for non-availability:

7 GKS-3D not in proper state: GKS-3D shall be in one of the states WSOP, WSAC or SGOP
20 Specified workstation identifier is invalid

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25 Specified workstation is not open
33 Specified workstation is of category MI
35 Specified workstation is of category INPUT
36 Specified workstation is Workstation Independent Segment Storage
93 Colour index is invalid
94 A representation for the specified colour index has not been defined on this workstation

References:

4.4.11
4.11.2

Errors:

none

INQUIRE LIST OF VIEW INDICES **WSOP,WSAC,SGOP** **L0a**

Parameters:

In	workstation identifier		N
Out	error indicator		I
Out	number of view table entries	(2..n)	I
Out	list of view indices	(0..n)	n×I

Effect: If the inquired information is available, the error indicator is returned as 0 and values are returned in the output parameters.

If the inquired information is not available, the values returned in the output parameters are implementation dependent and the error indicator is set to one of the following error numbers to indicate the reason for non-availability:

7 GKS-3D not in proper state: GKS-3D shall be in one of the states WSOP, WSAC or SGOP
20 Specified workstation identifier is invalid
25 Specified workstation is not open
33 Specified workstation is of category MI
36 Specified workstation is Workstation Independent Segment Storage

References:

4.6.6
4.11.2

Errors:

none

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INQUIRE VIEW REPRESENTATION 3 **WSOP,WSAC,SGOP** **L0a**

Parameters:

In	workstation identifier		N
In	view index	(0..n)	I
Out	error indicator		I
Out	viewing transformation update state	(NOTPENDING,PENDING)	E
Out	requested view orientation matrix		4×4×R
Out	current view orientation matrix		4×4×R
Out	requested view mapping matrix		4×4×R
Out	current view mapping matrix		4×4×R
Out	requested view clipping limits	NPC	6×R
Out	current view clipping limits	NPC	6×R
Out	requested x-y clipping indicator	(CLIP,NOCLIP)	E
Out	current x-y clipping indicator	(CLIP,NOCLIP)	E
Out	requested back clipping indicator	(CLIP,NOCLIP)	E
Out	current back clipping indicator	(CLIP,NOCLIP)	E
Out	requested front clipping indicator	(CLIP,NOCLIP)	E
Out	current front clipping indicator	(CLIP,NOCLIP)	E

Effect: If the inquired information is available, the error indicator is returned as 0 and values are returned in the output parameters.

The view transformation update state is PENDING if a view transformation change has been requested but not yet provided.

If the inquired information is not available, the values returned in the output parameters are implementation dependent and the error indicator is set to one of the following error numbers to indicate the reason for non-availability:

7 GKS-3D not in proper state: GKS-3D shall be in one of the states WSOP, WSAC or SGOP
20 Specified workstation identifier is invalid
25 Specified workstation is not open
33 Specified workstation is of category MI
36 Specified workstation is Workstation Independent Segment Storage
408 Specified view index is invalid
409 A representation for the specified view index has not been defined on this workstation.

References:

4.6.6
4.11.2

Errors:

none

INQUIRE HLHSR MODE **WSOP,WSAC,SGOP** **L1a**

Parameters:

In	workstation identifier		N
Out	error indicator		I
Out	HLHSR update state	(NOTPENDING,PENDING)	E
Out	requested HLHSR mode	(0..n)	I
Out	current HLHSR mode	(0..n)	I

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Effect: If the inquired information is available, the error indicator is returned as 0 and values are returned in the output parameters.

The HLHSR update state is PENDING if a HLHSR mode change has been requested but not yet provided.

If the inquired information is not available, the values returned in the output parameters are implementation dependent and the error indicator is set to one of the following error numbers to indicate the reason for non-availability:

7 GKS-3D not in proper state: GKS-3D shall be in one of the states WSOP, WSAC or SGOP
20 Specified workstation identifier is invalid
25 Specified workstation is not open
33 Specified workstation is of category MI
35 Specified workstation is of category INPUT
36 Specified workstation is Workstation Independent Segment Storage

References:

4.5.7
4.11.2

Errors:

none

INQUIRE WORKSTATION TRANSFORMATION 3 **WSOP,WSAC,SGOP** **L0a**

Parameters:

In	workstation identifier		N
Out	error indicator		I
Out	workstation transformation update state	(NOTPENDING,PENDING)	E
Out	requested workstation window	NDC	6×R
Out	current workstation window	NDC	6×R
Out	requested workstation viewport	DC	6×R
Out	current workstation viewport	DC	6×R

Effect: If the inquired information is available, the error indicator is returned as 0 and values are returned in the output parameters.

The workstation transformation update state is PENDING if a workstation transformation change has been requested but not yet provided.

If the inquired information is not available, the values returned in the output parameters are implementation dependent and the error indicator is set to one of the following error numbers to indicate the reason for non-availability:

7 GKS-3D not in proper state: GKS-3D shall be in one of the states WSOP, WSAC or SGOP
20 Specified workstation identifier is invalid
25 Specified workstation is not open
33 Specified workstation is of category MI
36 Specified workstation is Workstation Independent Segment Storage

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References:

4.6.3
4.11.2

Errors:

none

INQUIRE WORKSTATION TRANSFORMATION **WSOP,WSAC,SGOP** **L0a**

Parameters:

In	workstation identifier		N
Out	error indicator		I
Out	workstation transformation update state	(NOTPENDING,PENDING)	E
Out	requested workstation window	NDC	4×R
Out	current workstation window	NDC	4×R
Out	requested workstation viewport	DC	4×R
Out	current workstation viewport	DC	4×R

Effect: If the inquired information is available, the error indicator is returned as 0 and values are returned in the output parameters.

The workstation transformation update state is PENDING if a workstation transformation change has been requested but not yet provided.

If the inquired information is not available, the values returned in the output parameters are implementation dependent and the error indicator is set to one of the following error numbers to indicate the reason for non-availability:

7 GKS-3D not in proper state: GKS-3D shall be in one of the states WSOP, WSAC or SGOP
20 Specified workstation identifier is invalid
25 Specified workstation is not open
33 Specified workstation is of category MI
36 Specified workstation is Workstation Independent Segment Storage

References:

4.6.3
4.11.2
4.14

Errors:

none

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INQUIRE SET OF SEGMENT NAMES ON WORKSTATION **WSOP,WSAC,SGOP** **L1a**

Parameters:

In	workstation identifier		N
Out	error indicator		I
Out	number of segment names	(0..n)	I
Out	set of stored segments for this workstation		n×N

Effect: If the inquired information is available, the error indicator is returned as 0 and values are returned in the output parameters.

If the inquired information is not available, the values returned in the output parameters are implementation dependent and the error indicator is set to one of the following error numbers to indicate the reason for non-availability:

7 GKS-3D not in proper state: GKS-3D shall be in one of the states WSOP, WSAC or SGOP
20 Specified workstation identifier is invalid
25 Specified workstation is not open
33 Specified workstation is of category MI
35 Specified workstation is of category INPUT

References:

4.5.2
4.7.1
4.11.2

Errors:

none

INQUIRE LOCATOR DEVICE STATE 3 **WSOP,WSAC,SGOP** **L0b**

Parameters:

In	workstation identifier		N
In	locator device number	(1..n)	I
In	type of returned values	(SET,REALIZED)	E
Out	error indicator		I
Out	operating mode	(REQUEST,SAMPLE,EVENT)	E
Out	echo switch	(ECHO,NOECHO)	E
Out	initial normalization transformation number	(0..n)	I
Out	initial view index	(0..n)	I
Out	initial locator position	WC	P3
Out	prompt and echo type	(-n..-1,1..n)	I
Out	echo volume	DC	6×R
Out	locator data record		D

Effect: If the inquired information is available, the error indicator is returned as 0 and values are returned in the output parameters.

If the inquired information is not available, the values returned in the output parameters are implementation dependent and the error indicator is set to one of the following error numbers to indicate the reason for non-availability:

7 GKS-3D not in proper state: GKS-3D shall be in one of the states WSOP, WSAC or SGOP

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20 Specified workstation identifier is invalid
25 Specified workstation is not open
38 Specified workstation is neither of category INPUT nor of category OUTIN
140 Specified input device is not present on workstation

References:

4.8
4.11.2

Errors:

none

INQUIRE LOCATOR DEVICE STATE **WSOP,WSAC,SGOP** **L0b**

Parameters:

In	workstation identifier		N
In	locator device number	(1..n)	I
In	type of returned values	(SET,REALIZED)	E
Out	error indicator		I
Out	operating mode	(REQUEST,SAMPLE,EVENT)	E
Out	echo switch	(ECHO,NOECHO)	E
Out	initial normalization transformation number	(0..n)	I
Out	initial locator position	WC	P
Out	prompt and echo type	(-n..-1,1..n)	I
Out	echo area	DC	4×R
Out	locator data record		D

Effect: If the inquired information is available, the error indicator is returned as 0 and values are returned in the output parameters.

If the inquired information is not available, the values returned in the output parameters are implementation dependent and the error indicator is set to one of the following error numbers to indicate the reason for non-availability:

7 GKS-3D not in proper state: GKS-3D shall be in one of the states WSOP, WSAC or SGOP
20 Specified workstation identifier is invalid
25 Specified workstation is not open
38 Specified workstation is neither of category INPUT nor of category OUTIN
140 Specified input device is not present on workstation

References:

4.8
4.11.2
4.14

Errors:

none

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Inquiry functions **GKS-3D functions**

INQUIRE STROKE DEVICE STATE 3 **WSOP,WSAC,SGOP** **L0b**

Parameters:

In	workstation identifier		N
In	stroke device number	(1..n)	I
In	type of returned values	(SET,REALIZED)	E
Out	error indicator		I
Out	operating mode	(REQUEST,SAMPLE,EVENT)	E
Out	echo switch	(ECHO,NOECHO)	E
Out	initial normalization transformation number	(0..n)	I
Out	initial view index	(0..n)	I
Out	initial number of points	(0..n)	I
Out	initial points in stroke	WC	n×P3
Out	prompt and echo type	(-n..-1,1..n)	I
Out	echo volume	DC	6×R
Out	stroke data record		D

Effect: If the inquired information is available, the error indicator is returned as 0 and values are returned in the output parameters.

If the inquired information is not available, the values returned in the output parameters are implementation dependent and the error indicator is set to one of the following error numbers to indicate the reason for non-availability:

7 GKS-3D not in proper state: GKS-3D shall be in one of the states WSOP, WSAC or SGOP
20 Specified workstation identifier is invalid
25 Specified workstation is not open
38 Specified workstation is neither of category INPUT nor of category OUTIN
140 Specified input device is not present on workstation

References:

4.8
4.11.2

Errors:

none

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INQUIRE STROKE DEVICE STATE **WSOP,WSAC,SGOP** **L0b**

Parameters:

In	workstation identifier		N
In	stroke device number	(1..n)	I
In	type of returned values	(SET,REALIZED)	E
Out	error indicator		I
Out	operating mode	(REQUEST,SAMPLE,EVENT)	E
Out	echo switch	(ECHO,NOECHO)	E
Out	initial normalization transformation number	(0..n)	I
Out	initial number of points	(0..n)	I
Out	initial points in stroke	WC	n×P
Out	prompt and echo type	(-n..-1,1..n)	I
Out	echo area	DC	4×R
Out	stroke data record		D

Effect: If the inquired information is available, the error indicator is returned as 0 and values are returned in the output parameters.

If the inquired information is not available, the values returned in the output parameters are implementation dependent and the error indicator is set to one of the following error numbers to indicate the reason for non-availability:

7 GKS-3D not in proper state: GKS-3D shall be in one of the states WSOP, WSAC or SGOP
20 Specified workstation identifier is invalid
25 Specified workstation is not open
38 Specified workstation is neither of category INPUT nor of category OUTIN
140 Specified input device is not present on workstation

References:

4.8
4.11.2
4.14

Errors:

none

STANDARDSISO.COM : Click to view the full PDF of ISO 8805:1988

INQUIRE VALUATOR DEVICE STATE 3 **WSOP,WSAC,SGOP** **L0b**

Parameters:

In	workstation identifier		N
In	valuator device number	(1..n)	I
Out	error indicator		I
Out	operating mode	(REQUEST,SAMPLE,EVENT)	E
Out	echo switch	(ECHO,NOECHO)	E
Out	initial value		R
Out	prompt and echo type	(-n..-1,1..n)	I
Out	echo volume	DC	6×R
Out	valuator data record		D

Effect: If the inquired information is available, the error indicator is returned as 0 and values are returned in the output parameters.

If the inquired information is not available, the values returned in the output parameters are implementation dependent and the error indicator is set to one of the following error numbers to indicate the reason for non-availability:

7 GKS-3D not in proper state: GKS-3D shall be in one of the states WSOP, WSAC or SGOP
20 Specified workstation identifier is invalid
25 Specified workstation is not open
38 Specified workstation is neither of category INPUT nor of category OUTIN
140 Specified input device is not present on workstation

References:

4.8
4.11.2

Errors:

none

INQUIRE VALUATOR DEVICE STATE **WSOP,WSAC,SGOP** **L0b**

Parameters:

In	workstation identifier		N
In	valuator device number	(1..n)	I
Out	error indicator		I
Out	operating mode	(REQUEST,SAMPLE,EVENT)	E
Out	echo switch	(ECHO,NOECHO)	E
Out	initial value		R
Out	prompt and echo type	(-n..-1,1..n)	I
Out	echo area	DC	4×R
Out	valuator data record		D

Effect: If the inquired information is available, the error indicator is returned as 0 and values are returned in the output parameters.

If the inquired information is not available, the values returned in the output parameters are implementation dependent and the error indicator is set to one of the following error numbers to indicate the reason for non-availability:

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7 GKS-3D not in proper state: GKS-3D shall be in one of the states WSOP, WSAC or SGOP
20 Specified workstation identifier is invalid
25 Specified workstation is not open
38 Specified workstation is neither of category INPUT nor of category OUTIN
140 Specified input device is not present on workstation

References:

4.8
4.11.2
4.14

Errors:

none

INQUIRE CHOICE DEVICE STATE 3 **WSOP,WSAC,SGOP** **L0b**

Parameters:

In	workstation identifier		N
In	choice device number	(1..n)	I
Out	error indicator		I
Out	operating mode	(REQUEST,SAMPLE,EVENT)	E
Out	echo switch	(ECHO,NOECHO)	E
Out	initial status	(OK,NOCHOICE)	E
Out	initial choice number	(1..n)	I
Out	prompt and echo type	(-n..-1,1..n)	I
Out	echo volume	DC	6×R
Out	choice data record		D

Effect: If the inquired information is available, the error indicator is returned as 0 and values are returned in the output parameters.

If the inquired information is not available, the values returned in the output parameters are implementation dependent and the error indicator is set to one of the following error numbers to indicate the reason for non-availability:

7 GKS-3D not in proper state: GKS-3D shall be in one of the states WSOP, WSAC or SGOP
20 Specified workstation identifier is invalid
25 Specified workstation is not open
38 Specified workstation is neither of category INPUT nor of category OUTIN
140 Specified input device is not present on workstation

References:

4.8
4.11.2

Errors:

none

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INQUIRE CHOICE DEVICE STATE **WSOP,WSAC,SGOP** **L0b**

Parameters:

In	workstation identifier		N
In	choice device number	(1..n)	I
Out	error indicator		I
Out	operating mode	(REQUEST,SAMPLE,EVENT)	E
Out	echo switch	(ECHO,NOECHO)	E
Out	initial status	(OK,NOCHOICE)	E
Out	initial choice number	(1..n)	I
Out	prompt and echo type	(-n..-1,1..n)	I
Out	echo area	DC	4×R
Out	choice data record		D

Effect: If the inquired information is available, the error indicator is returned as 0 and values are returned in the output parameters.

If the inquired information is not available, the values returned in the output parameters are implementation dependent and the error indicator is set to one of the following error numbers to indicate the reason for non-availability:

7 GKS-3D not in proper state: GKS-3D shall be in one of the states WSOP, WSAC or SGOP
20 Specified workstation identifier is invalid
25 Specified workstation is not open
38 Specified workstation is neither of category INPUT nor of category OUTIN
140 Specified input device is not present on workstation

References:

4.8
4.11.2
4.14

Errors:

none

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INQUIRE PICK DEVICE STATE 3 **WSOP,WSAC,SGOP** **L1b**

Parameters:

In	workstation identifier		N
In	pick device number	(1..n)	I
In	type of returned values	(SET,REALIZED)	E
Out	error indicator		I
Out	operating mode	(REQUEST,SAMPLE,EVENT)	E
Out	echo switch	(ECHO,NOECHO)	E
Out	initial status	(OK,NOPICK)	E
Out	initial segment		N
Out	initial pick identifier		N
Out	prompt and echo type	(-n..-1,1..n)	I
Out	echo volume	DC	6×R
Out	pick data record		D

Effect: If the inquired information is available, the error indicator is returned as 0 and values are returned in the output parameters.

If the inquired information is not available, the values returned in the output parameters are implementation dependent and the error indicator is set to one of the following error numbers to indicate the reason for non-availability:

7 GKS-3D not in proper state: GKS-3D shall be in one of the states WSOP, WSAC or SGOP
20 Specified workstation identifier is invalid
25 Specified workstation is not open
37 Specified workstation is not of category OUTIN
140 Specified input device is not present on workstation

References:

4.8
4.11.2

Errors:

none

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INQUIRE PICK DEVICE STATE **WSOP,WSAC,SGOP** **L1b**

Parameters:

In	workstation identifier		N
In	pick device number	(1..n)	I
In	type of returned values	(SET,REALIZED)	E
Out	error indicator		I
Out	operating mode	(REQUEST,SAMPLE,EVENT)	E
Out	echo switch	(ECHO,NOECHO)	E
Out	initial status	(OK,NOPICK)	E
Out	initial segment		N
Out	initial pick identifier		N
Out	prompt and echo type	(-n..-1,1..n)	I
Out	echo area	DC	4×R
Out	pick data record		D

Effect: If the inquired information is available, the error indicator is returned as 0 and values are returned in the output parameters.

If the inquired information is not available, the values returned in the output parameters are implementation dependent and the error indicator is set to one of the following error numbers to indicate the reason for non-availability:

7 GKS-3D not in proper state: GKS-3D shall be in one of the states WSOP, WSAC or SGOP
20 Specified workstation identifier is invalid
25 Specified workstation is not open
37 Specified workstation is not of category OUTIN
140 Specified input device is not present on workstation

References:

4.8
4.11.2
4.14

Errors:

none

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INQUIRE STRING DEVICE STATE 3 **WSOP,WSAC,SGOP** **L0b**

Parameters:

In	workstation identifier		N
In	string device number	(1..n)	I
Out	error indicator		I
Out	operating mode	(REQUEST,SAMPLE,EVENT)	E
Out	echo switch	(ECHO,NOECHO)	E
Out	initial string		S
Out	prompt and echo type	(-n..-1,1..n)	I
Out	echo volume	DC	6×R
Out	string data record		D

Effect: If the inquired information is available, the error indicator is returned as 0 and values are returned in the output parameters.

If the inquired information is not available, the values returned in the output parameters are implementation dependent and the error indicator is set to one of the following error numbers to indicate the reason for non-availability:

7 GKS-3D not in proper state: GKS-3D shall be in one of the states WSOP, WSAC or SGOP
20 Specified workstation identifier is invalid
25 Specified workstation is not open
38 Specified workstation is neither of category INPUT nor of category OUTIN
140 Specified input device is not present on workstation

References:

4.8
4.11.2

Errors:

none

INQUIRE STRING DEVICE STATE **WSOP,WSAC,SGOP** **L0b**

Parameters:

In	workstation identifier		N
In	string device number	(1..n)	I
Out	error indicator		I
Out	operating mode	(REQUEST,SAMPLE,EVENT)	E
Out	echo switch	(ECHO,NOECHO)	E
Out	initial string		S
Out	prompt and echo type	(-n..-1,1..n)	I
Out	echo area	DC	4×R
Out	string data record		D

Effect: If the inquired information is available, the error indicator is returned as 0 and values are returned in the output parameters.

If the inquired information is not available, the values returned in the output parameters are implementation dependent and the error indicator is set to one of the following error numbers to indicate the reason for non-availability:

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7 GKS-3D not in proper state: GKS-3D shall be in one of the states WSOP, WSAC or SGOP
20 Specified workstation identifier is invalid
25 Specified workstation is not open
38 Specified workstation is neither of category INPUT nor of category OUTIN
140 Specified input device is not present on workstation

References:

4.8
4.11.2
4.14

Errors:

none

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5.9.6 Inquiry functions for workstation description table

INQUIRE WORKSTATION CATEGORY **GKOP,WSOP,WSAC,SGOP** **L0a**

Parameters:

In	workstation type		N
Out	error indicator		I
Out	workstation category	(OUTPUT,INPUT,OUTIN,WISS,MO,MI)	E

Effect: If the inquired information is available, the error indicator is returned as 0 and values are returned in the output parameters.

If the inquired information is not available, the values returned in the output parameters are implementation dependent and the error indicator is set to one of the following error numbers to indicate the reason for non-availability:

8 GKS-3D not in proper state: GKS-3D shall be in one of the states GKOP, WSOP, WSAC or SGOP
22 Specified workstation type is invalid
23 Specified workstation type does not exist

References:

4.5.1
4.11.2

Errors:

none

INQUIRE WORKSTATION CLASSIFICATION **GKOP,WSOP,WSAC,SGOP** **L0a**

Parameters:

In	workstation type		N
Out	error indicator		I
Out	vector, raster, or other type	(VECTOR,RASTER,OTHER)	E

Effect: If the inquired information is available, the error indicator is returned as 0 and values are returned in the output parameters.

If the inquired information is not available, the values returned in the output parameters are implementation dependent and the error indicator is set to one of the following error numbers to indicate the reason for non-availability:

8 GKS-3D not in proper state: GKS-3D shall be in one of the states GKOP, WSOP, WSAC or SGOP
22 Specified workstation type is invalid
23 Specified workstation type does not exist
39 Specified workstation is neither of category OUTPUT nor of category OUTIN

References:

4.5.1
4.11.2

Errors:

none

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INQUIRE DISPLAY SPACE SIZE 3 **GKOP,WSOP,WSAC,SGOP** **L0a**

Parameters:

In	workstation type			N
Out	error indicator			I
Out	device coordinate units	(METRES,OTHER)		E
Out	display space size in device coordinate units	DC	≥0	3×R
Out	display space size in raster units		(0..n)	3×I

Effect: If the inquired information is available, the error indicator is returned as 0 and values are returned in the output parameters.

If the inquired information is not available, the values returned in the output parameters are implementation dependent and the error indicator is set to one of the following error numbers to indicate the reason for non-availability:

8 GKS-3D not in proper state: GKS-3D shall be in one of the states GKOP, WSOP, WSAC or SGOP
22 Specified workstation type is invalid
23 Specified workstation type does not exist
31 Specified workstation is of category MO
33 Specified workstation is of category MI
36 Specified workstation is Workstation Independent Segment Storage

NOTE - Only the z-component can have the value 0.

References:

4.5.1
4.11.2

Errors:

none

INQUIRE DISPLAY SPACE SIZE **GKOP,WSOP,WSAC,SGOP** **L0a**

Parameters:

In	workstation type			N
Out	error indicator			I
Out	device coordinate units	(METRES,OTHER)		E
Out	display space size in device coordinate units	DC	>0	2×R
Out	display space size in raster units		(1..n)	2×I

Effect: If the inquired information is available, the error indicator is returned as 0 and values are returned in the output parameters.

If the inquired information is not available, the values returned in the output parameters are implementation dependent and the error indicator is set to one of the following error numbers to indicate the reason for non-availability:

8 GKS-3D not in proper state: GKS-3D shall be in one of the states GKOP, WSOP, WSAC or SGOP
22 Specified workstation type is invalid
23 Specified workstation type does not exist
31 Specified workstation is of category MO
33 Specified workstation is of category MI
36 Specified workstation is Workstation Independent Segment Storage

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References:

4.5.1
4.11.2
4.14

Errors:

none

INQUIRE DYNAMIC MODIFICATION OF WORKSTATION ATTRIBUTES 3 **GKOP,WSOP,WSAC,SGOP** **L1a**

Parameters:

In	workstation type		N
Out	error indicator		I
Out	polyline bundle representation changeable	(IRG,IMM)	E
Out	polymarker bundle representation changeable	(IRG,IMM)	E
Out	text bundle representation changeable	(IRG,IMM)	E
Out	fill area bundle representation changeable	(IRG,IMM)	E
Out	pattern representation changeable	(IRG,IMM)	E
Out	edge bundle representation changeable	(IRG,IMM)	E
Out	colour representation changeable	(IRG,IMM)	E
Out	workstation transformation changeable	(IRG,IMM)	E
Out	view transformation changeable	(IRG,IMM)	E
Out	HLHSR mode changeable	(IRG,IMM)	E

Effect: If the inquired information is available, the error indicator is returned as 0 and values are returned in the output parameters.

IRG means that implicit regeneration is necessary; IMM means the action is performed immediately.

If the inquired information is not available, the values returned in the output parameters are implementation dependent and the error indicator is set to one of the following error numbers to indicate the reason for non-availability:

8 GKS-3D not in proper state: GKS-3D shall be in one of the states GKOP, WSOP, WSAC or SGOP
22 Specified workstation type is invalid
23 Specified workstation type does not exist
39 Specified workstation is neither of category OUTPUT nor of category OUTIN

References:

4.5.1
4.5.3
4.11.2

Errors:

none

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INQUIRE DYNAMIC MODIFICATION OF WORKSTATION ATTRIBUTES **GKOP,WSOP,WSAC,SGOP** **L1a**

Parameters:

In	workstation type		N
Out	error indicator		I
Out	polyline bundle representation changeable	(IRG,IMM)	E
Out	polymarker bundle representation changeable	(IRG,IMM)	E
Out	text bundle representation changeable	(IRG,IMM)	E
Out	fill area bundle representation changeable	(IRG,IMM)	E
Out	pattern representation changeable	(IRG,IMM)	E
Out	colour representation changeable	(IRG,IMM)	E
Out	workstation transformation changeable	(IRG,IMM)	E

Effect: If the inquired information is available, the error indicator is returned as 0 and values are returned in the output parameters.

IRG means that implicit regeneration is necessary; IMM means the action is performed immediately.

If the inquired information is not available, the values returned in the output parameters are implementation dependent and the error indicator is set to one of the following error numbers to indicate the reason for non-availability:

8 GKS-3D not in proper state: GKS-3D shall be in one of the states GKOP, WSOP, WSAC or SGOP
22 Specified workstation type is invalid
23 Specified workstation type does not exist
39 Specified workstation is neither of category OUTPUT nor of category OUTIN

References:

4.5.1
4.5.3
4.11.2

Errors:

none

INQUIRE DEFAULT DEFERRAL STATE VALUES **GKOP,WSOP,WSAC,SGOP** **L1a**

Parameters:

In	workstation type		N
Out	error indicator		I
Out	default value for deferral mode	(ASAP,BNIG,BNIL,ASTI)	E
Out	default value for implicit regeneration mode	(SUPPRESSED,ALLOWED)	E

Effect: If the inquired information is available, the error indicator is returned as 0 and values are returned in the output parameters.

If the inquired information is not available, the values returned in the output parameters are implementation dependent and the error indicator is set to one of the following error numbers to indicate the reason for non-availability:

8 GKS-3D not in proper state: GKS-3D shall be in one of the states GKOP, WSOP, WSAC or SGOP
22 Specified workstation type is invalid

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23 Specified workstation type does not exist
39 Specified workstation is neither of category OUTPUT nor of category OUTIN

References:

4.5.1
4.5.3
4.11.2

Errors:

none

INQUIRE POLYLINE FACILITIES **GKOP,WSOP,WSAC,SGOP** **L0a**

Parameters:

In	workstation type			N
Out	error indicator			I
Out	number of available linetypes		(4..n)	I
Out	list of available linetypes		(-n..-1,1..n)	n×I
Out	number of available linewidths		(0..n)	I
Out	nominal linewidth	DC	>0	R
Out	range of linewidths (minimum,maximum)	DC	>0	2×R
Out	number of predefined polyline indices		(5..n)	I

Effect: If the inquired information is available, the error indicator is returned as 0 and values are returned in the output parameters.

If the number of available linewidths is returned as 0, the workstation supports a continuous range of linewidths.

If the inquired information is not available, the values returned in the output parameters are implementation dependent and the error indicator is set to one of the following error numbers to indicate the reason for non-availability:

8 GKS-3D not in proper state: GKS-3D shall be in one of the states GKOP, WSOP, WSAC or SGOP
22 Specified workstation type is invalid
23 Specified workstation type does not exist
39 Specified workstation is neither of category OUTPUT nor of category OUTIN

References:

4.5.1
4.11.2

Errors:

none

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INQUIRE PREDEFINED POLYLINE REPRESENTATION

GKOP,WSOP,WSAC,SGOP L0a

Parameters:

In	workstation type			N
In	predefined polyline index		(1..n)	I
Out	error indicator			I
Out	linetype		(-n..-1,1..n)	I
Out	linewidth scale factor			R
Out	polyline colour index		(0..n)	I

Effect: If the inquired information is available, the error indicator is returned as 0 and values are returned in the output parameters.

If the inquired information is not available, the values returned in the output parameters are implementation dependent and the error indicator is set to one of the following error numbers to indicate the reason for non-availability:

8 GKS-3D not in proper state: GKS-3D shall be in one of the states GKOP, WSOP, WSAC or SGOP
22 Specified workstation type is invalid
23 Specified workstation type does not exist
39 Specified workstation is neither of category OUTPUT nor of category OUTIN
60 Polyline index is invalid
62 A representation for the specified polyline index has not been predefined on this workstation

References:

4.5.1
4.11.2

Errors:

none

INQUIRE POLYMARKER FACILITIES

GKOP,WSOP,WSAC,SGOP L0a

Parameters:

In	workstation type			N
Out	error indicator			I
Out	number of available marker types		(5..n)	I
Out	list of available marker types		(-n..-1,1..n)	n×I
Out	number of available marker sizes		(0..n)	I
Out	nominal marker size	DC	>0	R
Out	range of marker sizes (minimum,maximum)	DC	>0	2×R
Out	number of predefined polymarker indices		(5..n)	I

Effect: If the inquired information is available, the error indicator is returned as 0 and values are returned in the output parameters.

If the number of available marker sizes is returned as 0, the workstation supports a continuous range of marker sizes.

If the inquired information is not available, the values returned in the output parameters are implementation dependent and the error indicator is set to one of the following error numbers to indicate the reason for non-availability:

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8 GKS-3D not in proper state: GKS-3D shall be in one of the states GKOP, WSOP, WSAC or SGOP
22 Specified workstation type is invalid
23 Specified workstation type does not exist
39 Specified workstation is neither of category OUTPUT nor of category OUTIN

References:

4.5.1
4.11.2

Errors:

none

INQUIRE PREDEFINED POLYMARKER REPRESENTATION

GKOP,WSOP,WSAC,SGOP L0a

Parameters:

In	workstation type		N
In	predefined polymarker index	(1..n)	I
Out	error indicator		I
Out	marker type	(-n..-1,1..n)	I
Out	marker size scale factor		R
Out	polymarker colour index	(0..n)	I

Effect: If the inquired information is available, the error indicator is returned as 0 and values are returned in the output parameters.

If the inquired information is not available, the values returned in the output parameters are implementation dependent and the error indicator is set to one of the following error numbers to indicate the reason for non-availability:

8 GKS-3D not in proper state: GKS-3D shall be in one of the states GKOP, WSOP, WSAC or SGOP
22 Specified workstation type is invalid
23 Specified workstation type does not exist
39 Specified workstation is neither of category OUTPUT nor of category OUTIN
66 Polymarker index is invalid
68 A representation for the specified polymarker index has not been predefined on this workstation

References:

4.5.1
4.11.2

Errors:

none

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INQUIRE TEXT FACILITIES **GKOP,WSOP,WSAC,SGOP** **L0a**

Parameters:

In	workstation type			N
Out	error indicator			I
Out	number of text font and precision pairs		(1..n)	I
Out	list of text font and precision pairs	(-n..-1,1..n;STRING,CHAR,STROKE)		n×(I;E)
Out	number of available character heights		(0..n)	I
Out	range of character heights (minimum,maximum)	DC	>0	2×R
Out	number of available character expansion factors		(0..n)	I
Out	range of character expansion factors (minimum,maximum)		>0	2×R
Out	number of predefined text indices		(2..n)	I

Effect: If the inquired information is available, the error indicator is returned as 0 and values are returned in the output parameters.

If the number of available character heights is returned as 0, the workstation supports a continuous range of character heights. If the number of available character expansion factors is returned as 0, the workstation supports a continuous range of character expansion factors. If the available character heights and character expansion factors vary between fonts, the character heights and character expansion factors returned are for font 1.

If the inquired information is not available, the values returned in the output parameters are implementation dependent and the error indicator is set to one of the following error numbers to indicate the reason for non-availability:

8 GKS-3D not in proper state: GKS-3D shall be in one of the states GKOP, WSOP, WSAC or SGOP
22 Specified workstation type is invalid
23 Specified workstation type does not exist
39 Specified workstation is neither of category OUTPUT nor of category OUTIN

References:

4.5.1
4.11.2

Errors:

none

INQUIRE PREDEFINED TEXT REPRESENTATION **GKOP,WSOP,WSAC,SGOP** **L0a**

Parameters:

In	workstation type			N
In	predefined text index		(1..n)	I
Out	error indicator			I
Out	text font and precision	(-n..-1,1..n;STRING,CHAR,STROKE)		(I;E)
Out	character expansion factor		>0	R
Out	character spacing			R
Out	text colour index		(0..n)	I

Effect: If the inquired information is available, the error indicator is returned as 0 and values are returned in the output parameters.

If the inquired information is not available, the values returned in the output parameters are implementation dependent and the error indicator is set to one of the following error

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numbers to indicate the reason for non-availability:

8 GKS-3D not in proper state: GKS-3D shall be in one of the states GKOP, WSOP, WSAC or SGOP
22 Specified workstation type is invalid
23 Specified workstation type does not exist
39 Specified workstation is neither of category OUTPUT nor of category OUTIN
72 Text index is invalid
74 A representation for the specified text index has not been predefined on this workstation

References:

4.5.1
4.11.2

Errors:

none

INQUIRE FILL AREA FACILITIES **GKOP,WSOP,WSAC,SGOP** **L0a**

Parameters:

In	workstation type		N
Out	error indicator		I
Out	number of available fill area interior styles	(1..n)	I
Out	list of available fill area interior styles	(HOLLOW,SOLID,PATTERN,HATCH)	n×E
Out	number of available hatch styles	(0..n)	I
Out	list of available hatch styles	(-n..-1,1..n)	n×I
Out	number of predefined fill area indices	(5..n)	I

Effect: If the inquired information is available, the error indicator is returned as 0 and values are returned in the output parameters.

If the inquired information is not available, the values returned in the output parameters are implementation dependent and the error indicator is set to one of the following error numbers to indicate the reason for non-availability:

8 GKS-3D not in proper state: GKS-3D shall be in one of the states GKOP, WSOP, WSAC or SGOP
22 Specified workstation type is invalid
23 Specified workstation type does not exist
39 Specified workstation is neither of category OUTPUT nor of category OUTIN

References:

4.5.1
4.11.2

Errors:

none

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INQUIRE PREDEFINED FILL AREA REPRESENTATION

GKOP,WSOP,WSAC,SGOP L0a

Parameters:

In	workstation type		N
In	predefined fill area index	(1..n)	I
Out	error indicator		I
Out	fill area interior style	(HOLLOW,SOLID,PATTERN,HATCH)	E
Out	fill area style index	(-n..-1,1..n)	I
Out	fill area colour index	(0..n)	I

Effect: If the inquired information is available, the error indicator is returned as 0 and values are returned in the output parameters.

If the inquired information is not available, the values returned in the output parameters are implementation dependent and the error indicator is set to one of the following error numbers to indicate the reason for non-availability:

8 GKS-3D not in proper state: GKS-3D shall be in one of the states GKOP, WSOP, WSAC or SGOP
22 Specified workstation type is invalid
23 Specified workstation type does not exist
39 Specified workstation is neither of category OUTPUT nor of category OUTIN
80 Fill area index is invalid
82 A representation for the specified fill area index has not been predefined on this workstation

References:

4.5.1
4.11.2

Errors:

none

INQUIRE PATTERN FACILITIES

GKOP,WSOP,WSAC,SGOP L0a

Parameters:

In	workstation type		N
Out	error indicator		I
Out	number of predefined pattern indices	(0..n)	I

Effect: If the inquired information is available, the error indicator is returned as 0 and values are returned in the output parameters.

If the inquired information is not available, the values returned in the output parameters are implementation dependent and the error indicator is set to one of the following error numbers to indicate the reason for non-availability:

8 GKS-3D not in proper state: GKS-3D shall be in one of the states GKOP, WSOP, WSAC or SGOP
22 Specified workstation type is invalid
23 Specified workstation type does not exist
39 Specified workstation is neither of category OUTPUT nor of category OUTIN

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References:

4.5.1
4.11.2

Errors:

none

INQUIRE PREDEFINED PATTERN REPRESENTATION

GKOP,WSOP,WSAC,SGOP **L0a**

Parameters:

In	workstation type		N
In	predefined pattern index	(1..n)	I
Out	error indicator		I
Out	pattern array dimensions	(1..n)	2×I
Out	pattern array	(0..n)	n×n×I

Effect: If the inquired information is available, the error indicator is returned as 0 and values are returned in the output parameters.

If the inquired information is not available, the values returned in the output parameters are implementation dependent and the error indicator is set to one of the following error numbers to indicate the reason for non-availability:

8 GKS-3D not in proper state: GKS-3D shall be in one of the states GKOP, WSOP, WSAC or SGOP
22 Specified workstation type is invalid
23 Specified workstation type does not exist
39 Specified workstation is neither of category OUTPUT nor of category OUTIN
85 Specified pattern index is invalid
89 A representation for the specified pattern index has not been predefined on this workstation
90 Interior style PATTERN is not supported on this workstation

References:

4.5.1
4.11.2

Errors:

none

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INQUIRE EDGE FACILITIES **GKOP,WSOP,WSAC,SGOP** **L0a**

Parameters:

In	workstation type			N
Out	error indicator			I
Out	number of available edgetypes		(4..n)	I
Out	list of available edgetypes		(-n..-1,1..n)	n×I
Out	number of available edgewidths		(0..n)	I
Out	nominal edgewidth	DC	>0	R
Out	range of edgewidths (minimum,maximum)	DC	>0	2×R
Out	number of predefined edge indices		(5..n)	I

Effect: If the inquired information is available, the error indicator is returned as 0 and values are returned in the output parameters.

If the number of available edgewidths is returned as 0, the workstation supports a continuous range of linewidths.

If the inquired information is not available, the values returned in the output parameters are implementation dependent and the error indicator is set to one of the following error numbers to indicate the reason for non-availability:

8 GKS-3D not in proper state: GKS-3D shall be in one of the states GKOP, WSOP, WSAC or SGOP
22 Specified workstation type is invalid
23 Specified workstation type does not exist
39 Specified workstation is neither of category OUTPUT nor of category OUTIN

References:

4.5.1
4.11.2

Errors:

none

INQUIRE PREDEFINED EDGE REPRESENTATION **GKOP,WSOP,WSAC,SGOP** **L0a**

Parameters:

In	workstation type		N
In	predefined edge index	(1..n)	I
Out	error indicator		I
Out	edge flag	(OFF,ON)	I
Out	edgetype	(-n..-1,1..n)	I
Out	edgewidth scale factor	≥0	R
Out	edge colour index	(0..n)	I

Effect: If the inquired information is available, the error indicator is returned as 0 and values are returned in the output parameters.

If the inquired information is not available, the values returned in the output parameters are implementation dependent and the error indicator is set to one of the following error numbers to indicate the reason for non-availability:

8 GKS-3D not in proper state: GKS-3D shall be in one of the states GKOP, WSOP, WSAC or SGOP
22 Specified workstation type is invalid

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23 Specified workstation type does not exist
39 Specified workstation is neither of category OUTPUT nor of category OUTIN
420 Edge index is invalid
422 A representation for the specified edge index has not been predefined on this workstation

References:

4.5.1
4.11.2

Errors:

none

INQUIRE COLOUR MODEL FACILITIES **GKOP,WSOP,WSAC,SGOP** **L0a**

Parameters:

In	workstation type	N
Out	error indicator	I
Out	number of available colour models	L(I)

Effect: If the inquired information is available, the error indicator is returned as 0 and values are returned in the output parameters.

If the inquired information is not available, the values returned in the output parameters are implementation dependent and the error indicator is set to one of the following error numbers to indicate the reason for non-availability:

8 GKS-3D not in proper state: GKS-3D shall be in one of the states GKOP, WSOP, WSAC or SGOP
22 Specified workstation type is invalid
23 Specified workstation type does not exist
39 Specified workstation is neither of category OUTPUT nor of category OUTIN

References:

4.5.1
4.11.2

Errors:

none

INQUIRE COLOUR FACILITIES **GKOP,WSOP,WSAC,SGOP** **L0a**

Parameters:

In	workstation type		N
Out	error indicator		I
Out	number of available colours or intensities	(0,2..n)	I
Out	colour available	(COLOUR,MONOCHROME)	E
Out	number of predefined colour indices	(2..n)	I

Effect: If the inquired information is available, the error indicator is returned as 0 and values are returned in the output parameters.

If the number of available colours or intensities is returned as 0, the workstation supports a continuous range of colours or intensities.

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If the inquired information is not available, the values returned in the output parameters are implementation dependent and the error indicator is set to one of the following error numbers to indicate the reason for non-availability:

8 GKS-3D not in proper state: GKS-3D shall be in one of the states GKOP, WSOP, WSAC or SGOP
22 Specified workstation type is invalid
23 Specified workstation type does not exist
39 Specified workstation is neither of category OUTPUT nor of category OUTIN

References:

4.5.1
4.11.2

Errors:

none

INQUIRE PREDEFINED COLOUR REPRESENTATION GKOP,WSOP,WSAC,SGOP L0a

Parameters:

In	workstation type		N
In	predefined colour index	(0..n)	I
Out	error indicator		I
Out	colour specification		CLR

Effect: If the inquired information is available, the error indicator is returned as 0 and values are returned in the output parameters.

The colour specification parameters are the coordinates of the colour in the colour model at the workstation (as defined by the 'colour model' in the workstation state list).

If the inquired information is not available, the values returned in the output parameters are implementation dependent and the error indicator is set to one of the following error numbers to indicate the reason for non-availability:

8 GKS-3D not in proper state: GKS-3D shall be in one of the states GKOP, WSOP, WSAC or SGOP
22 Specified workstation type is invalid
23 Specified workstation type does not exist
39 Specified workstation is neither of category OUTPUT nor of category OUTIN
93 Colour index is invalid
95 A representation for the specified colour index has not been predefined on this workstation

References:

4.5.1
4.11.2

Errors:

none

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INQUIRE VIEW FACILITIES **GKOP,WSOP,WSAC,SGOP** **L0a**

Parameters:

In	workstation type		N
Out	error indicator		I
Out	number of predefined view indices	(2..n)	I

Effect: If the inquired information is available, the error indicator is returned as 0 and values are returned in the output parameters.

If the inquired information is not available, the values returned in the output parameters are implementation dependent and the error indicator is set to one of the following error numbers to indicate the reason for non-availability:

8 GKS-3D not in proper state: GKS-3D shall be in one of the states GKOP, WSOP, WSAC or SGOP
22 Specified workstation type is invalid
23 Specified workstation type does not exist
31 Specified workstation is of category MO
33 Specified workstation is of category MI
36 Specified workstation is Workstation Independent Segment Storage

References:

4.6.6
4.11.2

Errors:

none

INQUIRE PREDEFINED VIEW REPRESENTATION **GKOP,WSOP,WSAC,SGOP** **L0a**

Parameters:

In	workstation type		N
In	predefined view index	(0..n)	I
Out	error indicator		I
Out	view orientation matrix		4×4×R
Out	view mapping matrix		4×4×R
Out	view clipping limits	NPC	6×R
Out	x-y clipping indicator	(CLIP,NOCLIP)	E
Out	back clipping indicator	(CLIP,NOCLIP)	E
Out	front clipping indicator	(CLIP,NOCLIP)	E

Effect: If the inquired information is available, the error indicator is returned as 0 and values are returned in the output parameters.

If the inquired information is not available, the values returned in the output parameters are implementation dependent and the error indicator is set to one of the following error numbers to indicate the reason for non-availability:

8 GKS-3D not in proper state: GKS-3D shall be in one of the states GKOP, WSOP, WSAC or SGOP
22 Specified workstation type is invalid
23 Specified workstation type does not exist
31 Specified workstation is of category MO
33 Specified workstation is of category MI

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36 Specified workstation is Workstation Independent Segment Storage
408 Specified view index is invalid
410 A representation for the specified view index has not been predefined on this workstation

References:

4.5.1
4.6.6
4.11.2

Errors:

none

INQUIRE HLHSR FACILITIES **GKOP,WSOP,WSAC,SGOP** **L0a**

Parameters:

In	workstation type		N
Out	error indicator		I
Out	number of available HLHSR identifiers	(1..n)	I
Out	list of available HLHSR identifiers	(0..n)	n×I
Out	number of available HLHSR modes	(1..n)	I
Out	list of available HLHSR modes	(0..n)	n×I

Effect: If the inquired information is available, the error indicator is returned as 0 and values are returned in the output parameters.

If the inquired information is not available, the values returned in the output parameters are implementation dependent and the error indicator is set to one of the following error numbers to indicate the reason for non-availability:

8 GKS-3D not in proper state: GKS-3D shall be in one of the states GKOP, WSOP, WSAC or SGOP
22 Specified workstation type is invalid
23 Specified workstation type does not exist
39 Specified workstation is neither of category OUTPUT nor of category OUTIN

References:

4.5.1
4.5.7
4.11.2

Errors:

none

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INQUIRE LIST OF AVAILABLE GENERALIZED DRAWING PRIMITIVES 3

GKOP,WSOP,WSAC,SGOP L0a

Parameters:

In	workstation type		N
Out	error indicator		I
Out	number of available generalized drawing primitives 3	(0..n)	I
Out	list of GDP 3 identifiers		n×N

Effect: If the inquired information is available, the error indicator is returned as 0 and values are returned in the output parameters.

If the inquired information is not available, the values returned in the output parameters are implementation dependent and the error indicator is set to one of the following error numbers to indicate the reason for non-availability:

8 GKS-3D not in proper state: GKS-3D shall be in one of the states GKOP, WSOP, WSAC or SGOP
22 Specified workstation type is invalid
23 Specified workstation type does not exist
39 Specified workstation is neither of category OUTPUT nor of category OUTIN

References:

4.5.1
4.11.2

Errors:

none

INQUIRE LIST OF AVAILABLE GENERALIZED DRAWING PRIMITIVES

GKOP,WSOP,WSAC,SGOP L0a

Parameters:

In	workstation type		N
Out	error indicator		I
Out	number of available generalized drawing primitives	(0..n)	I
Out	list of GDP identifiers		n×N

Effect: If the inquired information is available, the error indicator is returned as 0 and values are returned in the output parameters.

If the inquired information is not available, the values returned in the output parameters are implementation dependent and the error indicator is set to one of the following error numbers to indicate the reason for non-availability:

8 GKS-3D not in proper state: GKS-3D shall be in one of the states GKOP, WSOP, WSAC or SGOP
22 Specified workstation type is invalid
23 Specified workstation type does not exist
39 Specified workstation is neither of category OUTPUT nor of category OUTIN

References:

4.5.1
4.11.2

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Errors:

none

INQUIRE GENERALIZED DRAWING PRIMITIVE 3 **GKOP,WSOP,WSAC,SGOP** **L0a**

Parameters:

In	workstation type		N
In	GDP identifier		N
Out	error indicator		I
Out	number of sets of attributes used	(0..5)	I
Out	list of sets of attributes used	(POLYLINE,POLYMARKER,TEXT,FILL AREA,EDGE)	n×E

Effect: If the inquired information is available, the error indicator is returned as 0 and values are returned in the output parameters.

If the inquired information is not available, the values returned in the output parameters are implementation dependent and the error indicator is set to one of the following error numbers to indicate the reason for non-availability:

8 GKS-3D not in proper state: GKS-3D shall be in one of the states GKOP, WSOP, WSAC or SGOP
22 Specified workstation type is invalid
23 Specified workstation type does not exist
39 Specified workstation is neither of category OUTPUT nor of category OUTIN
41 Specified workstation type is not able to generate the specified generalized drawing primitive
102 Generalized drawing primitive identifier is invalid

References:

4.5.1
4.11.2

Errors:

none

INQUIRE GENERALIZED DRAWING PRIMITIVE **GKOP,WSOP,WSAC,SGOP** **L0a**

Parameters:

In	workstation type		N
In	GDP identifier		N
Out	error indicator		I
Out	number of sets of attributes used	(0..4)	I
Out	list of sets of attributes used	(POLYLINE,POLYMARKER,TEXT,FILL AREA)	n×E

Effect: If the inquired information is available, the error indicator is returned as 0 and values are returned in the output parameters.

If the inquired information is not available, the values returned in the output parameters are implementation dependent and the error indicator is set to one of the following error numbers to indicate the reason for non-availability:

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8 GKS-3D not in proper state: GKS-3D shall be in one of the states GKOP, WSOP, WSAC or SGOP
22 Specified workstation type is invalid
23 Specified workstation type does not exist
39 Specified workstation is neither of category OUTPUT nor of category OUTIN
41 Specified workstation type is not able to generate the specified generalized drawing primitive
102 Generalized drawing primitive identifier is invalid

References:

4.5.1
4.11.2
4.14

Errors:

none

INQUIRE MAXIMUM LENGTH OF WORKSTATION STATE TABLES 3
GKOP,WSOP,WSAC,SGOP L0a

Parameters:

In	workstation type		N
Out	error indicator		I
Out	maximum number of polyline bundle table entries	(5..n)	I
Out	maximum number of polymarker bundle table entries	(5..n)	I
Out	maximum number of text bundle table entries	(2..n)	I
Out	maximum number of fill area bundle table entries	(5..n)	I
Out	maximum number of pattern indices	(0..n)	I
Out	maximum number of edge bundle table entries	(5..n)	I
Out	maximum number of colour indices	(2..n)	I
Out	maximum number of view table entries	(2..n)	I

Effect: If the inquired information is available, the error indicator is returned as 0 and values are returned in the output parameters.

If the inquired information is not available, the values returned in the output parameters are implementation dependent and the error indicator is set to one of the following error numbers to indicate the reason for non-availability:

8 GKS-3D not in proper state: GKS-3D shall be in one of the states GKOP, WSOP, WSAC or SGOP
22 Specified workstation type is invalid
23 Specified workstation type does not exist
39 Specified workstation is neither of category OUTPUT nor of category OUTIN

References:

4.5.1
4.11.2

Errors:

none

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INQUIRE MAXIMUM LENGTH OF WORKSTATION STATE TABLES

GKOP,WSOP,WSAC,SGOP L0a

Parameters:

In	workstation type		N
Out	error indicator		I
Out	maximum number of polyline bundle table entries	(5..n)	I
Out	maximum number of polymarker bundle table entries	(5..n)	I
Out	maximum number of text bundle table entries	(2..n)	I
Out	maximum number of fill area bundle table entries	(5..n)	I
Out	maximum number of pattern indices	(0..n)	I
Out	maximum number of colour indices	(2..n)	I

Effect: If the inquired information is available, the error indicator is returned as 0 and values are returned in the output parameters.

If the inquired information is not available, the values returned in the output parameters are implementation dependent and the error indicator is set to one of the following error numbers to indicate the reason for non-availability:

8 GKS-3D not in proper state: GKS-3D shall be in one of the states GKOP, WSOP, WSAC or SGOP
22 Specified workstation type is invalid
23 Specified workstation type does not exist
39 Specified workstation is neither of category OUTPUT nor of category OUTIN

References:

4.5.1
4.11.2

Errors:

none

INQUIRE NUMBER OF SEGMENT PRIORITIES SUPPORTED

GKOP,WSOP,WSAC,SGOP L1a

Parameters:

In	workstation type		N
Out	error indicator		I
Out	number of segment priorities supported	(0..n)	I

Effect: If the inquired information is available, the error indicator is returned as 0 and values are returned in the output parameters.

If the number of segment priorities supported is returned as 0, the workstation supports an infinite number of segment priorities.

If the inquired information is not available, the values returned in the output parameters are implementation dependent and the error indicator is set to one of the following error numbers to indicate the reason for non-availability:

8 GKS-3D not in proper state: GKS-3D shall be in one of the states GKOP, WSOP, WSAC or SGOP
22 Specified workstation type is invalid
23 Specified workstation type does not exist
39 Specified workstation is neither of category OUTPUT nor of category OUTIN

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References:

4.5.1
4.7.2
4.11.2

Errors:

none

INQUIRE DYNAMIC MODIFICATION OF SEGMENT ATTRIBUTES

GKOP,WSOP,WSAC,SGOP **L1a**

Parameters:

In	workstation type		N
Out	error indicator		I
Out	segment transformation changeable	(IRG,IMM)	E
Out	visibility changeable from 'visible' to 'invisible'	(IRG,IMM)	E
Out	visibility changeable from 'invisible' to 'visible'	(IRG,IMM)	E
Out	highlighting changeable	(IRG,IMM)	E
Out	segment priority changeable	(IRG,IMM)	E
Out	adding primitives to the open segment	(IRG,IMM)	E
Out	segment deletion immediately visible	(IRG,IMM)	E

Effect: If the inquired information is available, the error indicator is returned as 0 and values are returned in the output parameters.

IRG means that implicit regeneration is necessary; IMM means the action is performed immediately.

If the inquired information is not available, the values returned in the output parameters are implementation dependent and the error indicator is set to one of the following error numbers to indicate the reason for non-availability:

8 GKS-3D not in proper state: GKS-3D shall be in one of the states GKOP, WSOP, WSAC or SGOP
22 Specified workstation type is invalid
23 Specified workstation type does not exist
39 Specified workstation is neither of category OUTPUT nor of category OUTIN

References:

4.5.1
4.5.3
4.7.2
4.11.2

Errors:

none

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INQUIRE NUMBER OF AVAILABLE LOGICAL INPUT DEVICES

GKOP,WSOP,WSAC,SGOP L0b

Parameters:

In	workstation type		N
Out	error indicator		I
Out	number of locator devices	(0..n)	I
Out	number of stroke devices	(0..n)	I
Out	number of valuator devices	(0..n)	I
Out	number of choice devices	(0..n)	I
Out	number of pick devices	(0..n)	I
Out	number of string devices	(0..n)	I

Effect: If the inquired information is available, the error indicator is returned as 0 and values are returned in the output parameters.

If the inquired information is not available, the values returned in the output parameters are implementation dependent and the error indicator is set to one of the following error numbers to indicate the reason for non-availability:

8 GKS-3D not in proper state: GKS-3D shall be in one of the states GKOP, WSOP, WSAC or SGOP
22 Specified workstation type is invalid
23 Specified workstation type does not exist
38 Specified workstation is neither of category INPUT nor of category OUTIN

References:

4.5.1
4.8.1
4.11.2

Errors:

none

INQUIRE DEFAULT LOCATOR DEVICE DATA 3

GKOP,WSOP,WSAC,SGOP L0b

Parameters:

In	workstation type		N
In	logical input device number	(1..n)	I
Out	error indicator		I
Out	default initial locator position	WC	P3
Out	number of available prompt and echo types	(1..n)	I
Out	list of available prompt and echo types	(-n..-1,1..n)	n×I
Out	default echo volume	DC	6×R
Out	default locator data record		D

Effect: If the inquired information is available, the error indicator is returned as 0 and values are returned in the output parameters.

If the inquired information is not available, the values returned in the output parameters are implementation dependent and the error indicator is set to one of the following error numbers to indicate the reason for non-availability:

8 GKS-3D not in proper state: GKS-3D shall be in one of the states GKOP, WSOP, WSAC or SGOP

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22 Specified workstation type is invalid
23 Specified workstation type does not exist
38 Specified workstation is neither of category INPUT nor of category OUTIN
140 Specified input device is not present on workstation

References:

4.5.1
4.8.1
4.8.6
4.11.2

Errors:

none

INQUIRE DEFAULT LOCATOR DEVICE DATA **GKOP,WSOP,WSAC,SGOP** **L0b**

Parameters:

In	workstation type			N
In	logical input device number		(1..n)	I
Out	error indicator			I
Out	default initial locator position	WC		P
Out	number of available prompt and echo types		(1..n)	I
Out	list of available prompt and echo types		(-n..-1,1..n)	n×I
Out	default echo area	DC		4×R
Out	default locator data record			D

Effect: If the inquired information is available, the error indicator is returned as 0 and values are returned in the output parameters.

If the inquired information is not available, the values returned in the output parameters are implementation dependent and the error indicator is set to one of the following error numbers to indicate the reason for non-availability:

8 GKS-3D not in proper state: GKS-3D shall be in one of the states GKOP, WSOP, WSAC or SGOP
22 Specified workstation type is invalid
23 Specified workstation type does not exist
38 Specified workstation is neither of category INPUT nor of category OUTIN
140 Specified input device is not present on workstation

References:

4.5.1
4.8.1
4.8.6
4.11.2
4.14

Errors:

none

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INQUIRE DEFAULT STROKE DEVICE DATA 3 **GKOP,WSOP,WSAC,SGOP** **L0b**

Parameters:

In	workstation type			N
In	logical input device number		(1..n)	I
Out	error indicator			I
Out	maximum input buffer size		(64..n)	I
Out	number of available prompt and echo types		(1..n)	I
Out	list of available prompt and echo types		(-n..-1,1..n)	n×I
Out	default echo volume	DC		6×R
Out	default stroke data record			D

Effect: If the inquired information is available, the error indicator is returned as 0 and values are returned in the output parameters.

If the inquired information is not available, the values returned in the output parameters are implementation dependent and the error indicator is set to one of the following error numbers to indicate the reason for non-availability:

8 GKS-3D not in proper state: GKS-3D shall be in one of the states GKOP, WSOP, WSAC or SGOP
22 Specified workstation type is invalid
23 Specified workstation type does not exist
38 Specified workstation is neither of category INPUT nor of category OUTIN
140 Specified input device is not present on workstation

References:

4.5.1
4.8.1
4.8.6
4.11.2

Errors:

none

INQUIRE DEFAULT STROKE DEVICE DATA **GKOP,WSOP,WSAC,SGOP** **L0b**

Parameters:

In	workstation type			N
In	logical input device number		(1..n)	I
Out	error indicator			I
Out	maximum input buffer size		(64..n)	I
Out	number of available prompt and echo types		(1..n)	I
Out	list of available prompt and echo types		(-n..-1,1..n)	n×I
Out	default echo area	DC		4×R
Out	default stroke data record			D

Effect: If the inquired information is available, the error indicator is returned as 0 and values are returned in the output parameters.

If the inquired information is not available, the values returned in the output parameters are implementation dependent and the error indicator is set to one of the following error numbers to indicate the reason for non-availability:

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8 GKS-3D not in proper state: GKS-3D shall be in one of the states GKOP, WSOP, WSAC or SGOP
22 Specified workstation type is invalid
23 Specified workstation type does not exist
38 Specified workstation is neither of category INPUT nor of category OUTIN
140 Specified input device is not present on workstation

References:

4.5.1
4.8.1
4.8.6
4.11.2
4.14

Errors:

none

INQUIRE DEFAULT VALUATOR DEVICE DATA 3 **GKOP,WSOP,WSAC,SGOP** **L0b**

Parameters:

In	workstation type			N
In	logical input device number		(1..n)	I
Out	error indicator			I
Out	default initial value			R
Out	number of available prompt and echo types		(1..n)	I
Out	list of available prompt and echo types		(-n..-1,1..n)	n×I
Out	default echo volume	DC		6×R
Out	default valuator data record			D

Effect: If the inquired information is available, the error indicator is returned as 0 and values are returned in the output parameters.

If the inquired information is not available, the values returned in the output parameters are implementation dependent and the error indicator is set to one of the following error numbers to indicate the reason for non-availability:

8 GKS-3D not in proper state: GKS-3D shall be in one of the states GKOP, WSOP, WSAC or SGOP
22 Specified workstation type is invalid
23 Specified workstation type does not exist
38 Specified workstation is neither of category INPUT nor of category OUTIN
140 Specified input device is not present on workstation

References:

4.5.1
4.8.1
4.8.6
4.11.2

Errors:

none

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Inquiry functions **GKS-3D functions**

INQUIRE DEFAULT VALUATOR DEVICE DATA **GKOP,WSOP,WSAC,SGOP** **L0b**

Parameters:

In	workstation type		N
In	logical input device number	(1..n)	I
Out	error indicator		I
Out	default initial value		R
Out	number of available prompt and echo types	(1..n)	I
Out	list of available prompt and echo types	(-n..-1,1..n)	n×I
Out	default echo area	DC	4×R
Out	default valuator data record		D

Effect: If the inquired information is available, the error indicator is returned as 0 and values are returned in the output parameters.

If the inquired information is not available, the values returned in the output parameters are implementation dependent and the error indicator is set to one of the following error numbers to indicate the reason for non-availability:

8 GKS-3D not in proper state: GKS-3D shall be in one of the states GKOP, WSOP, WSAC or SGOP
22 Specified workstation type is invalid
23 Specified workstation type does not exist
38 Specified workstation is neither of category INPUT nor of category OUTIN
140 Specified input device is not present on workstation

References:

4.5.1
4.8.1
4.8.6
4.11.2
4.14

Errors:

none

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INQUIRE DEFAULT CHOICE DEVICE DATA 3 **GKOP,WSOP,WSAC,SGOP** **L0b**

Parameters:

In	workstation type			N
In	logical input device number		(1..n)	I
Out	error indicator			I
Out	maximum number of choice alternatives		(1..n)	I
Out	number of available prompt and echo types		(1..n)	I
Out	list of available prompt and echo types		(-n..-1,1..n)	n×I
Out	default echo volume	DC		6×R
Out	default choice data record			D

Effect: If the inquired information is available, the error indicator is returned as 0 and values are returned in the output parameters.

If the inquired information is not available, the values returned in the output parameters are implementation dependent and the error indicator is set to one of the following error numbers to indicate the reason for non-availability:

8 GKS-3D not in proper state: GKS-3D shall be in one of the states GKOP, WSOP, WSAC or SGOP
22 Specified workstation type is invalid
23 Specified workstation type does not exist
38 Specified workstation is neither of category INPUT nor of category OUTIN
140 Specified input device is not present on workstation

References:

4.5.1
4.8.1
4.8.6
4.11.2

Errors:

none

INQUIRE DEFAULT CHOICE DEVICE DATA **GKOP,WSOP,WSAC,SGOP** **L0b**

Parameters:

In	workstation type			N
In	logical input device number		(1..n)	I
Out	error indicator			I
Out	maximum number of choice alternatives		(1..n)	I
Out	number of available prompt and echo types		(1..n)	I
Out	list of available prompt and echo types		(-n..-1,1..n)	n×I
Out	default echo area	DC		4×R
Out	default choice data record			D

Effect: If the inquired information is available, the error indicator is returned as 0 and values are returned in the output parameters.

If the inquired information is not available, the values returned in the output parameters are implementation dependent and the error indicator is set to one of the following error numbers to indicate the reason for non-availability:

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8 GKS-3D not in proper state: GKS-3D shall be in one of the states GKOP, WSOP, WSAC or SGOP
22 Specified workstation type is invalid
23 Specified workstation type does not exist
38 Specified workstation is neither of category INPUT nor of category OUTIN
140 Specified input device is not present on workstation

References:

4.5.1
4.8.1
4.8.6
4.11.2
4.14

Errors:

none

INQUIRE DEFAULT PICK DEVICE DATA 3 **GKOP,WSOP,WSAC,SGOP** **L1b**

Parameters:

In	workstation type		N
In	logical input device number	(1..n)	I
Out	error indicator		I
Out	number of available prompt and echo types	(1..n)	I
Out	list of available prompt and echo types	(-n..-1,1..n)	n×I
Out	default echo volume	DC	6×R
Out	default pick data record		D

Effect: If the inquired information is available, the error indicator is returned as 0 and values are returned in the output parameters.

If the inquired information is not available, the values returned in the output parameters are implementation dependent and the error indicator is set to one of the following error numbers to indicate the reason for non-availability:

8 GKS-3D not in proper state: GKS-3D shall be in one of the states GKOP, WSOP, WSAC or SGOP
22 Specified workstation type is invalid
23 Specified workstation type does not exist
37 Specified workstation is not of category OUTIN
140 Specified input device is not present on workstation

References:

4.5.1
4.8.1
4.8.6
4.11.2

Errors:

none

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INQUIRE DEFAULT PICK DEVICE DATA **GKOP,WSOP,WSAC,SGOP** **L1b**

Parameters:

In	workstation type		N
In	logical input device number	(1..n)	I
Out	error indicator		I
Out	number of available prompt and echo types	(1..n)	I
Out	list of available prompt and echo types	(-n..-1,1..n)	n×I
Out	default echo area	DC	4×R
Out	default pick data record		D

Effect: If the inquired information is available, the error indicator is returned as 0 and values are returned in the output parameters.

If the inquired information is not available, the values returned in the output parameters are implementation dependent and the error indicator is set to one of the following error numbers to indicate the reason for non-availability:

8 GKS-3D not in proper state: GKS-3D shall be in one of the states GKOP, WSOP, WSAC or SGOP
22 Specified workstation type is invalid
23 Specified workstation type does not exist
37 Specified workstation is not of category OUTIN
140 Specified input device is not present on workstation

References:

4.5.1
4.8.1
4.8.6
4.11.2
4.14

Errors:

none

INQUIRE DEFAULT STRING DEVICE DATA 3 **GKOP,WSOP,WSAC,SGOP** **L0b**

Parameters:

In	workstation type		N
In	logical input device number	(1..n)	I
Out	error indicator		I
Out	maximum string buffer size	(72..n)	I
Out	number of available prompt and echo types	(1..n)	I
Out	list of available prompt and echo types	(-n..-1,1..n)	n×I
Out	default echo volume	DC	6×R
Out	default string data record		D

Effect: If the inquired information is available, the error indicator is returned as 0 and values are returned in the output parameters.

If the inquired information is not available, the values returned in the output parameters are implementation dependent and the error indicator is set to one of the following error numbers to indicate the reason for non-availability:

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8 GKS-3D not in proper state: GKS-3D shall be in one of the states GKOP, WSOP, WSAC or SGOP
22 Specified workstation type is invalid
23 Specified workstation type does not exist
38 Specified workstation is neither of category INPUT nor of category OUTIN
140 Specified input device is not present on workstation

References:

4.5.1
4.8.1
4.8.6
4.11.2

Errors:

none

INQUIRE DEFAULT STRING DEVICE DATA **GKOP,WSOP,WSAC,SGOP** **L0b**

Parameters:

In	workstation type		N
In	logical input device number	(1..n)	I
Out	error indicator		I
Out	maximum string buffer size	(72..n)	I
Out	number of available prompt and echo types	(1..n)	I
Out	list of available prompt and echo types	(-n..-1,1..n)	n×I
Out	default echo area	DC	4×R
Out	default string data record		D

Effect: If the inquired information is available, the error indicator is returned as 0 and values are returned in the output parameters.

If the inquired information is not available, the values returned in the output parameters are implementation dependent and the error indicator is set to one of the following error numbers to indicate the reason for non-availability:

8 GKS-3D not in proper state: GKS-3D shall be in one of the states GKOP, WSOP, WSAC or SGOP
22 Specified workstation type is invalid
23 Specified workstation type does not exist
38 Specified workstation is neither of category INPUT nor of category OUTIN
140 Specified input device is not present on workstation

References:

4.5.1
4.8.1
4.8.6
4.11.2
4.14

Errors:

none

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5.9.7 Inquiry functions for segment state list

INQUIRE SET OF ASSOCIATED WORKSTATIONS **WSOP,WSAC,SGOP** **L1a**

Parameters:

In	segment name		N
Out	error indicator		I
Out	number of associated workstations	(1..n)	I
Out	set of associated workstation identifiers		n×N

Effect: If the inquired information is available, the error indicator is returned as 0 and values are returned in the output parameters.

If the inquired information is not available, the values returned in the output parameters are implementation dependent and the error indicator is set to one of the following error numbers to indicate the reason for non-availability:

7 GKS-3D not in proper state: GKS-3D shall be in one of the states WSOP, WSAC or SGOP
120 Specified segment name is invalid
122 Specified segment does not exist

References:

4.7
4.11.2

Errors:

none

INQUIRE SEGMENT ATTRIBUTES 3 **WSOP,WSAC,SGOP** **L1a**

Parameters:

In	segment name		N
Out	error indicator		I
Out	segment transformation matrix		3×4×R
Out	visibility	(VISIBLE,INVISIBLE)	E
Out	highlighting	(NORMAL,HIGHLIGHTED)	E
Out	segment priority	[0,1]	R
Out	detectability	(UNDETECTABLE,DETECTABLE)	E

Effect: If the inquired information is available, the error indicator is returned as 0 and values are returned in the output parameters.

If the inquired information is not available, the values returned in the output parameters are implementation dependent and the error indicator is set to one of the following error numbers to indicate the reason for non-availability:

7 GKS-3D not in proper state: GKS-3D shall be in one of the states WSOP, WSAC or SGOP
120 Specified segment name is invalid
122 Specified segment does not exist

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References:

4.7
4.11.2

Errors:

none

INQUIRE SEGMENT ATTRIBUTES **WSOP,WSAC,SGOP** **L1a**

Parameters:

In	segment name		N
Out	error indicator		I
Out	segment transformation matrix		2×3×R
Out	visibility	(VISIBLE,INVISIBLE)	E
Out	highlighting	(NORMAL,HIGHLIGHTED)	E
Out	segment priority	[0,1]	R
Out	detectability	(UNDETECTABLE,DETECTABLE)	E

Effect: If the inquired information is available, the error indicator is returned as 0 and values are returned in the output parameters.

If the inquired information is not available, the values returned in the output parameters are implementation dependent and the error indicator is set to one of the following error numbers to indicate the reason for non-availability:

7 GKS-3D not in proper state: GKS-3D shall be in one of the states WSOP, WSAC or SGOP
120 Specified segment name is invalid
122 Specified segment does not exist

References:

4.7
4.11.2
4.14

Errors:

none

5.9.8 Pixel inquiries

INQUIRE PIXEL ARRAY DIMENSIONS **WSOP,WSAC,SGOP** **L0a**

Parameters:

In	workstation identifier			N
In	2 points P,Q	WC		2×P
Out	error indicator			I
Out	dimensions of pixel array		(1..n)	2×I

Effect: If the inquired information is available, the error indicator is returned as 0 and values are returned in the output parameters.

The points P,Q define a rectangle. By transforming P and Q by the current normalization and workstation transformations using view index 0, the rectangle is mapped onto the

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display space. The number of columns and the number of rows of pixels, whose positions lie within the rectangle, are returned. For this calculation no clipping is applied.

If the inquired information is not available, the values returned in the output parameters are implementation dependent and the error indicator is set to one of the following error numbers to indicate the reason for non-availability:

7 GKS-3D not in proper state: GKS-3D shall be in one of the states WSOP, WSAC or SGOP
20 Specified workstation identifier is invalid
25 Specified workstation is not open
39 Specified workstation is neither of category OUTPUT nor of category OUTIN

References:

4.11.2
4.14

Errors:

none

INQUIRE PIXEL ARRAY **WSOP,WSAC,SGOP** **L0a**

Parameters:

In	workstation identifier			N
In	point P	WC		P
In	dimensions of colour index array DX,DY		(1..n)	2×I
Out	error indicator			I
Out	presence of invalid values	(ABSENT,PRESENT)		E
Out	colour index array		(-1..n)	n×n×I

Effect: If the inquired information is available, the error indicator is returned as 0 and values are returned in the output parameters.

By transforming P by the current normalization and workstation transformations using view index 0, it is mapped onto a pixel of the display space. The colour indices of the array of pixels, whose upper left corner is this pixel (associated with the (1,1) element), are returned in the colour index array. The orientation of the array is such that the first dimension increases as the X device coordinate increases and the second dimension increases as the Y device coordinate decreases. If the colour index corresponding to a particular pixel cannot be ascertained (for example, the point P was transformed such that the position of the pixel is not on the display space), the value -1 (i.e. invalid) is assigned for that cell.

If the inquired information is not available, the values returned in the output parameters are implementation dependent and the error indicator is set to one of the following error numbers to indicate the reason for non-availability:

7 GKS-3D not in proper state: GKS-3D shall be in one of the states WSOP, WSAC or SGOP
20 Specified workstation identifier is invalid
25 Specified workstation is not open
39 Specified workstation is neither of category OUTPUT nor of category OUTIN
40 Specified workstation has no pixel store readback capability
91 Dimensions of colour array are invalid

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References:

4.11.2
4.14

Errors:

none

INQUIRE PIXEL **WSOP,WSAC,SGOP** **L0a**

Parameters:

In	workstation identifier			N
In	point P	WC		P
Out	error indicator			I
Out	colour index		(-1..n)	I

Effect: If the inquired information is available, the error indicator is returned as 0 and values are returned in the output parameters.

By transforming P by the current normalization and workstation transformations using view index 0, it is mapped onto a pixel of the display space. The colour index of this pixel is returned. If a colour index cannot be ascertained (for example, the point P was transformed such that the position of the pixel is not on the display space), the value -1 (i.e. invalid) is returned.

If the inquired information is not available, the values returned in the output parameters are implementation dependent and the error indicator is set to one of the following error numbers to indicate the reason for non-availability:

7 GKS-3D not in proper state: GKS-3D shall be in one of the states WSOP, WSAC or SGOP
20 Specified workstation identifier is invalid
25 Specified workstation is not open
39 Specified workstation is neither of category OUTPUT nor of category OUTIN
40 Specified workstation has no pixel store readback capability

References:

4.11.2
4.14

Errors:

none

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5.9.9 Inquiry function for GKS-3D error state list

INQUIRE INPUT QUEUE OVERFLOW **WSOP,WSAC,SGOP** **L0c**

Parameters:

Out	error indicator		I
Out	workstation identifier		N
Out	input class	(LOCATOR,STROKE,VALUATOR,CHOICE,PICK,STRING)	E
Out	logical input device number	(1..n)	I

Effect: If the inquired information is available, the error indicator is returned as 0 and values are returned in the output parameters.

If the input queue has overflowed since OPEN GKS or the last invocation of INQUIRE INPUT QUEUE OVERFLOW, the identification of the logical input device that caused the overflow is returned. The entry is removed from the error state list.

If the inquired information is not available, the values returned in the output parameters are implementation dependent and the error indicator is set to one of the following error numbers to indicate the reason for non-availability:

7 GKS-3D not in proper state: GKS-3D shall be in one of the states WSOP, WSAC or SGOP

148 Input queue has not overflowed since GKS-3D was opened or the last invocation of INQUIRE INPUT QUEUE OVERFLOW

149 Input queue has overflowed, but associated workstation has been closed

References:

4.8.5
4.11.2

Errors:

none

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5.10 Utility functions

EVALUATE VIEW ORIENTATION MATRIX 3 **GKOP,WSOP,WSAC,SGOP** **L0a**

Parameters:

In	view reference point	WC or NDC	P3
In	view plane normal	WC or NDC	3×R
In	view up vector	WC or NDC	3×R
In	coordinate switch	(WC,NDC)	E
Out	error indicator		I
Out	view orientation matrix		4×4×R

Effect: If the view orientation parameters are consistent and well-defined and if the state is correct, the error indicator is returned as 0 and a transformation matrix to perform the specified orientation is returned (see 4.6.6). If the paramters are not well defined or are inconsistent, the values returned in the output parameters are implementation dependent and the error indicator is set to one of the following error numbers to indicate the reason for non-availability:

8 GKS-3D not in proper state: GKS-3D shall be in one of the states GKOP, WSOP, WSAC or SGOP
400 View up vector and view plane normal are collinear
401 View plane normal is a null vector
402 View up vector is a null vector

References:

4.6.6

Errors:

none

EVALUATE VIEW MAPPING MATRIX 3 **GKOP,WSOP,WSAC,SGOP** **L0a**

Parameters:

In	window limits UMIN<UMAX,VMIN<VMAX	VRC	4×R
In	projection viewport limits XMIN<XMAX,YMIN<YMAX,ZMIN≤ZMAX	NPC	6×R
In	projection type	(PARALLEL,PERSPECTIVE)	E
In	projection reference point	VRC	P3
In	view plane distance	VRC	R
In	front plane distance	VRC	R
In	back plane distance	VRC	R
Out	error indicator		I
Out	view mapping matrix		4×4×R

Effect: If the view mapping parameters are consistent and well-defined and if the state is correct, the error indicator is returned as 0 and a transformation matrix to perform the specified mapping is returned (see 4.6.6). If the paramters are not well defined or are inconsistent, the values returned in the output parameters are implementation dependent and the error indicator is set to one of the following error number to indicate the reason for non-availability:

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8 GKS-3D not in proper state: GKS-3D shall be in one of the states GKOP, WSOP, WSAC or SGOP
51 Rectangle definition is invalid
403 View clipping limits are not within NPC range
404 Projection reference point is between the front and back clipping planes
405 Projection reference point is on the view plane
406 Box definition is invalid
412 Back clipping plane is in front of the front clipping plane
413 Front and back clipping planes are the same

References:

4.6.6

Errors:

none

EVALUATE TRANSFORMATION MATRIX 3 **GKOP,WSOP,WSAC,SGOP** **L1a**

Parameters:

In	fixed point	WC or NDC	P3
In	shift vector	WC or NDC	3×R
In	rotation angle x in radians (positive if anticlockwise)		R
In	rotation angle y in radians (positive if anticlockwise)		R
In	rotation angle z in radians (positive if anticlockwise)		R
In	scale factors		3×R
In	coordinate switch	(WC,NDC)	E
Out	segment transformation matrix		3×4×R

Effect: The transformation defined by fixed point, shift vector, rotation angle, and scale factors is evaluated and the result is put in the output segment transformation matrix (for use, for example, by INSERT SEGMENT 3 and SET SEGMENT TRANSFORMATION 3). The coordinate switch determines whether the shift vector and fixed point are given in WC coordinates or NDC coordinates. If WC coordinates are used, the shift vector and the fixed point are transformed by the current normalization transformation. The order of transformation is: scale, rotate (both relative to the specified fixed point), and shift. The elements M_{14}, M_{24} M_{34} of the resulting 3×4 transformation matrix are in NDC coordinates; the other elements are unitless.

References:

4.7.3

Errors:

8 GKS-3D not in proper state: GKS-3D shall be in one of the states GKOP, WSOP, WSAC or SGOP

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Utility functions **GKS-3D functions**

EVALUATE TRANSFORMATION MATRIX **GKOP,WSOP,WSAC,SGOP** **L1a**

Parameters:

In	fixed point	WC or NDC	P
In	shift vector	WC or NDC	2×R
In	rotation angle in radians (positive if anticlockwise)		R
In	scale factors		2×R
In	coordinate switch	(WC,NDC)	E
Out	segment transformation matrix		2×3×R

Effect: The transformation defined by fixed point, shift vector, rotation angle, and scale factors is evaluated and the result is put in the output segment transformation matrix (for use, for example, by INSERT SEGMENT and SET SEGMENT TRANSFORMATION). The coordinate switch determines whether the shift vector and fixed point are given in WC coordinates or NDC coordinates. If WC coordinates are used, the shift vector and the fixed point are transformed by the current normalization transformation. The order of transformation is: scale, rotate (both relative to the specified fixed point), and shift. The elements M_{13} and M_{23} of the resulting 2×3 transformation matrix are in NDC coordinates; the other elements are unitless.

References:

4.7.3
4.14

Errors:

8 *GKS-3D not in proper state: GKS-3D shall be in one of the states GKOP, WSOP, WSAC or SGOP*

ACCUMULATE TRANSFORMATION MATRIX 3 **GKOP,WSOP,WSAC,SGOP** **L1a**

Parameters:

In	segment transformation matrix		3×4×R
In	fixed point	WC or NDC	P3
In	shift vector	WC or NDC	3×R
In	rotation angle x in radians (positive if anticlockwise)		R
In	rotation angle y in radians (positive if anticlockwise)		R
In	rotation angle z in radians (positive if anticlockwise)		R
In	scale factors		3×R
In	coordinate switch	(WC,NDC)	E
Out	segment transformation matrix		3×4×R

Effect: The transformation defined by fixed point, shift vector, rotation angle, and scale factors is premultiplied with the input segment transformation matrix and the result is returned in the output segment transformation matrix (for use, for example, by INSERT SEGMENT 3 and SET SEGMENT TRANSFORMATION 3). The coordinate switch determines whether the shift vector and fixed point are given in WC coordinates or NDC coordinates. If WC coordinates are used, the shift vector and the fixed point are transformed by the current normalization transformation. The order of transformation is: specified input matrix, scale, rotate (both relative to the specified fixed point), and shift. The elements M_{14}, M_{24} and M_{34} of the 3×4 input matrix and the resulting 3×4 transformation matrix are in NDC coordinates; the other elements are unitless.

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References:

4.7.3

Errors:

8 GKS-3D not in proper state: GKS-3D shall be in one of the states GKOP, WSOP, WSAC or SGOP

ACCUMULATE TRANSFORMATION MATRIX **GKOP,WSOP,WSAC,SGOP** **L1a**

Parameters:

In	segment transformation matrix		2×3×R
In	fixed point	WC or NDC	P
In	shift vector	WC or NDC	2×R
In	rotation angle in radians (positive if anticlockwise)		R
In	scale factors		2×R
In	coordinate switch	(WC,NDC)	E
Out	segment transformation matrix		2×3×R

Effect: The transformation defined by fixed point, shift vector, rotation angle, and scale factors is composed with the input segment transformation matrix and the result is returned in the output segment transformation matrix (for use, for example, by INSERT SEGMENT and SET SEGMENT TRANSFORMATION). The coordinate switch determines whether the shift vector and fixed point are given in WC coordinates or NDC coordinates. If WC coordinates are used, the shift vector and the fixed point are transformed by the current normalization transformation. The order of transformation is: specified input matrix, scale, rotate (both relative to the specified fixed point), and shift. The elements M_{13} and M_{23} of the 2×3 input matrix and the resulting 2×3 transformation matrix are in NDC coordinates; the other elements are unitless.

References:

4.7.3
4.14

Errors:

8 GKS-3D not in proper state: GKS-3D shall be in one of the states GKOP, WSOP, WSAC or SGOP

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5.11 Error handling

EMERGENCY CLOSE GKS **GKCL,GKOP,WSOP,WSAC,SGOP** **L0a**

Parameters:

none

Effect: GKS-3D is emergency closed (see 4.12). The following actions are performed (if possible):

a) CLOSE SEGMENT (if open);

b) UPDATE for all open workstations;

c) DEACTIVATE all active workstations;

d) CLOSE all open workstations;

e) CLOSE GKS.

This function may be called even if the error state is ON. If GKS-3D is already closed (operating state GKCL), no action is taken.

References:

4.12

Errors:

none

ERROR HANDLING **GKCL,GKOP,WSOP,WSAC,SGOP** **L0a**

Parameters:

In	error number as listed in annex B	I
In	identification of the GKS-3D procedure called by the application program which caused the error detection	N
In	error file	N

NOTE - The last parameter has been defined in OPEN GKS.

Effect: The ERROR HANDLING procedure is called by GKS-3D in any of the error situations listed in annex B. The standard procedure just calls the ERROR LOGGING procedure with the same parameters.

NOTE - The ERROR HANDLING procedure may be replaced by an application program supplied procedure to allow specific reaction to some error situations.

References:

4.12

Errors:

none

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ERROR LOGGING **GKCL,GKOP,WSOP,WSAC,SGOP** **L0a**

Parameters:

In	error number as listed in annex B	I
In	identification of the GKS-3D procedure called by the application program which caused the error detection	N
In	error file	N

NOTE - The last parameter has been defined in OPEN GKS.

Effect: The ERROR LOGGING procedure:

a) prints an error message and GKS-3D function identification on the error file;

b) returns to the calling procedure.

References:

4.12

Errors:

none

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6 GKS-3D data structures

6.1 Notation and data types

In this clause, the contents of the GKS-3D data structures are listed.

The information for each entry includes

a) the name of the entry;

b) the coordinate system (if appropriate);

c) the permitted values;

d) the data type;

e) the initial value (if appropriate).

The notation used to express the data type, coordinate system and permitted values is also used to describe the parameters of the GKS-3D functions in clause 5.

The data type can be a simple type, which is one of the following:

I integer	whole number
R real	floating point number
S string	number of characters and character sequence
P 2D point	2 real values specifying the x- and y-coordinates of a location in WC, NDC or DC space
P3 3D point	3 real values specifying the x-, y- and z-coordinates of a location in WC, NDC, VRC, NPC or DC space
L a list of 2D points	A language binding dependent method of specifying the x- and y-coordinates of a series of locations in WC, NDC, VRC, NPC or DC space
L3 a list of 3D points	A language binding dependent method of specifying the x-, y- and z-coordinates of a series of locations in WC, NDC, VRC, NPC or DC space
N name	identification (used for error file, workstation identifier, connection identifier, workstation type, specific escape function identification, GDP identifier, pick identifier, segment name and identification of a GKS-3D function). In a programming language, not all these instances of the name data type need be bound to the same data type in the language.
E enumeration type	a data type comprising a set of values. The set is defined by enumerating the identifiers which denote the values. This type could be mapped, for example, onto scalar types in Pascal, or onto integers in FORTRAN.
CLR colour specification	a tuple of colour parameters whose number and interpretation depend on the colour model. For the colour models defined in GKS-3D, the parameters in the data type correspond to the following information: RGB: Red, Green, Blue CIE: x_c, y_c, Y_c HSV: Hue, Saturation, Value HLS: Hue, Lightness, Saturation See Annex H for more information.
CC chromacity coefficient	a compound data type used in CIE colour model containing the following information: x primary R y primary R

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Alternatively, the data type can be a combination of simple types, thus

f) a vector of values, for example, 2×R

g) a matrix of values, for example, 2×3×R

h) a list of values of one type: the type can be a simple type or a vector, for example, n×I and n×4×R

i) an array of values of simple type, for example, n×n×I

j) an ordered pair of different types, for example, (I;E)

or it can be:

D data record — a compound data type, the content and structure of which are not defined in this International Standard.

An occurrence of n merely indicates a variable integer value and does not necessarily relate to other occurrences of n.

How these data types are represented in a given implementation is dependent on the features of the programming language and on the capabilities of the system. Each language dependent layer has to map the GKS-3D data types onto the data types available in the programming language.

For coordinate data, the relevant coordinate system is indicated

k) WC : world coordinate system;

l) TLC : text local coordinate systems.

m) NDC : normalized device coordinate system;

n) VRC : view reference coordinate system;

o) NPC : normalized projection coordinate system;

p) DC : device coordinate systems.

See 4.3 for more information about coordinate systems in GKS-3D. It should be pointed out that different coordinate systems may be used in a function call and in the state lists to describe the same entry.

Permitted values can be specified by

q) a condition, for example, >0 or [0,1]; the latter implies that the value lies between 0 and 1 inclusively;

r) a standard range of integer values, for example, (1..4);

s) a range of integer values in which the maximum is determined by implementation or other constraints, for example (32..n). An occurrence of n does not necessarily imply any relationship with other occurrences of n: n merely denotes a variable integer in this context;

t) a list of values which constitute an enumeration type, for example, (SUPPRESSED,ALLOWED);

u) an ordered list of any of the above.

Initial values, if present, occur on the last column of the data structure lists. The following abbreviations occur:

v) undef: undefined value;

w) i.d: implementation dependent;

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x) w.d.t: initial value taken from workstation description table.

If no initial value is given, the value is set by the relevant GKS-3D function.

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6.2 Operating state

Operating state value (static variable)	(GKCL,GKOP,WSOP,WSAC,SGOP)	E	GKCL

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6.3 GKS-3D description table

level of GKS-3D	(0a,0b,0c,1a,1b,1c,2a,2b,2c)	E	i.d
number of available workstation types	(1..n)	I	i.d
list of available workstation types		n×N	i.d
maximum number of simultaneously open workstations	(1..n)	I	i.d
maximum number of simultaneously active workstations	(1..n)	I	i.d
maximum number of workstations associated with a segment	(1..n)	I	i.d
maximum normalization transformation number	(1..n)	I	i.d

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6.4 GKS-3D state list

set of open workstations		n×N	empty
set of active workstations		n×N	empty
current polyline index	(1..n)	I	1
current linetype	(-n..-1,1..n)	I	1
current linewidth scale factor	≥0	R	1.0
current polyline colour index	(0..n)	I	1
current linetype ASF	(BUNDLED,INDIVIDUAL)	E	see the note
current linewidth scale factor ASF	(BUNDLED,INDIVIDUAL)	E	see the note
current polyline colour index ASF	(BUNDLED,INDIVIDUAL)	E	see the note
current polymarker index	(1..n)	I	1
current marker type	(-n..-1,1..n)	I	3
current marker size scale factor	≥0	R	1.0
current polymarker colour index	(0..n)	I	1
current marker type ASF	(BUNDLED,INDIVIDUAL)	E	see the note
current marker size scale factor ASF	(BUNDLED,INDIVIDUAL)	E	see the note
current polymarker colour index ASF	(BUNDLED,INDIVIDUAL)	E	see the note
current text index	(1..n)	I	1
current text font and precision	(-n..-1,1..n;STRING,CHAR,STROKE)	(I;E)	1;STRING
current character expansion factor	>0	R	1.0
current character spacing		R	0.0
current text colour index	(0..n)	I	1
current text font and precision ASF	(BUNDLED,INDIVIDUAL)	E	see the note
current character expansion factor ASF	(BUNDLED,INDIVIDUAL)	E	see the note
current character spacing ASF	(BUNDLED,INDIVIDUAL)	E	see the note
current text colour index ASF	(BUNDLED,INDIVIDUAL)	E	see the note
current character height	TLC >0	R	0.01
current character up vector	TLC	2×R	0.1
current character width	TLC >0	R	0.01
current character base vector	TLC	2×R	1.0
current text path	(RIGHT,LEFT,UP,DOWN)	E	RIGHT
current text alignment (horizontal and vertical)	(NORMAL,LEFT,CENTRE,RIGHT;NORMAL,TOP,CAP,HALF,BASE,BOTTOM)	2×E	(NORMAL;NORMAL)
current fill area index	(1..n)	I	1
current fill area interior style	(HOLLOW,SOLID,PATTERN,HATCH)	E	HOLLOW
current fill area style index	(-n..-1,1..n)	I	1
current fill area colour index	(0..n)	I	1
current fill area interior style ASF	(BUNDLED,INDIVIDUAL)	E	see the note
current fill area style index ASF	(BUNDLED,INDIVIDUAL)	E	see the note
current fill area colour index ASF	(BUNDLED,INDIVIDUAL)	E	see the note
current pattern size	WC >0	2×R	1,1
current pattern reference point	WC	P3	(0,0,0)
current pattern reference vectors	WC	2×3×R	(1,0,0) (0,1,0)
current edge index	(1..n)	I	1
current edge flag	(OFF,ON)	E	OFF
current edgetype	(-n..-1,1..n)	I	1
current edgewidth scale factor	≥0	R	1.0
current edge colour index	(0..n)	I	1
current edge flag ASF	(BUNDLED,INDIVIDUAL)	E	see the note
current edgetype ASF	(BUNDLED,INDIVIDUAL)	E	see the note

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GKS-3D state list		GKS-3D data structures	
current edgwidth scale factor ASF	(BUNDLED,INDIVIDUAL)	E	see the note
current edge colour index ASF	(BUNDLED,INDIVIDUAL)	E	see the note
current pick identifier		N	language binding dependent
current view index	(0..n)	I	0
current HLHSR identifier	(0..n)	I	0
current normalization transformation number	(0..n)	I	0
list of normalization transformations ordered by viewport input priority (initially in numerical order with 0 highest), for every entry:			
normalization transformation number	(0..n)	I	entry number
window	WC	6×R	0,1,0,1,0,1
viewport	NDC	6×R	0,1,0,1,0,1
clipping indicator	(CLIP,NOCLIP)	E	CLIP
clipping volume	NDC	6×R	0,1,0,1,0,1
name of open segment		N	undef
set of segment names in use		n×N	empty
set of segment state lists (one state list for every segment: see 6.7)			empty
input queue (one entry for each event report)			empty
for every entry:			
workstation identifier		N	undef
device number	(1..n)	I	undef
last of group of simultaneous events (a single event is indicated by LAST)	(LAST,NOTLAST)	E	undef
input class	(LOCATOR,STROKE,VALUATOR,CHOICE,PICK,STRING)	E	undef
if LOCATOR			
normalization transformation number	(0..n)	I	undef
view index	(0..n)	I	undef
position	WC	P3	undef
if STROKE			
normalization transformation number	(0..n)	I	undef
view index	(0..n)	I	undef
number of points	(0..n)	I	undef
points in stroke	WC	n×P3	undef
if VALUATOR			
value		R	undef
if CHOICE			
status	(OK,NOCHOICE)	E	undef
choice number	(1..n)	I	undef
if PICK			
status	(OK,NOPICK)	E	undef
segment name		N	undef
pick identifier		N	undef
if STRING			
string		S	undef
current event report containing:			
input class	(NONE,LOCATOR,STROKE,VALUATOR,CHOICE,PICK,STRING)	E	NONE
if LOCATOR			
normalization transformation number	(0..n)	I	undef
view index	(0..n)	I	undef

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position	WC	P3	undef
if STROKE			
normalization transformation number	(0..n)	I	undef
view index	(0..n)	I	undef
number of points	(0..n)	I	undef
points in stroke	WC	n×P3	undef
if VALUATOR			
value		R	undef
if CHOICE			
status	(OK,NOCHOICE)	E	undef
choice number	(1..n)	I	undef
if PICK			
status	(OK,NOPICK)	E	undef
segment name		N	undef
pick identifier		N	undef
if STRING			
string		S	undef
more simultaneous events	(NOMORE,MORE)	E	NOMORE

NOTE - All the initial ASF values are the same. It is implementation dependent whether the initial ASF values are all BUNDLED or are all INDIVIDUAL.

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6.5 Workstation state list

One workstation state list exists for every open workstation. For workstations of category MO, the values marked w.d.t in the following list are actually implementation dependent because the workstation description table does not contain the corresponding entries.

Entries in this group exist for all workstation categories			
workstation identifier		N	
connection identifier		N	
workstation type		N	
	the above 3 entries are initialized by OPEN WORKSTATION		
Entries in this group do not exist for workstations of category INPUT and MI			
workstation state	(INACTIVE,ACTIVE)	E	INACTIVE
set of stored segments for this workstation		n×N	empty
Entries in this group do not exist for workstations of categories INPUT, WISS and MI			
deferral mode	(ASAP,BNIG,BNIL,ASTI)	E	w.d.t
implicit regeneration mode	(SUPPRESSED,ALLOWED)	E	w.d.t
display space empty	(EMPTY,NOTEMPTY)	E	EMPTY
new frame action necessary at update	(NO,YES)	E	NO
number of polyline bundle table entries	(5..n)	I	w.d.t
table of defined polyline bundles,			
for every entry:			
polyline index	(1..n)	I	w.d.t
linetype	(-n..-1,1..n)	I	w.d.t
linewidth scale factor	⩾0	R	w.d.t
polyline colour index	(0..n)	I	w.d.t
number of polymarker bundle table entries	(5..n)	I	w.d.t
table of defined polymarker bundles,			
for every entry:			
polymarker index	(1..n)	I	w.d.t
marker type	(-n..-1,1..n)	I	w.d.t
marker size scale factor	⩾0	R	w.d.t
polymarker colour index	(0..n)	I	w.d.t
number of text bundle table entries	(2..n)	I	w.d.t
table of defined text bundles,			
for every entry:			
text index	(1..n)	I	w.d.t
text font and precision	(-n..-1,1..n;STRING,CHAR,STROKE)	(I;E)	w.d.t
character expansion factor	>0	R	w.d.t
character spacing		R	w.d.t
text colour index	(0..n)	I	w.d.t
number of fill area bundle table entries	(5..n)	I	w.d.t
table of defined fill area bundles,			
for every entry:			

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fill area index	(1..n)	I	w.d.t
fill area interior style	(HOLLOW,SOLID,PATTERN,HATCH)	E	w.d.t
fill area style index	(-n..-1,1..n)	I	w.d.t
fill area colour index	(0..n)	I	w.d.t
number of pattern table entries	(0..n)	I	w.d.t
table of pattern representations,			
for every entry:			
pattern index	(1..n)	I	w.d.t
pattern array dimensions	(1..n)	2×I	w.d.t
pattern array	(0..n)	n×n×I	w.d.t
number of edge bundle table entries	(5..n)	I	w.d.t
table of defined edge bundles,			
for every entry:			
edge index	(1..n)	I	w.d.t
edge flag	(OFF,ON)	E	w.d.t
edgetype	(-n..-1,1..n)	I	w.d.t
edgewidth scale factor	≥0	R	w.d.t
edge colour index	(0..n)	I	w.d.t
current colour model	(-n..-1,1..n)	I	RGB
number of colour table entries	(2..n)	I	w.d.t
table of colour representations,			
for every entry:			
colour index	(0..n)	I	w.d.t
colour specification		CLR	w.d.t

The initial value of view table entries may be predefined. The initial value of view table entries that are not predefined is the same as view table entry 0. INPUT workstations may need entries for view representation and workstation window and viewport.

number of view table entries	(2..n)	I	w.d.t
table of defined view representations ordered by			
view representation input priority (initially			
in numerical order with 0 highest),			
for every entry:			
view index	(0..n)	I	w.d.t
viewing transformation update state	(NOTPENDING,PENDING)	E	
		NOTPENDING	
requested view orientation matrix		4×4×R	w.d.t
current view orientation matrix		4×4×R	w.d.t
requested view mapping matrix		4×4×R	w.d.t
current view mapping matrix		4×4×R	w.d.t
requested view clipping limits	NPC	6×R	w.d.t
current view clipping limits	NPC	6×R	w.d.t
requested x-y clipping indicator	(CLIP,NOCLIP) E	w.d.t	
current x-y clipping indicator	(CLIP,NOCLIP) E	w.d.t	
requested back clipping indicator	(CLIP,NOCLIP)	E	w.d.t
current back clipping indicator	(CLIP,NOCLIP)	E	w.d.t
requested front clipping indicator	(CLIP,NOCLIP)	E	w.d.t
current front clipping indicator	(CLIP,NOCLIP)	E	w.d.t

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Workstation state list		GKS-3D data structures	
workstation transformation update state	(NOTPENDING,PENDING)	E	NOTPENDING
requested workstation window	NDC	6×R	0,1,0,1,0,1
current workstation window	NDC	6×R	0,1,0,1,0,1
requested workstation viewport	DC	6×R	0,xd,0,yd,0,zd
current workstation viewport	DC	6×R	0,xd,0,yd,0,zd
	where (xd,yd,zd) is the display space size from the w.d.t		
HLHSR update state	(NOTPENDING,PENDING)	E	NOTPENDING
requested HLHSR mode	(0..n)	I	0
current HLHSR mode	(0..n)	I	0
Entries in this group do not exist for workstations of categories OUTPUT, WISS, MO and MI			
for every logical input device of class LOCATOR:			
locator device number	(1..n)	I	w.d.t
operating mode	(REQUEST,SAMPLE,EVENT)	E	REQUEST
echo switch	(ECHO,NOECHO)	E	ECHO
initial normalization transformation number	(0..n)	I	0
initial view index	(0..n)	I	0
initial locator position	WC	P3	w.d.t
prompt and echo type	(-n..-1,1..n)	I	1
echo volume	DC	6×R	w.d.t
locator data record		D	i.d
for every logical input device of class STROKE:			
stroke device number	(1..n)	I	w.d.t
operating mode	(REQUEST,SAMPLE,EVENT)	E	REQUEST
echo switch	(ECHO,NOECHO)	E	ECHO
initial normalization transformation number	(0..n)	I	undef
initial view index	(0..n)	I	undef
initial number of points	(0..n)	I	0
initial points in stroke	WC	n×P3	empty
prompt and echo type	(-n..-1,1..n)	I	1
echo volume	DC	6×R	w.d.t
stroke data record containing at least:		D	i.d
input buffer size	(1..n)	I	w.d.t
for every logical input device of class VALUATOR:			
valuator device number	(1..n)	I	w.d.t
operating mode	(REQUEST,SAMPLE,EVENT)	E	REQUEST
echo switch	(ECHO,NOECHO)	E	ECHO
initial value		R	w.d.t
prompt and echo type	(-n..-1,1..n)	I	1
echo volume	DC	6×R	w.d.t
valuator data record containing at least:		D	i.d
low value		R	w.d.t
high value		R	w.d.t

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GKS-3D data structures **Workstation state list**

for every logical input device of class CHOICE:			
choice device number	(1..n)	I	w.d.t
operating mode	(REQUEST,SAMPLE,EVENT)	E	REQUEST
echo switch	(ECHO,NOECHO)	E	ECHO
initial status	(OK,NOCHOICE)	E	NOCHOICE
initial choice number	(1..n)	I	undef
prompt and echo type	(-n..-1,1..n)	I	1
echo volume	DC	6×R	w.d.t
choice data record		D	i.d
for every logical input device of class PICK:			
pick device number	(1..n)	I	w.d.t
operating mode	(REQUEST,SAMPLE,EVENT)	E	REQUEST
echo switch	(ECHO,NOECHO)	E	ECHO
initial status	(OK,NOPICK)	E	NOPICK
initial segment		N	undef
initial pick identifier		N	undef
prompt and echo type	(-n..-1,1..n)	I	1
echo volume	DC	6×R	w.d.t
pick data record		D	i.d
for every logical input device of class STRING:			
string device number	(1..n)	I	w.d.t
operating mode	(REQUEST,SAMPLE,EVENT)	E	REQUEST
echo switch	(ECHO,NOECHO)	E	ECHO
initial string		S	"
prompt and echo type	(-n..-1,1..n)	I	1
echo volume	DC	6×R	w.d.t
string data record containing at least:		D	i.d
input buffer size	(1..n)	I	w.d.t
initial cursor position	(1..n)	I	w.d.t

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6.6 Workstation description table

There are three special categories of GKS-3D workstation:

a) WISS (Workstation Independent Segment Storage);

b) MO (GKSM Output);

c) MI (GKSM Input).

For levels 0 and 1 there is no WISS; for level 2 there is exactly one WISS.

There may be a number of different workstation types for MO and MI to accommodate different metafile formats. These special workstations have a restricted workstation description table.

Further workstation types may be assigned and are implementation dependent, for example:

d) storage tube type 1;

e) flat bed plotter 1.

The workstation description tables cannot be changed by the application program. There is only one workstation description table for each workstation type available in a given implementation.

Entries in this group exist for all workstation categories

workstation type		N	i.d
workstation category	(OUTPUT,INPUT,OUTIN,WISS,MO,MI)	E	i.d

Entries in this group do not exist for workstations of categories WISS, MO and MI

device coordinate units	(METRES,OTHER)	E	i.d
display space size			
(visible volume of the display space or available input volume for workstations of category INPUT)			
in device coordinate units	DC ⩾0	3×R	i.d
in raster units	(integer by integer by integer) ⩾0	3×I	i.d
(for vector displays, for example, the raster units give the highest possible resolution; for raster displays, the number of columns and lines of the raster array)			

Entries in this group do not exist for workstations of categories INPUT, WISS, MO and MI

raster, vector or other type of display	(VECTOR,RASTER,OTHER)	E	i.d
(VECTOR = vector display, RASTER = raster device, OTHER = other device, for example, vector+raster)			
dynamic modification accepted for:			
polyline bundle representation	(IRG,IMM)	E	i.d
polymarker bundle representation	(IRG,IMM)	E	i.d
text bundle representation	(IRG,IMM)	E	i.d
fill area bundle representation	(IRG,IMM)	E	i.d
pattern representation	(IRG,IMM)	E	i.d
edge bundle representation	(IRG,IMM)	E	i.d
colour representation	(IRG,IMM)	E	i.d
workstation transformation	(IRG,IMM)	E	i.d
viewing transformation	(IRG,IMM)	E	i.d
HLHSR mode	(IRG,IMM)	E	i.d
where:			
IRG: implicit regeneration necessary (may be deferred)			

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IMM: performed immediately				
default value for:				
deferral mode		(ASAP,BNIG,BNIL,ASTI)	E	i,d
implicit regeneration mode		(SUPPRESSED,ALLOWED)	E	i,d
number of available linetypes		(4..n)	I	i,d
list of available linetypes		(-n..-1,1..n)	n×I	i,d
number of available linewidths		(0..n)	I	i,d
(a value of 0 indicates that a continuous range of linewidths is supported)				
nominal linewidth	DC	>0	R	i,d
minimum linewidth	DC	>0	R	i,d
maximum linewidth	DC	>0	R	i,d
number of predefined polyline indices(bundles)		(5..n)	I	i,d
table of predefined polyline bundles,				
for every entry:				
linetype		(-n..-1,1..n)	I	i,d
linewidth scale factor			R	i,d
polyline colour index (within range of predefined colour indices)		(0..n)	I	i,d
number of available marker types		(5..n)	I	i,d
list of available marker types		(-n..-1,1..n)	n×I	i,d
number of available marker sizes		(0..n)	I	i,d
(a value of 0 indicates that a continuous range of marker sizes is supported)				
nominal marker size	DC	>0	R	i,d
minimum marker size	DC	>0	R	i,d
maximum marker size	DC	>0	R	i,d
number of predefined polymarker indices (bundles)		(5..n)	I	i,d
table of predefined polymarker bundles,				
for every entry:				
marker type		(-n..-1,1..n)	I	i,d
marker size scale factor			R	i,d
polymarker colour index (within range of predefined colour indices)		0..n)	I	i,d
number of text font and precision pairs		(1..n)	I	i,d
list of text font and precision pairs		(-n..-1,1..n;STRING,CHAR,STROKE)	n×(I;E)	i,d
number of available character expansion factors		(0..n)	I	i,d
(a value of 0 indicates that a continuous range of character expansion factors is supported)				
minimum character expansion factor		>0	R	i,d
maximum character expansion factor		>0	R	i,d
(if the available character expansion factors vary between fonts, these values are for font 1)				
number of available character heights		(0..n)	I	i,d
(a value of 0 indicates that a continuous range of character heights is supported)				
minimum character height	DC	>0	R	i,d
maximum character height	DC	>0	R	i,d
(if the available character heights vary between fonts, these values are for font 1)				
number of predefined text indices(bundles)		(2..n)	I	i,d
table of predefined text bundles,				
for every entry:				
text font and precision		(-n..-1,1..n;STRING,CHAR,STROKE)	(I;E)	i,d
character expansion factor		>0	R	i,d
character spacing			R	i,d
text colour index (within range of predefined colour indices)		(0..n)	I	i,d
number of available fill area interior styles		(1..4)	I	i,d
list of available fill area interior styles		(HOLLOW,SOLID,PATTERN,HATCH)	n×E	i,d
number of available hatch styles		(0..n)	I	i,d

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Workstation description table		GKS-3D data structures	
list of available hatch styles	(-n..-1,1..n)	n×I	i.d
number of predefined fill area indices(bundles)	(5..n)	I	i.d
table of predefined fill area bundles,			
for every entry:			
fill area interior style	(HOLLOW,SOLID,PATTERN,HATCH)	E	i.d
fill area style index	(-n..-1,1..n)	I	i.d
(for interior style PATTERN is within range of predefined pattern indices)			
(for interior style HATCH is within range of available hatch styles)			
fill area colour index (within range of predefined colour indices)	(0..n)	I	i.d
number of predefined pattern indices (representations)	(0..n)	I	i.d
table of predefined pattern representations,			
for every entry:			
pattern array dimensions	(1..n)	2×I	i.d
pattern array	(0..n)	n×n×I	i.d
number of available edgetypes	(4..n)	I	i.d
list of available edgetypes	(-n..-1,1..n)	n×I	i.d
number of available edgewidths	(0..n)	I	i.d
(a value of 0 indicates that a continuous range of edgewidths is supported)			
nominal edgewidth	DC >0	R	i.d
minimum edgewidth	DC >0	R	i.d
maximum edgewidth	DC >0	R	i.d
number of predefined edge indices(bundles)	(5..n)	I	i.d
table of predefined edge bundles,			
for every entry:			
edge flag	(OFF,ON)	E	i.d
edgetype	(-n..-1,1..n)	I	i.d
edgewidth scale factor	⩾0	R	i.d
edge colour index (within range of predefined colour indices)	(0..n)	I	i.d
number of available colour models	(2..n)	I	i.d.
list of available colour models	(-n..-1,1..n)	n×I	i.d.
chromaticity coefficient of display primaries	(0..1)	3×CC	i.d.
number of available colours or intensities	(0,2..n)	I	i.d
(a value of 0 indicates that a continuous range of colours is supported)			
colour available	(COLOUR,MONOCHROME)	E	i.d
number of predefined colour indices(representations)	(2..n)	I	i.d
table of predefined colour representations,			
for every entry:		at least entries zero and one	
colour specification		CLR	i.d
number of available generalized drawing primitives	(0..n)	I	i.d
list of available generalized drawing primitives (may be empty),			
for every GDP:			
GDP identifier		N	i.d
number of sets of attributes used	(0..5)	I	i.d
list of sets of attributes used	(POLYLINE,POLYMARKER,TEXT,FILL AREA,EDGE)	n×E	i.d

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GKS-3D data structures		Workstation description table	
maximum number of polyline bundle table entries	(5..n)	I	i.d
maximum number of polymarker bundle table entries	(5..n)	I	i.d
maximum number of text bundle table entries	(2..n)	I	i.d
aximum number of fill area bundle table entries	(5..n)	I	i.d
maximum number of pattern indices	(0..n)	I	i.d
maximum number of edge bundle table entries	(5..n)	I	i.d
maximum number of colour indices	(2..n)	I	i.d
maximum number of view indices	(2..n)	I	i.d
number of available HLHSR identifiers	(1..n)	I	i.d
list of available HLHSR identifiers	(0..n)	n×I	i.d
number of available HLHSR modes	(1..n)	I	i.d
list of available HLHSR modes	(0..n)	n×I	i.d
number of predefined view indices (representations)	(2..n)	I	i.d
table of predefined view representations,			
for every entry:			
view orientation matrix		4×4×R	i.d
view mapping matrix		4×4×R	i.d
view clipping limits	NPC	6×R	i.d
x-y clipping indicator	(CLIP,NOCLIP)	E	i.d
back clipping indicator	(CLIP,NOCLIP)	E	i.d
front clipping indicator	(CLIP,NOCLIP)	E	i.d
number of segment priorities supported	(0..n)	I	i.d
(a value of 0 indicates that a continuous range of priorities is supported)			
dynamic modification accepted for:			
segment transformation	(IRG,IMM)	E	i.d
visibility (visible → invisible)	(IRG,IMM)	E	i.d
visibility (invisible → visible)			
highlighting	(IRG,IMM)	E	i.d
segment priority	(IRG,IMM)	E	i.d
adding primitives to open segment overlapping segment of higher priority	(IRG,IMM)	E	i.d
delete segment	(IRG,IMM)	E	i.d
where:			
IRG: implicit regeneration necessary (may be deferred)			
IMM: performed immediately			

Entries in this group do not exist for workstations of categories OUTPUT, WISS, MO and MI

for every logical input device of class LOCATOR:			
locator device number	(1..n)	I	i.d
default initial locator position	WC	P3	i.d
number of available prompt and echo types	(1..n)	I	i.d
list of available prompt and echo types	(-n..-1,1..n)	n×I	i.d
default echo volume	DC	6×R	i.d
default locator data record		D	i.d

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Workstation description table		GKS-3D data structures	
for every logical input device of class STROKE:			
stroke device number	(1..n)	I	i.d
maximum input buffer size	(64..n)	I	i.d
number of available prompt and echo types	(1..n)	I	i.d
list of available prompt and echo types	(-n..-1,1..n)	n×I	i.d
default echo volume	DC	6×R	i.d
default stroke data record containing at least:		D	i.d
input buffer size	(1..n)	I	i.d
NOTE. Workstations of category INPUT may need view representation entries.			
for every logical input device of class VALUATOR:			
valuator device number	(1..n)	I	i.d
default initial value		R	i.d
number of available prompt and echo types	(1..n)	I	i.d
list of available prompt and echo types	(-n..-1,1..n)	n×I	i.d
default echo volume	DC	6×R	i.d
default valuator data record containing at least:		D	i.d
low value		R	i.d
high value		R	i.d
for every logical input device of class CHOICE:			
choice device number	(1..n)	I	i.d
maximum number of choice alternatives	(1..n)	I	i.d
number of available prompt and echo types	(1..n)	I	i.d
list of available prompt and echo types	(-n..-1,1..n)	n×I	i.d
default echo volume	DC	6×R	i.d
default choice data record		D	i.d
for every logical input device of class PICK:			
pick device number	(1..n)	I	i.d
number of available prompt and echo types	(1..n)	I	i.d
list of available prompt and echo types	(-n..-1,1..n)	n×I	i.d
default echo volume	DC	6×R	i.d
default pick data record		D	i.d
for every logical input device of class STRING:			
string device number	(1..n)	I	i.d
maximum input buffer size	(72..n)	I	i.d
number of available prompt and echo types	(1..n)	I	i.d
list of available prompt and echo types	(-n..-1,1..n)	n×I	i.d
default echo volume	DC	6×R	i.d
default string data record containing at least:		D	i.d
input buffer size	(1..n)	I	i.d
initial cursor position	(1..n)	I	1

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6.7 Segment state list

One segment state list exists for the open segment and for each stored segment.

segment name		N	
set of associated workstations		n×N	
		active workstations at create segment	
segment transformation matrix		3×4×R	1,0,0,0
(the elements M_{14}, M_{24} and			0,1,0,0
M_{34} are in NDC coordinates and			0,0,1,0
the other elements are unitless)			
visibility	(VISIBLE,INVISIBLE)	E	VISIBLE
highlighting	(NORMAL,HIGHLIGHTED)	E	NORMAL
segment priority	[0,1]	R	0
detectability	(UNDETECTABLE,DETECTABLE)	E	UNDETECTABLE

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6.8 GKS-3D error state list

error state	(OFF,ON)	E	OFF
error file		N	i.d
identification of one of the logical input devices that caused an input queue overflow:			
workstation identifier		N	undef
input class	(LOCATOR,STROKE,VALUATOR,CHOICE,PICK,STRING)	E	undef
logical input device number	(1..n)	I	undef

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