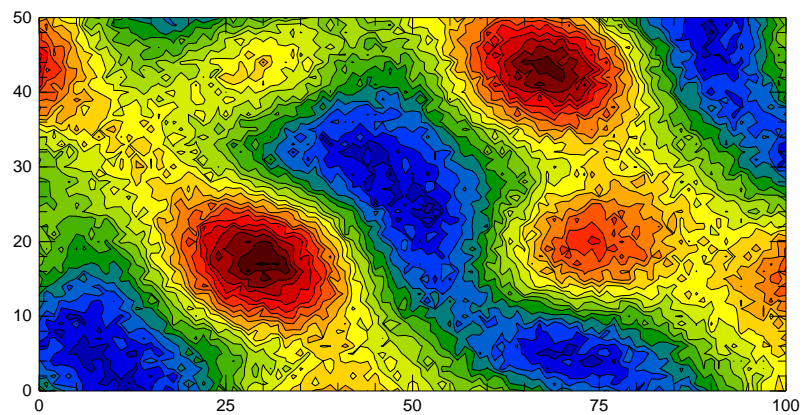
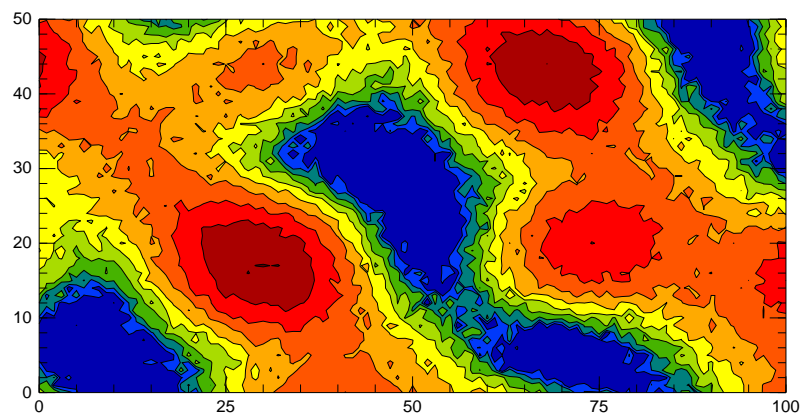


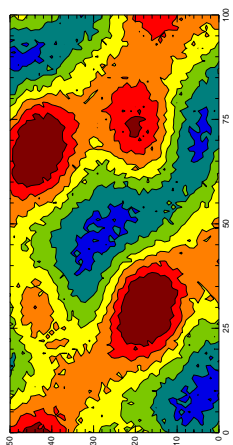
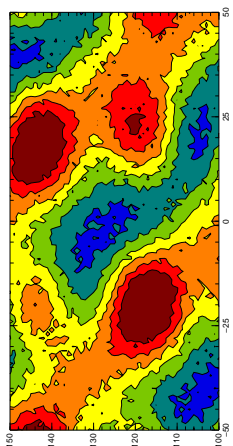
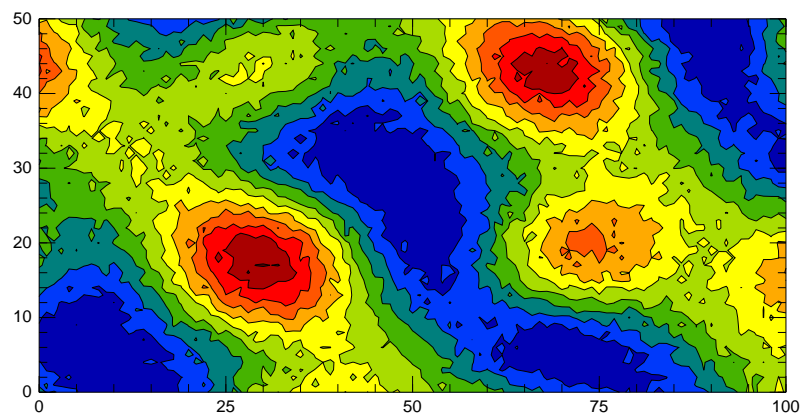
Choosing contours (3)



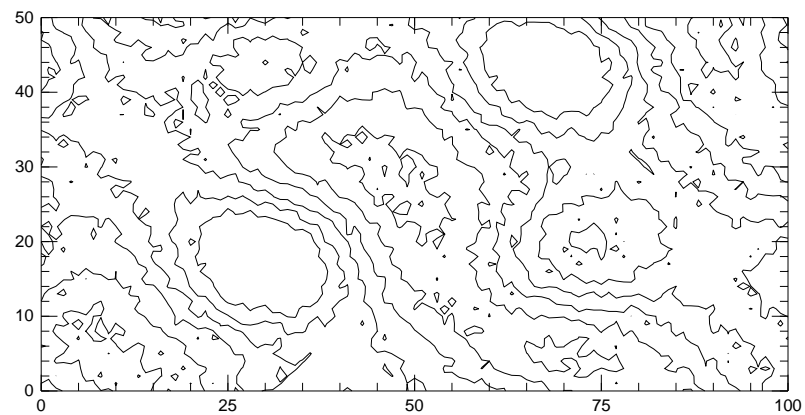
Choosing contours (2)



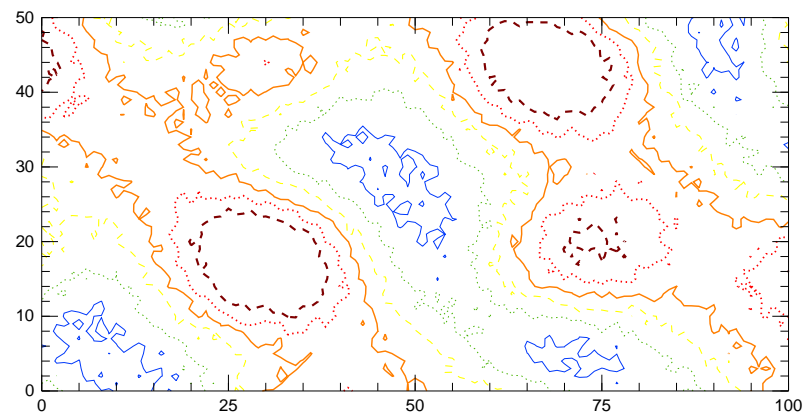
Choosing contours (1)



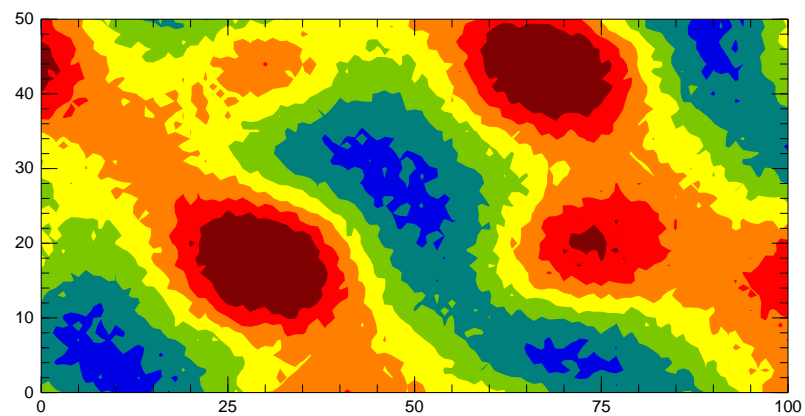
Only black contours



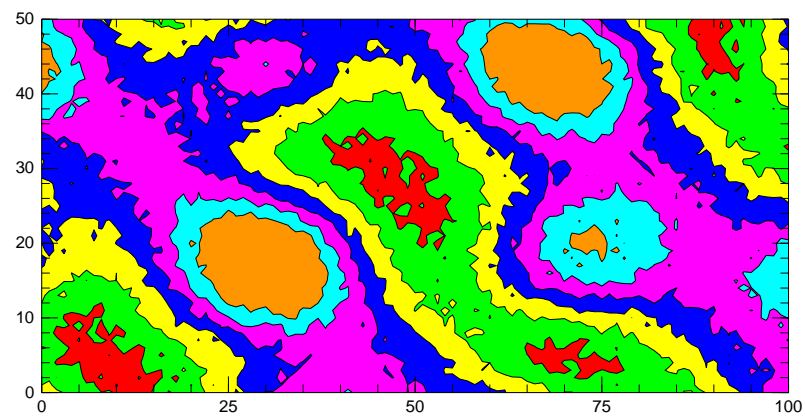
Changing the thicknesses and styles of the lines



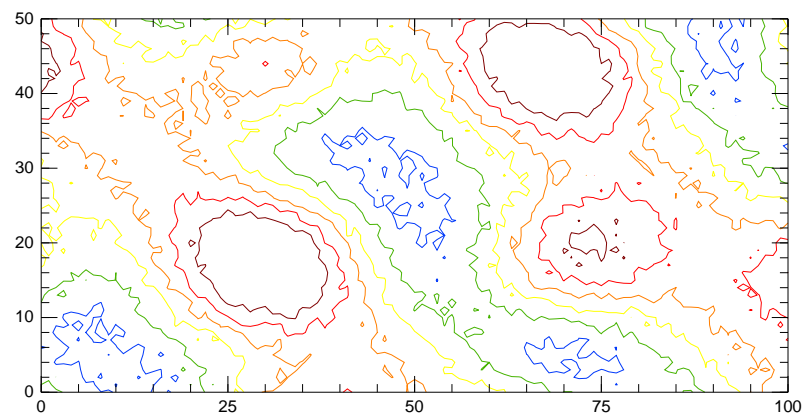
Only fill



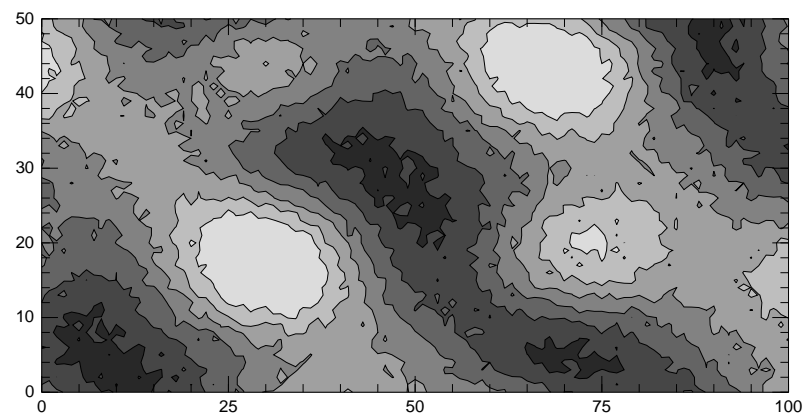
Choosing colors for the contours



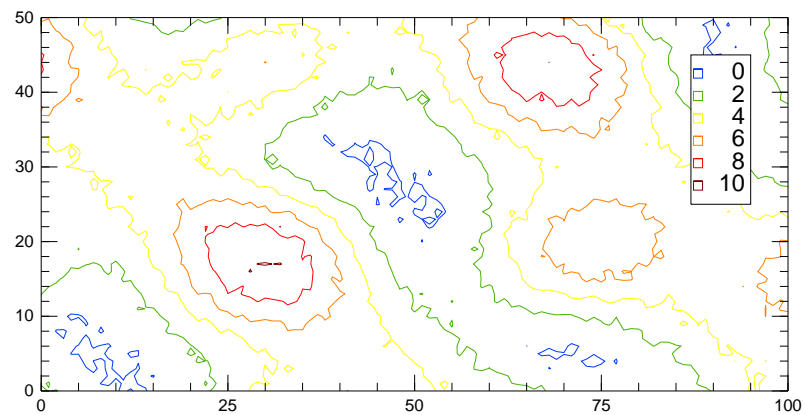
Only contours



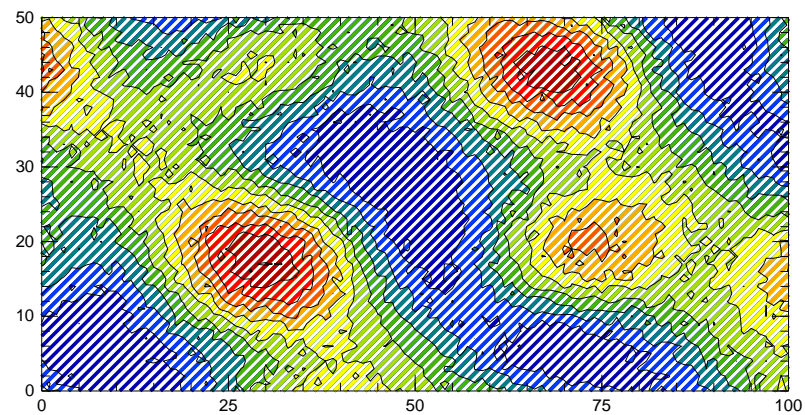
Gray (anatomical) scale



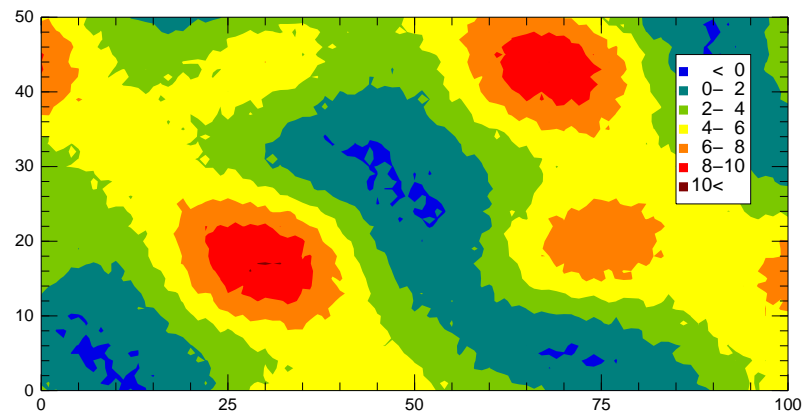
A legendary plot, part 3



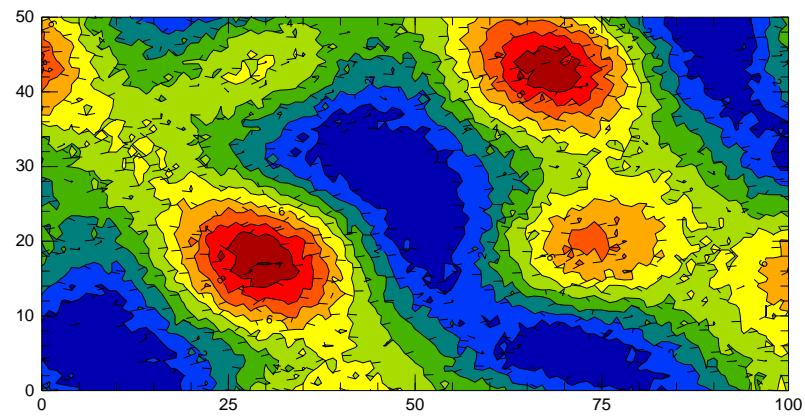
A zebra plot



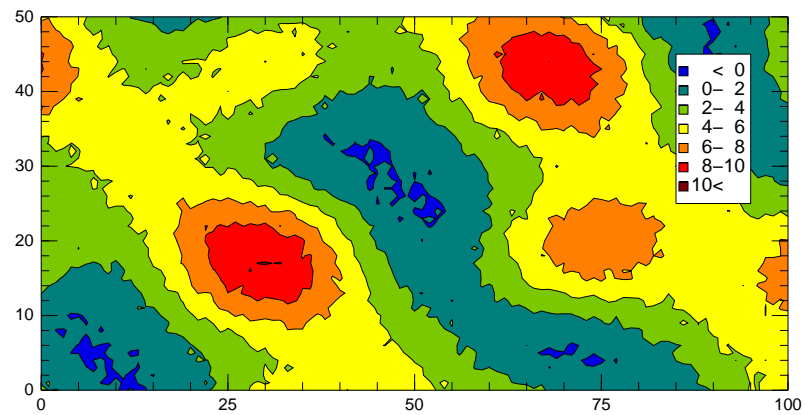
A legendary plot, part 2



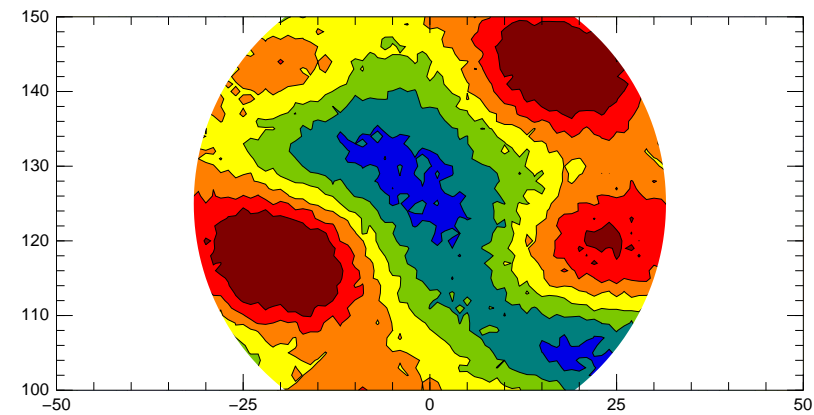
Which way is down, please?



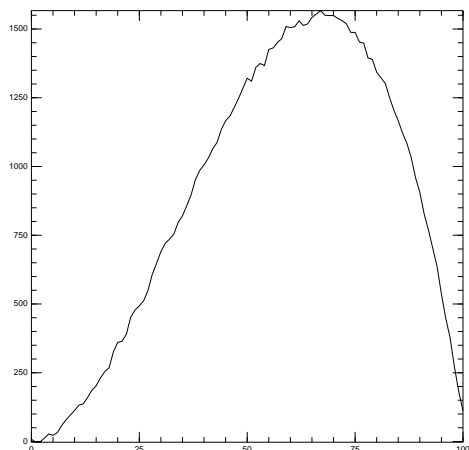
A legendary plot, part 1



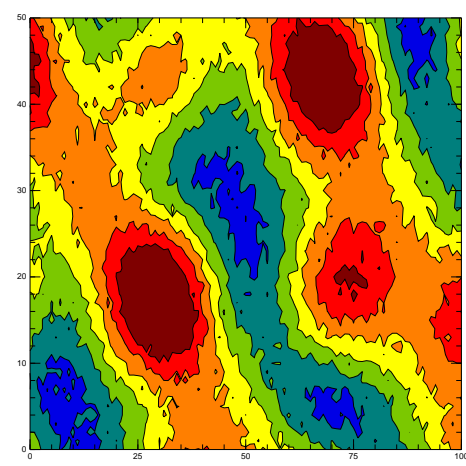
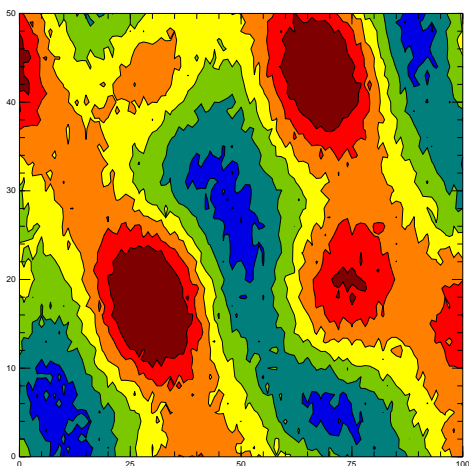
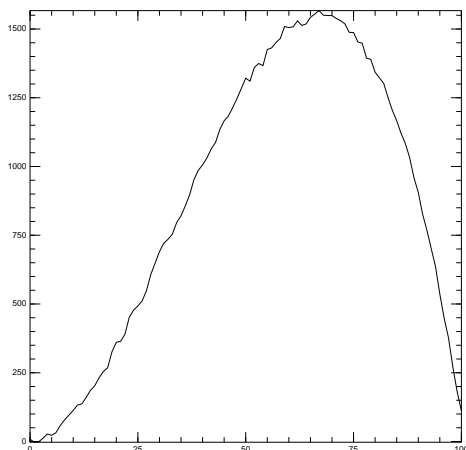
If you are far away from the center, you are evil



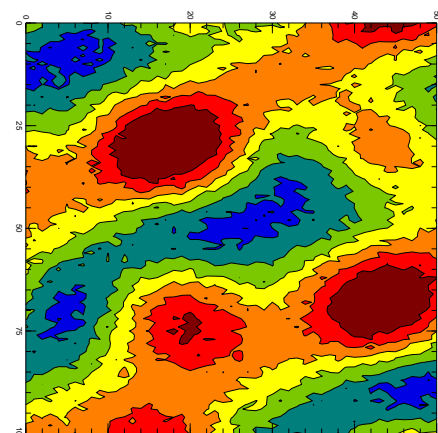
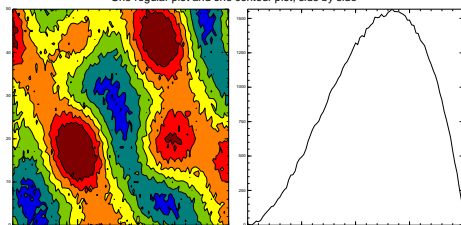
One regular plot and one contour plot, one over the other



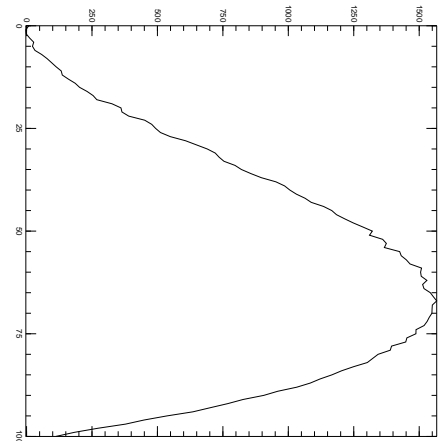
We align the plots



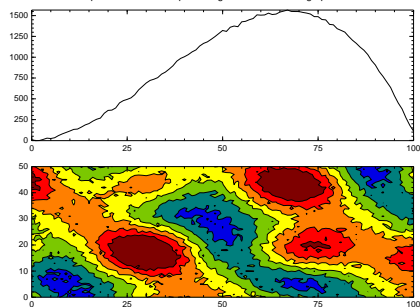
One regular plot and one contour plot, side by side



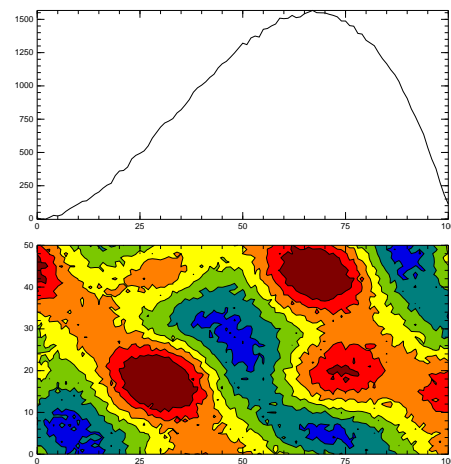
In landscape mode the default positioning changes



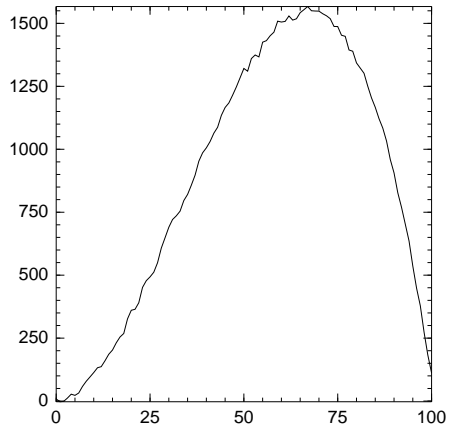
A positive value for aspect assigns that value to all graphs



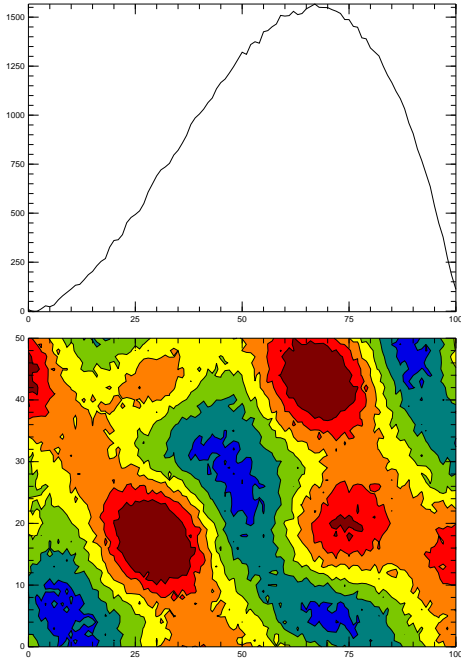
A zero value for aspect uses the natural aspect ratio of the first graph



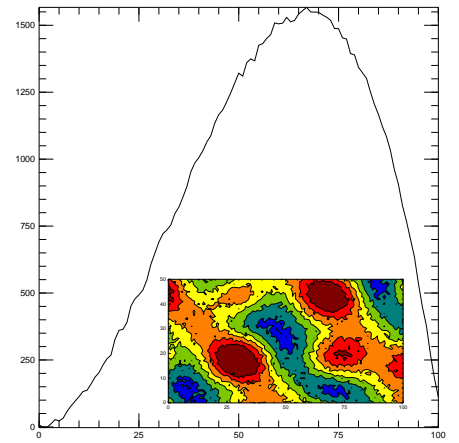
We manually adjust the graphs positions and character sizes



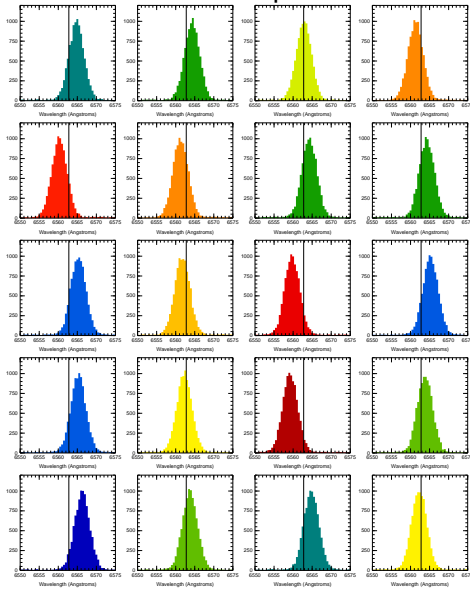
A negative value for aspect fixes the aspect ratio of the PS file



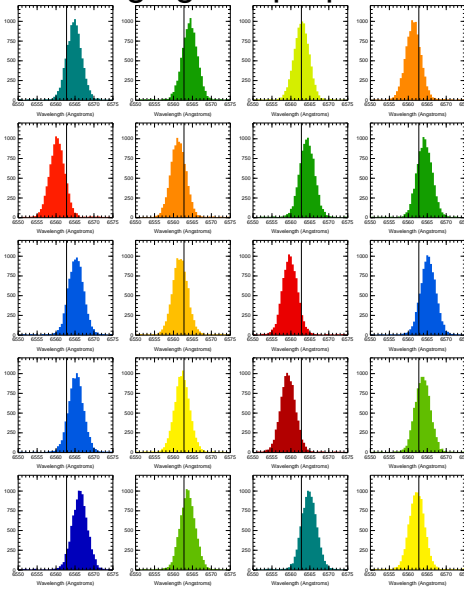
Going free style in positioning



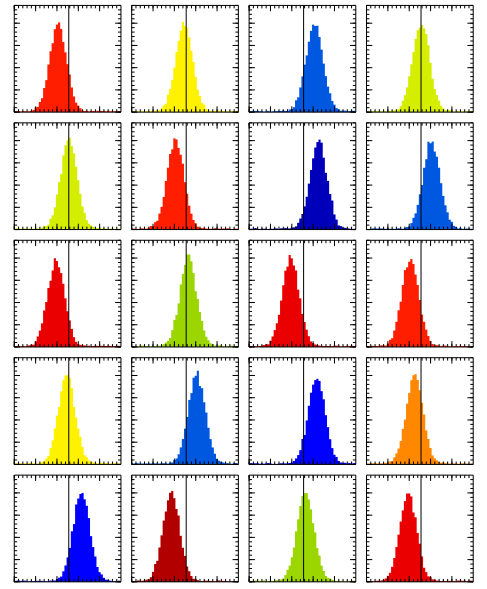
20 fake H α spectra



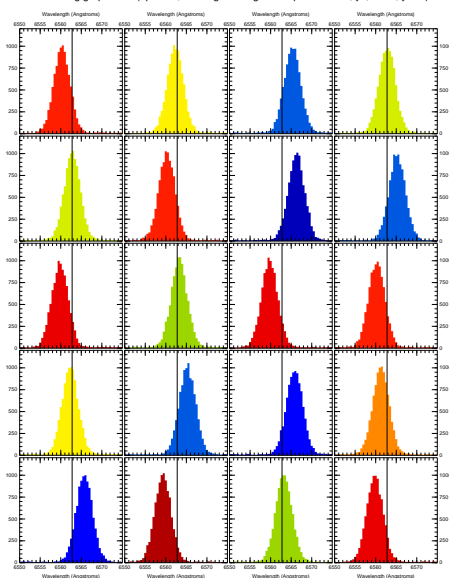
Changing title properties



Maximizing graph area (option 1, using xaxis=xaxis=yaxis=yaxis=0)

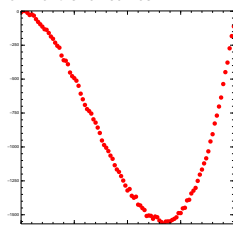


Maximizing graph area (option 2, "circling the wagons" supersedes xc, yc, xsize, ysize)

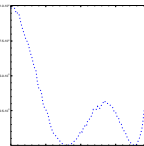
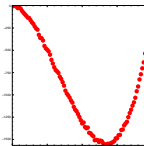


Using something different from SINGLEPLOT or SINGLECONTOUR

generated with xyouts



Forcing the number of x and y graphs to be something other than the default



generated with xyouts

