



PSL1-program code: horizontal rectangular graphic elements

```
!PS-Adobe-3.0 B8260-6n.eps 20.10.94
%%BoundingBox: 72 90 226 206
% transformation owner -> device coordinates
/Mt { % x y snapto pixel sx sy
  transform
  .25 sub round .25 add exch
  .25 sub round .25 add exch
  itransform moveto} bind def
/HQR { % draw basic rectangle horizontal (x0 y0 w h)
  4 -2 roll Mt %(x0,y0) lower left corner rectangle
  dtransform round exch round exch idtransform
  % transformation owner -> device coordinates
  dup 0 exch rlineto %(0,h) to upper left
  exch 0 rlineto %(w,0) to upper right
  neg 0 exch rlineto %(0,-h) to lower right
  closepath fill} bind def
/HQRr {HQR /x0 r x0 add def} bind def %r-square & x0-transl.
/t { % x y -> x0 y0 start line, row, diagonal
  /y0 exch def /x0 exch def} bind def
/O { %fully filled basic rectangle with w=r h=1
  /r exch def %repeating factor r
  x0 y0 r 1 HQRr} bind def %r-fold square
/@ {/r exch def /x0 r x0 add def} bind def %only x0-Transl.

72 90 translate 0.0 setlinewidth
72 300 div 20 mul dup scale

1 8 t 1 0 1 13 t 10 0 2 @ 2 0 1 18 t 5 0
20 1 22 { 2 exch t 16 0} for

showpage
```

NE321-5, B8_21

