jdrutils Version 1.4

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Abstract

FlowframTk comes with a number of command line applications for converting JDR and AJR files to other formats. This document describes those applications.

Contents

1	ajr2jdr	1
2	jdr2ajr	2
3	jdr2eps	2
4	m jdr2png	3
5	m jdr2svg	3
6	jdr2tex	3
7	${ m eps2jdr}$	4

1 ajr2jdr

Syntax:

```
ajr2jdr [\langle options \rangle] \langle ajr file \rangle \langle jdr file \rangle
```

Purpose

Converts an AJR file (specified by $\langle ajr \ file \rangle$) to a JDR file (specified by $\langle jdr \ file \rangle$.)

Options:

- -settings $[\langle n \rangle]$ Controls how settings are saved in the output file. Optionally followed by an integer $\langle n \rangle$ (if omitted $\langle n \rangle = 1$):
 - 0 don't save settings
 - 1 save all settings
 - 2 only save paper size (v1.3 only, for earlier versions equivalent to 0)
- -nosettings Equivalent to -settings 0

- -settings_as_input Only save settings if they were given in the input file (Default)
- -v1.0 Use version 1.0 for the output format. (You may lose information if the input file has a higher version number.)
- -v1.1 Use version 1.1 for the output format. (You may lose information if the input file has a higher version number.)
- -v1.2 Use version 1.2 for the output format.
- -v1.3 Use version 1.3 for the output format.
- -v1.4 Use version 1.4 for the output format. (Default)

2 jdr2ajr

Syntax:

```
jdr2ajr [\langle options \rangle] \langle jdr file \rangle \langle ajr file \rangle
```

Purpose:

Converts a JDR file (specified by $\langle jdr\ file \rangle$) to an AJR file (specified by $\langle ajr\ file \rangle$.)

Options:

- -settings $[\langle n \rangle]$ Controls how settings are saved in the output file. Optionally followed by an integer $\langle n \rangle$ (if omitted $\langle n \rangle = 1$):
 - 0 don't save settings
 - 1 save all settings
 - 2 only save paper size (v1.3 only, for earlier versions equivalent to 0)
- -nosettings Equivalent to -settings 0
- -settings_as_input Only save settings if they were given in the input file (Default)
- -v1.0 Use version 1.0 for the output format. (You may lose information if the input file has a higher version number.)
- -v1.1 Use version 1.1 for the output format. (You may lose information if the input file has a higher version number.)
- **-v1.2** Use version 1.2 for the output format.
- **-v1.3** Use version 1.3 for the output format.
- -v1.4 Use version 1.4 for the output format. (Default)

3 jdr2eps

Syntax:

```
jdr2eps \langle jdr \ file \rangle \ \langle eps \ file \rangle
```

Purpose:

Converts a JDR file to an EPS file.

Limitations:

Transparency is not implemented.

4 jdr2png

Syntax:

```
jdr2png [\langle options \rangle] \langle jdr file \rangle \langle png file \rangle
```

Options:

-crop Crop image to bounding box (default)

-nocrop Image size the same as canvas.

-alpha Add alpha channel. The background is transparent.

-noalpha No alpha channel (default). The background is white.

Purpose:

Converts a JDR file to a PNG file.

Limitations:

The output file will use always RGB colour space. Any CMYK specifications will be converted to RGB.

5 jdr2svg

Syntax:

```
jdr2svg \langle jdr \ file \rangle \ \langle svg \ file \rangle
```

Purpose:

Converts a JDR file to an SVG file.

Limitations:

Gradient paint is not available for line or text colour.

6 jdr2tex

Syntax:

```
jdr2tex \langle jdr file \rangle \langle tex file \rangle
```

Purpose:

Converts a JDR file to a LATEX file containing a pgfpicture environment.

Limitations:

Gradient paint is not available for line or text colour.

7 eps2jdr

```
Syntax:
```

```
eps2jdr [options] \langle eps \ file \rangle \ \langle jdr \ file \rangle
```

Options:

- -bitmap $\langle basename \rangle$ Extract bitmaps to be saved as $\langle basename \rangle \langle n \rangle$.png.
- -v1.0 Save as JDR version 1.0
- -v1.1 Save as JDR version 1.1
- -v1.2 Save as JDR version 1.2
- -v1.3 Save as JDR version 1.3
- -v1.4 Save as JDR version 1.4 (default)
- **-normalsize** $\langle n \rangle$ Set the normal LaTeX font size to $\langle n \rangle$
- -verbose Verbose output
- -version Print current version number and exit

Purpose:

Converts an Encapsulated PostScript file to a JDR file.

Limitations:

FlowframTk doesn't have anything like the functionality of PostScript, so there are many limitations. There are many PostScript commands that are either not implemented at all or only work in a limited way. If eps2jdr doesn't work on an EPS file, try using eps2eps on the EPS file and try on the output of that. However there is still no guarantee that it will work.

If eps2jdr can't implement a PostScript command, it will do one of the following:

- 1. Find the nearest approximation
- 2. Print a warning message and ignore the command (popping any operands off the stack where necessary)
- 3. Print an error message, and exit.

If the EPS file contains images (via the image or colorimage operators), each image will be extracted and saved as a PNG file with name $\langle basename \rangle \langle n \rangle$.png, where $\langle basename \rangle$ is the basename of the output JDR file, unless the -bitmap option was used.

Font substitutions may occur, but you can create a PostScript to LATEX font map in FlowframTk's configuration directory¹. To do this, use your favourite text editor to create a file called psfontmap. Each line must be in the form:

 $\langle PostScript\ font\ name \rangle = \langle Family\ declaration \rangle$, $\langle Series\ declaration \rangle$, $\langle Shape\ declaration \rangle$

The PostScript font name may be a regular express. For example:

```
.* {\tt obliquebold=, \bfseries, \slshape}
```