

# Asymptote Reference Card

## Program structure/functions

<code>import "filename"</code>	import module
<code>import "filename" as name</code>	import filename as module name
<code>include "filename"</code>	include verbatim text from file
<code>type f(type,...);</code>	optional function declaration
<code>type name;</code>	variable declaration
<code>type f(type arg,...) {</code> <code>statements</code> <code>return value;</code> <code>}</code>	function definition

## Data types/declarations

boolean (true or false)	<code>bool</code>
tri-state boolean (true, default, or false)	<code>bool3</code>
integer	<code>int</code>
float (double precision)	<code>real</code>
ordered pair (complex number)	<code>pair</code>
character string	<code>string</code>
fixed piecewise cubic Bezier spline	<code>path</code>
unresolved piecewise cubic Bezier spline	<code>guide</code>
color, line type/width/cap, font, fill rule	<code>pen</code>
label with position, alignment, pen attributes	<code>Label</code>
drawing canvas	<code>picture</code>
affine transform	<code>transform</code>
constant (unchanging) value	<code>const</code>
allocate in higher scope	<code>static</code>
no value	<code>void</code>
inhibit implicit argument casting	<code>explicit</code>
structure	<code>struct</code>
create name by data type	<code>typedef type name</code>

## 3D data types (import three;)

ordered triple	<code>triple</code>
3D path	<code>path3</code>
3D guide	<code>guide3</code>
3D affine transform	<code>transform3</code>

## Constants

exponential form	<code>6.02e23</code>
TeX string constant	<code>"abc...de"</code>
TeX strings: special characters	<code>\\, \"</code>
C strings: constant	<code>'abc...de'</code>
C strings: special characters	<code>\\, \" \' \?</code>
C strings: newline, cr, tab, backspace	<code>\n \r \t \b</code>
C strings: octal, hexadecimal bytes	<code>\0-\377 \x0-\xFF</code>

## Operators

arithmetic operations  
modulus (remainder)  
comparisons  
not  
and or (conditional evaluation of RHS)  
and or xor  
cast expression to type  
increment decrement prefix operators  
assignment operators  
conditional expression  
structure member operator  
expression evaluation separator

`+ - * /`  
`%`  
`== != > >= < <=`  
`!`  
`&& ||`  
`& | ^`  
`(type) expr`  
`++ --`  
`+= -= *= /= %=`  
`expr1 ? expr2 : expr3`  
`name.member`  
`,`

## Flow control

statement terminator  
block delimiters  
comment delimiters  
comment to end of line delimiter  
exit from `while/do/for`  
next iteration of `while/do/for`  
return value from function  
terminate execution  
abort execution with error message

`;`  
`{ }`  
`/* */`  
`//`  
`break;`  
`continue;`  
`return expr;`  
`exit();`  
`abort(string);`

### Flow constructions (if/while/for/do)

---

`if(expr) statement`  
`else if(expr) statement`  
`else statement`

---

---

`while(expr)`  
`statement`

---

---

`for(expr1; expr2; expr3)`  
`statement`

---

---

`for(type var : array)`  
`statement`

---

---

`do statement`  
`while(expr);`

---

## Arrays

array  
 array element *i*  
 array indexed by elements of int array *A*  
 anonymous array  
 array containing *n* deep copies of *x*  
 length  
 cyclic flag  
 pop element *x*  
 push element *x*  
 append array *a*  
 insert rest arguments at index *i*  
 delete element at index *i*  
 delete elements with indices in [*i*,*j*]  
 delete all elements  
 test whether element *n* is initialized  
 array of indices of initialized elements  
 complement of int array in {0,...,*n*-1}  
 deep copy of array *a*  
 array {0,1,...,*n*-1}  
 array {*n*,*n*+1,...,*m*}  
 array {*n*-1,*n*-2,...,0}  
 array {*f*(0),*f*(1),...,*f*(*n*-1)}  
 array obtained by applying *f* to array *a*  
 uniform partition of [*a*,*b*] into *n* intervals  
 concat specified 1D arrays  
 return sorted array  
 return array sorted using ordering *less*  
 search sorted array *a* for key  
 index of first true value of bool array *a*  
 index of *n*th true value of bool array *a*

## Initialization

initialize variable  
 initialize array

## path connectors

straight segment  
 Beziér segment with implicit control points  
 Beziér segment with explicit control points  
 concatenate  
 lift pen  
 ..tension atleast 1..  
 ..tension atleast infinity..

## Labels

implicit cast of string *s* to Label  
 Label *s* with relative position and alignment  
 Label *s* with absolute position and alignment  
 Label *s* with specified pen

## draw commands

draw path with current pen  
 draw path with pen  
 draw labeled path  
 draw arrow with pen  
 draw path on picture  
 draw visible portion of line through two pairs

```
type[] name;
name[i]
name[A]
new type[dim]
array(n,x)
name.length
name.cyclic
name.pop()
name.push(x)
name.append(a)
name.insert(i,...)
name.delete(i)
name.delete(i,j)
name.delete()
name.initialized(n)
name.keys
complement(a,n)
copy(a)
sequence(n)
sequence(n,m)
reverse(n)
sequence(f,n)
map(f,a)
uniform(a,b,n)
concat(a,b,...)
sort(a)
sort(a,less)
search(a,key)
find(a)
find(a,n)
```

```
type name=value;
type[] name={...};
```

```
--
..
..controls c0 and c1.
&
^^
::
---
```

```
draw(path)
draw(path,pen)
draw(Label,path)
draw(path,pen,Arrow)
draw(picture,path)
drawline(pair,pair)
```

## fill commands

fill path with current pen  
 fill path with pen  
 fill path on picture

## label commands

label a pair with optional alignment *z*  
 label a path with optional alignment *z*  
 add label to picture

## clip commands

clip to path  
 clip to path with fill rule  
 clip picture to path

## pens

Grayscale pen from value in [0,1]  
 RGB pen from values in [0,1]  
 CMYK pen from values in [0,1]  
 RGB pen from heximdecimal string]  
 heximdecimal string from rgb pen]  
 hsv pen from values in [0,1]  
 invisible pen  
 default pen  
 current pen  
 solid pen  
 dotted pen  
 wide dotted current pen  
 wide dotted pen  
 dashed pen  
 long dashed pen  
 dash dotted pen  
 long dash dotted pen  
 PostScript butt line cap  
 PostScript round line cap  
 PostScript projecting square line cap  
 miter join  
 round join  
 bevel join  
 pen with miter limit  
 zero-winding fill rule  
 even-odd fill rule  
 align to character bounding box (default)  
 align to T<sub>E</sub>X baseline  
 pen with font size (pt)  
 LaTeX pen from encoding,family,series,shape  
 T<sub>E</sub>X pen  
 scaled T<sub>E</sub>X pen  
 PostScript font from strings  
 pen with opacity in [0,1]  
 construct pen nib from polygonal path  
 pen mixing operator

```
fill(path)
fill(path,pen)
fill(picture,path)
```

```
label(Label,pair,z)
label(Label,path,z)
label(picture,Label)
```

```
clip(path)
clip(path,pen)
clip(picture,path)
```

```
gray(g)
rgb(r,g,b)
cmyk(r,g,b)
rgb(string)
hex(pen)
hsv(h,s,v)
invisible
defaultpen
currentpen
solid
dotted
Dotted
Dotted(pen)
dashed
longdashed
dashdotted
longdashdotted
squarecap
roundcap
extendcap
miterjoin
roundjoin
beveljoin
miterlimit(real)
zerowinding
evenodd
nobasealign
basealign
fontsize(real)
font(strings)
font(string)
font(string,real)
Courier(series,shape)
opacity(real)
makepen(path)
+
```

## path operations

number of segments in path **p**  
number of nodes in path **p**  
is path **p** cyclic?  
is segment **i** of path **p** straight?  
is path **p** straight?  
coordinates of path **p** at time **t**  
direction of path **p** at time **t**  
direction of path **p** at **length(p)**  
unit(**dir(p)+dir(q)**)  
acceleration of path **p** at time **t**  
radius of curvature of path **p** at time **t**  
precontrol point of path **p** at time **t**  
postcontrol point of path **p** at time **t**  
arclength of path **p**  
time at which **arclength(p)=L**  
point on path **p** at arclength **L**  
first value **t** at which **dir(p,t)=z**  
time **t** at relative fraction **l** of **arclength(p)**  
point at relative fraction **l** of **arclength(p)**  
point midway along arclength of **p**  
path running backwards along **p**  
subpath of **p** between times **a** and **b**  
times for one intersection of paths **p** and **q**  
times at which **p** reaches minimal extents  
times at which **p** reaches maximal extents  
intersection times of paths **p** and **q**  
intersection times of path **p** with ‘--a--b--’  
intersection times of path **p** crossing  $x = x$   
intersection times of path **p** crossing  $y = z.y$   
intersection point of paths **p** and **q**  
intersection points of **p** and **q**  
intersection of extension of **P--Q** and **p--q**  
lower left point of bounding box of path **p**  
upper right point of bounding box of path **p**  
subpaths of **p** split by **nth** cut of **knife**  
winding number of path **p** about pair **z**  
pair **z** lies within path **p**?  
pair **z** lies within or on path **p**?  
path surrounding region bounded by paths  
path filled by **draw(g,p)**  
unit square with lower-left vertex at origin  
unit circle centered at origin  
circle of radius **r** about **c**  
arc of radius **r** about **c** from angle **a** to **b**  
unit **n**-sided polygon  
unit **n**-point cyclic cross

## pictures

add picture **pic** to **currentpicture**  
add picture **pic** about pair **z**

**length(p)**  
**size(p)**  
**cyclic(p)**  
**straight(p,i)**  
**piecewisestraight(p)**  
**point(p,t)**  
**dir(p,t)**  
**dir(p)**  
**dir(p,q)**  
**accel(p,t)**  
**radius(p,t)**  
**precontrol(p,t)**  
**postcontrol(p,t)**  
**arclength(p)**  
**arctime(p,L)**  
**arcpoint(p,L)**  
**dirtime(p,z)**  
**reltime(p,l)**  
**relpoint(p,l)**  
**midpoint(p)**  
**reverse(p)**  
**subpath(p,a,b)**  
**intersect(p,q)**  
**mintimes(p)**  
**maxtimes(p)**  
**intersections(p,q)**  
**intersections(p,a,b)**  
**times(p,x)**  
**times(p,z)**  
**intersectionpoint(p,q)**  
**intersectionpoints(p,q)**  
**extension(P,Q,p,q)**  
**min(p)**  
**max(p)**  
**cut(p,knife,n)**  
**windingnumber(p,z)**  
**interior(p,z)**  
**inside(p,z)**  
**buildcycle(...)**  
**strokepath(g,p)**  
**unitsquare**  
**unitcircle**  
**circle(c,r)**  
**arc(c,r,a,b)**  
**polygon(n)**  
**cross(n)**

**add(pic)**  
**add(pic,z)**

## affine transforms

identity transform  
shift by values  
shift by pair  
scale by **x** in the  $x$  direction  
scale by **y** in the  $y$  direction  
scale by **x** in both directions  
scale by real values **x** and **y**  
map  $(x,y) \rightarrow (x+sy,y)$   
rotate by real **angle** in degrees about pair **z**  
reflect about line from **P--Q**

## string operations

concatenate operator  
string length  
position  $\geq$  **pos** of first occurrence of **t** in **s**  
position  $\leq$  **pos** of last occurrence of **t** in **s**  
string with **t** inserted in **s** at **pos**  
string **s** with **n** characters at **pos** erased  
substring of string **s** of length **n** at **pos**  
string **s** reversed  
string **s** with **before** changed to **after**  
string **s** translated via  $\{\{\text{before}, \text{after}\}, \dots\}$   
format **x** using C-style format string **s**  
casts hexadecimal string to an integer  
casts **x** to string using precision **digits**  
current time formatted by **format**  
time in seconds of string **t** using **format**  
string corresponding to **seconds** using **format**  
split **s** into strings separated by **delimiter**

**identity()**  
**shift(real,real)**  
**shift(pair)**  
**xscale(x)**  
**yscale(y)**  
**scale(x)**  
**scale(x,y)**  
**slant(s)**  
**rotate(angle,z=(0,0))**  
**reflect(P,Q)**

**+**  
**length(string)**  
**find(s,t,pos=0)**  
**rfind(s,t,pos=-1)**  
**insert(s,pos,t)**  
**erase(s,pos,n)**  
**substr(s,pos,n)**  
**reverse(s)**  
**replace(s,before,after)**  
**replace(s,string [][] table)**  
**format(s,x)**  
**hex(s)**  
**string(x,digits=realDigits)**  
**time(format="%a %b %d %T %Z %Y")**  
**seconds(t,format)**  
**time(seconds,format)**  
**split(s,delimiter="")**

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