

Tutorials and worked examples for simulation, curve fitting, statistical analysis, and plotting. http://www.simfit.org.uk

To create plots you must supply SIMFIT graphical routines with coordinates in one of the following ways.

#### Method 1

Data are transferred directly by the program you are using.

### Method 2

Data are pasted in from the clipboard, or input as a file with a table of coordinates.

### Method 3

Data are input as multiple coordinate files by a library file, from your graphics project archive, or by multiple file selection.

#### Method 4

Data are input as a previously generated metafile to resume editing.

Note that SimFIT program **simplot** provides test data files to demonstrate most of the available plotting options as well as worked examples.

After editing to change symbols, line-types, titles, legends, colours, etc., you can proceed as follows.

#### Print directly

Print the current display as a high resolution bit map.

## Save Windows quality hardcopy

Choose either \*.svg, \*.png, \*.jpg, or \*.emf, but not \*.tif, or \*.bmp.

# Save PostScript quality hardcopy

Archive encapsulated PostScript files (\*.eps) then, when required, print from your PS-viewer, or generate \*.pdf,\*.png, etc., retrospectively. Note that this is the superior way to use SmF<sub>I</sub>T graphics, especially for LaTeX users, and it offers numerous additional options. However it requires you to have GhostScript and (optionally) a PS-viewer such as GSview installed.

There are actually four distinct levels of SimFiT graphics.

## 1. Simple graphics

This is when data are displayed as a simple plot with limited editing options.

## 2. Advanced graphics

This allows very extensive editing and numerous additional features such as adding graphical objects, e.g. as extra text, arrows, rectangles, or plotting symbols. In addition metafiles can be created which can be entered retrospectively into program **simplot** to resume editing.

# 3. 3D graphics

Space curves can be plotted and surfaces as wire-nets, skyscrapers, cylinders, or contours.

## 4. PostScript graphics

This is for experienced users who require the highest quality industry standard graphics as well as additional features such as retrospective editing in a text editor, adding whitespace to stretch graphs without changing the aspect ratio of symbols and text, overlaying graphs, or creating collages.