

NAME

`gv_ruby` - graph manipulation in ruby

SYNOPSIS

```
#!/usr/bin/ruby
require 'gv'
```

USAGE**INTRODUCTION**

`gv_ruby` is a dynamically loaded extension for `ruby` that provides access to the graph facilities of `graphviz`.

COMMANDS**New graphs**

New empty graph

```
graph_handle Gv.graph (name);
graph_handle Gv.digraph (name);
graph_handle Gv.strictgraph (name);
graph_handle Gv.strictdigraph (name);
```

New graph from a dot-syntax string or file

```
graph_handle Gv.readstring (string);
graph_handle Gv.read (string filename);
graph_handle Gv.read (channel);
```

Add new subgraph to existing graph

```
graph_handle Gv.graph (graph_handle, name);
```

New nodes

Add new node to existing graph

```
node_handle Gv.node (graph_handle, name);
```

New edges

Add new edge between existing nodes

```
edge_handle Gv.edge (tail_node_handle, head_node_handle);
```

Add a new edge between an existing tail node, and a named head node which will be induced in the graph if it doesn't already exist

```
edge_handle Gv.edge (tail_node_handle, head_name);
```

Add a new edge between an existing head node, and a named tail node which will be induced in the graph if it doesn't already exist

```
edge_handle Gv.edge (tail_name, head_node_handle);
```

Add a new edge between named tail and head nodes which will be induced in the graph if they don't already exist

```
edge_handle Gv.edge (graph_handle, tail_name, head_name);
```

Setting attribute values

Set value of named attribute of graph/node/edge - creating attribute if necessary

```
string Gv.setv (graph_handle, attr_name, attr_value);
string Gv.setv (node_handle, attr_name, attr_value);
string Gv.setv (edge_handle, attr_name, attr_value);
```

Set value of existing attribute of graph/node/edge (using attribute handle)

```
string Gv.setv (graph_handle, attr_handle, attr_value);
string Gv.setv (node_handle, attr_handle, attr_value);
```

```
string Gv.setv (edge_handle, attr_handle, attr_value);
```

Getting attribute values

Get value of named attribute of graph/node/edge

```
string Gv.getv (graph_handle, attr_name);
string Gv.getv (node_handle, attr_name);
string Gv.getv (edge_handle, attr_name);
```

Get value of attribute of graph/node/edge (using attribute handle)

```
string Gv.getv (graph_handle, attr_handle);
string Gv.getv (node_handle, attr_handle);
string Gv.getv (edge_handle, attr_handle);
```

Obtain names from handles

```
string Gv.nameof (graph_handle);
string Gv.nameof (node_handle);
string Gv.nameof (attr_handle);
```

Find handles from names

```
graph_handle Gv.findsubg (graph_handle, name);
node_handle Gv.findnode (graph_handle, name);
edge_handle Gv.findedge (tail_node_handle, head_node_handle);
attribute_handle Gv.findattr (graph_handle, name);
attribute_handle Gv.findattr (node_handle, name);
attribute_handle Gv.findattr (edge_handle, name);
```

Misc graph navigators returning handles

```
node_handle Gv.headof (edge_handle);
node_handle Gv.tailof (edge_handle);
graph_handle Gv.graphof (graph_handle);
graph_handle Gv.graphof (edge_handle);
graph_handle Gv.graphof (node_handle);
graph_handle Gv.rootof (graph_handle);
```

Obtain handles of proto node/edge for setting default attribute values

```
node_handle Gv.protonode (graph_handle);
edge_handle Gv.protoedge (graph_handle);
```

Iterators

Iteration termination tests

```
bool Gv.ok (graph_handle);
bool Gv.ok (node_handle);
bool Gv.ok (edge_handle);
bool Gv.ok (attr_handle);
```

Iterate over subgraphs of a graph

```
graph_handle Gv.firstsubg (graph_handle);
graph_handle Gv.nextsubg (graph_handle, subgraph_handle);
```

Iterate over supergraphs of a graph (obscure and rarely useful)

```
graph_handle Gv.firstsupg (graph_handle);
graph_handle Gv.nextsupg (graph_handle, subgraph_handle);
```

Iterate over edges of a graph

```
edge_handle Gv.firstedge (graph_handle);
edge_handle Gv.nextedge (graph_handle, edge_handle);
```

Iterate over outedges of a graph

```
edge_handle Gv.firstout (graph_handle);
edge_handle Gv.nextout (graph_handle, edge_handle);
```

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Iterate over edges of a node
edge_handle **Gv.firstedge** (*node_handle*);
edge_handle **Gv.nextedge** (*node_handle*, *edge_handle*);

Iterate over out-edges of a node
edge_handle **Gv.firstout** (*node_handle*);
edge_handle **Gv.nextout** (*node_handle*, *edge_handle*);

Iterate over head nodes reachable from out-edges of a node
node_handle **Gv.firsthead** (*node_handle*);
node_handle **Gv.nexthead** (*node_handle*, *head_node_handle*);

Iterate over in-edges of a graph
edge_handle **Gv.firstin** (*graph_handle*);
edge_handle **Gv.nextin** (*node_handle*, *edge_handle*);

Iterate over in-edges of a node
edge_handle **Gv.firstin** (*node_handle*);
edge_handle **Gv.nextin** (*graph_handle*, *edge_handle*);

Iterate over tail nodes reachable from in-edges of a node
node_handle **Gv.firsttail** (*node_handle*);
node_handle **Gv.nexttail** (*node_handle*, *tail_node_handle*);

Iterate over nodes of a graph
node_handle **Gv.firstnode** (*graph_handle*);
node_handle **Gv.nextnode** (*graph_handle*, *node_handle*);

Iterate over nodes of an edge
node_handle **Gv.firstnode** (*edge_handle*);
node_handle **Gv.nextnode** (*edge_handle*, *node_handle*);

Iterate over attributes of a graph
attribute_handle **Gv.firstattr** (*graph_handle*);
attribute_handle **Gv.nextattr** (*graph_handle*, *attr_handle*);

Iterate over attributes of an edge
attribute_handle **Gv.firstattr** (*edge_handle*);
attribute_handle **Gv.nextattr** (*edge_handle*, *attr_handle*);

Iterate over attributes of a node
attribute_handle **Gv.firstattr** (*node_handle*);
attribute_handle **Gv.nextattr** (*node_handle*, *attr_handle*);

Remove graph objects
bool **Gv.rm** (*graph_handle*);
bool **Gv.rm** (*node_handle*);
bool **Gv.rm** (*edge_handle*);

Layout
Annotate a graph with layout attributes and values using a specific layout engine
bool **Gv.layout** (*graph_handle*, *string engine*);

Render
Render a layout into attributes of the graph
bool **Gv.render** (*graph_handle*);

Render a layout to stdout
bool **Gv.render** (*graph_handle*, *string format*);

Render to an open file
bool **Gv.render** (*graph_handle*, *string format*, *channel fout*);

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Render a layout to an unopened file by name

bool Gv.render (graph_handle, string format, string filename);

Render to a string result

string Gv.renderresult (graph_handle ing, string format);

Gv.renderresult (*graph_handle*, *string format*, *string outdata*);

Render to an open channel

bool Gv.renderchannel (graph_handle, string format, string channelname);

Render a layout to a malloc'ed string, to be free'd by the caller

(deprecated - too easy to leak memory)

(still needed for "eval [gv::renderdata \$G tk]")

string Gv.renderdata (graph_handle, string format);

Writing graph back to file

bool Gv.write (graph_handle, string filename);

bool Gv.write (graph_handle, channel);

Graph transformation tools

bool Gv.tred (graph_handle);

KEYWORDS

graph, dot, neato, fdp, circo, twopi, ruby.