

Plotting commands			
<i>Command</i>	<i>minimal</i>	<i>What it does</i>	<i>latex2html translation</i>
<code>\withbutton</code>	No	Sets a flag to include figure buttons.	N/A
<code>\nobutton</code>	No	Sets a flag NOT to include figure buttons. The same effect can be achieved with <code>\plot</code> and <code>\sideplot</code> .	N/A
<code>\syscall{}</code>	Maybe	Puts a little box around <code>make #1</code> .	Creates a link to the <code>sepsshell</code> file <code>#1.seps</code> so that a certain system command (make rule) could be executed (useful for TAs).
<code>\SYSCALL{}{}</code>	No	Obsolete. Used previously in conjunction with <code>xtex</code> .	Ignored.
<code>\plotbox{}{}</code>	Yes	The first argument is the figure name. The second argument contains plot options (typically <code>width=</code> , <code>height=</code>). Use it for figures, which are not defined in RESULTS lists of the makefile.	Analogous. Puts a corresponding GIF figure in a bordered table. The size of the figure is computed from the plot options, assuming the resolution of 75 dpi.
<code>\plot[]{}{}</code>	Yes	The first (optional) argument specifies the position of the figure and is defaulted to <code>htbp</code> (here,top,bottom,page). The second argument is the figure name. The third argument contains plot options (typically <code>width=</code> , <code>height=</code> .) The fourth argument contains the caption text.	The corresponding GIF figure is placed in a bordered table. The size of the figure is computed from the plot options, assuming the resolution of 75 dpi. A hyperlink to the full-sized GIF image is placed under the figure. <i>Problem:</i> the hyperreference to the figure goes under it. Sometimes it is inconvenient, and we would prefer the reference to be on top of the figure (pointed out by James Rickett.)

<code>\activeplot [] {} {} {}</code>	Yes	The first (optional) argument specifies the position of the figure and is defaulted to <code>htbp</code> (here,top,bottom,page). The second argument is the figure name. The third argument contains plot options (typically <code>width=</code> , <code>height=</code> .) The fourth argument indicates the reproducibility status and is inserted by <code>Actify</code> . The fifth argument contains the caption text. The figure name is placed in a frame, and the reproducibility flag is placed in <code>[]</code> .	The corresponding GIF figure is placed in a bordered table. The size of the figure is computed from the plot options, assuming the resolution of 75 dpi. A hyperlink to the full-sized GIF image is placed under the figure. The figure is supplied with interactive <code>sepsshell</code> buttons.
<code>\sideplot [] {} {} {}</code>	Yes	Analogous to <code>\plot</code> , but the figure has a fixed maximum width, and the caption is placed on the left side of the plot. The first (optional) argument specifies the position of the figure and is defaulted to <code>htbp</code> (here,top,bottom,page). The second argument is the figure name. The third argument contains plot options (typically <code>width=</code> , <code>height=</code> .) The fourth argument contains the caption text.	The corresponding GIF figure is placed in a table with the caption on the left side. The size of the figure is computed from the plot options, assuming the resolution of 75 dpi. A hyperlink to the full-sized GIF image is placed under the figure. <i>Problem:</i> the hyperreference to the figure goes under it. Sometimes it is inconvenient, and we would prefer the reference to be on top of the figure (pointed out by James Rickett.)

<code>\activesideplot[]{}{}{}{}</code>	Yes	Analogous to <code>\activeplot</code> , but the figure has a fixed maximum width, and the caption is placed on the left side of the plot. The first (optional) argument specifies the position of the figure and is defaulted to <code>htbp</code> (here,top,bottom,page). The second argument is the figure name. The third argument contains plot options (typically <code>width=</code> , <code>height=</code> .) The fourth argument indicates the reproducibility status and is inserted by <code>Actify</code> . The fifth argument contains the caption text. The figure name is placed in a frame, and the reproducibility flag is placed in <code>[]</code> . Warning: Previously we were able to use something like <code>\activesideplot{name}{2in}{}{caption}</code> , where the length <code>2in</code> was interpreted as the figure height. Now you have to spell out <code>height=2in</code> . This is the only serious back-compatibility problem that we have encountered.	The corresponding GIF figure is placed in a table with the caption on the left side. The size of the figure is computed from the plot options, assuming the resolution of 75 dpi. A hyperlink to the full-sized GIF image is placed under the figure. The figure is supplied with interactive <code>sepsshell</code> buttons. <i>Problem:</i> the hyperreference to the figure goes under it. Sometimes it is inconvenient, and we would prefer the reference to be on top of the figure (pointed out by James Rickett.)
<code>\passiveplot{}{}{}{}</code>	No	Obsolete. Equivalent to <code>\activeplot</code> .	N/A
<code>\passivesideplot{}{}{}{}</code>	No	Obsolete. Equivalent to <code>\activesideplot</code> .	N/A
<code>\activeplothere{}{}{}{}</code>	No	Equivalent to <code>\activeplot</code> with the first (optional) argument set to <code>h</code> (here).	N/A
<code>\activeplot[h]{#1}{#2}{#3}{#4}</code>			
<code>\activeplotpage{}{}{}{}</code>	No	Equivalent to <code>\activeplot</code> with the first (optional) argument set to <code>p</code> (page).	N/A

\activeplot[p]{#1}{#2}{#3}{#4}			
\activeplottop{}{}{}{}	No	Equivalent to \activeplot with the first (optional) argument set to t (top).	N/A
\activeplot[t]{#1}{#2}{#3}{#4}			
\activeplotbottom{}{}{}{}	No	Equivalent to \activeplot with the first (optional) argument set to b (bottom).	Equivalent to \activeplot.
\activeplot[b]{#1}{#2}{#3}{#4}			
\notinteractive	No	Obsolete. Ignored.	Ignored.
\interactive	No	Obsolete. Ignored.	Ignored.
\iex{}{}	No	Obsolete. Ignored.	Ignored.
\noshowiex	No	Obsolete. Ignored.	Ignored.
\showiex	No	Obsolete. Ignored.	Ignored.
\noIdocMenu	No	Obsolete. Ignored.	Ignored.