

CUBE**PURPOSE**

Draws a cube.

DESCRIPTION

The 2 pairs of coordinates define the (x,y) values for two opposing corners of the front square. The coordinates for drawing the other faces are automatically determined from these 2 coordinates.

SYNTAX

CUBE <x1> <y1> <x2> <y2>

where <x1> is a number or parameter in the decimal range 0 to 100 that specifies the x coordinate for one corner of the cube;

<y1> is a number or parameter in the decimal range 0 to 100 that specifies the y coordinate for one corner of the cube;

<x2> is a number or parameter in the decimal range 0 to 100 that specifies the x coordinate for the other corner of the cube;

and <y2> is a number or parameter in the decimal range 0 to 100 that specifies the y coordinate for the other corner of the cube.

If more than 4 numbers are given, more than one cube will be drawn.

EXAMPLES

CUBE 50 50 60 50

CUBE XLOW YLOW XHIGH YHIGH

CUBE 50 50 60 60 70 70 (equivalent to: CUBE 50 50 60 60; CUBE 60 60 70 70)

NOTE 1

The line style (i.e., solid, dash), color, and thickness of the cube are controlled by the LINE, LINE COLOR, and LINE THICKNESS commands. The REGION FILL ON command can be used to generate a solid filled cube. The following options can be specified on the REGION FILL command (e.g., REGION FILL ONTS) to control which faces of the cube are filled:

ONTS	=	Fill the top and side faces.
ONST	=	Fill the top and side faces.
ONF	=	Fill the interior of the cube.
ONS	=	Fill the side face.
ONT	=	Fill the top face.
ONFS	=	Fill the front and side faces.
ONSF	=	Fill the front and side faces.
ONFT	=	Fill the front and top faces.
ONTF	=	Fill the front and top faces.
ON	=	Fill the front and top faces.
OFF	=	Do not fill any part of the cube.

The REGION PATTERN command can be used to specify the type of fill pattern to use. See the documentation for the REGION PATTERN command for a list of valid fill patterns. These commands are documented in the Plot Control chapter.

NOTE 2

If you use a software font, cubes can be embedded in text (e.g., the LEGEND or TEXT commands) by entering the string CUBE(). Cubes can also be used as plot characters (e.g., CHARACTERS CUBE), in which case the attributes are set with the various CHARACTER commands.

DEFAULT

None

SYNONYMS

None

RELATED COMMANDS

BOX	=	Draws a box.
CIRCLE	=	Draws a circle.
DRAW	=	Draws a line.
LINE	=	Sets the line type for figures and plot lines.
LINE THICKNESS	=	Sets the line thickness for figures and plot lines.

LINE COLOR = Sets the line colors for figures and plot lines.
 REGION FILL = Specifies whether a figure is filled or not.

APPLICATIONS

Presentation graphics

IMPLEMENTATION DATE

Pre-1987

PROGRAM

```
CUBE 10 10 20 20
CUBE 60 10 80 30
THICKNESS 0.7
CUBE 10 30 20 40
THICKNESS 0.2; LINE DASH
CUBE 10 50 20 60
LINE SOLID; LINE COLOR G50
THICKNESS 0.5
CUBE 10 80 20 90
THICKNESS 0.2; LINE COLOR BLACK
REGION FILL ON
CUBE 30 30 35 35
REGION FILL COLOR G50
CUBE 40 40 60 60
REGION FILL COLOR BLACK
REGION FILL ONTS
CUBE 40 70 48 78
REGION FILL ONF; REGION PATTERN VERT
CUBE 87 10 97 20
FONT SIMPLEX; MOVE 40 85
TEXT CUBE() DRAW A CUBE WITH THE TEXT COMMAND
```

