1 INTRODUCTION 1

1.1 OVERVIEW 1
1.2 ORGANIZATION AND STRUCTURE 1
1.3 TERMINOLOGY AND THE MATLAB PROGRAMMING LANGUAGE 4
1.4 OTHER REFERENCES 13

2 COMMON PLOTTING TECHNIQUES 15

2.1 IMPORTING DATA 15
2.2 ELEMENTARY 2-D PLOTS 16
2.2.1 A GENERAL OVERVIEW OF THE PLOT COMMAND 17
2.3 SIMPLE 2-D PLOT MANIPULATION 25
2.3.1 GENERATING PLOTS WITH MULTIPLE DATA SETS 25
2.3.2 USING AXIS TO CUSTOMIZE PLOTS 28
2.3.3 CREATING SUPPORTING TEXT AND LEGENDS 35
2.3.4 TEXT PLACEMENT 40
2.3.5 USING SUBPLOT TO CREATE MULTIPLE AXES 45
2.4 SPECIALIZED 2-D PLOTTING 47
2.4.1 CREATING BAR GRAPHS 48
2.4.2 CREATING HISTOGRAMS 50
2.4.3 CREATING STAIRSTEP GRAPHS 52
2.4.4 CREATING STEM PLOTS 53
2.4.5 CREATING PLOTS WITH ERROR BARS 54
2.4.6 PIE CHARTS 55
2.4.7 AREA PLOT 57
2.4.8 WORKING WITH COMPLEX DATA 59
2.4.9 USING THE POLAR COORDINATE SYSTEM 63
2.4.10 PLOTTING FUNCTIONS WITH MATLAB 65
2.4.11 CREATING FILLED PLOTS AND SHAPES 66
2.5 ELEMENTARY 3-D PLOTS 69
2.5.1 USING PLOT3 69
2.5.2 CREATING 3-D MESH SURFACES 71
2.5.3 3-D PLOTS OF NONUNIFORMLY SAMPLED DATA 74
2.5.4 CREATING SHADED SURFACE PLOTS 75
2.5.5 GENERATING SURFACES WITH TRIANGLES 77
2.5.6 CREATING CONTOUR PLOTS 80
2.5.7 CREATING QUIVER PLOTS 85
2.5.8 COMBINATION PLOTS 86
2.5.9 POLYGONS IN A 3-D SPACE 90
2.5.10 SPECIAL SURFACES 90
2.5.11 REPRESENTING 4-D DATA IN A 3-D PLOT 93
2.6 SIMPLE 3-D PLOT MANIPULATION 94

2.6.1 Generalizing Axis for 3 Dimensions 95
2.6.2 Using the View Command 95
2.6.3 Manipulating the Color Shading 96
2.6.4 Hidden Line Removal 97

3 Handle Graphics 99

3.1 GRAPHICS OBJECTS 99
3.2 OBJECT HIERARCHY 103
3.3 GRAPHICS OBJECT HANDLES 106
3.3.1 Determining Handles at Creation Time 107
3.3.2 Requesting the Handles of Current Objects 108
3.3.3 An Elementary but Practical Use of Handles 109
3.4 PROPERTIES 110
3.4.1 Manipulating Properties 110
3.4.2 Universal Object Properties 112
3.4.3 Object Specific Properties 119
3.4.3.1 Root Properties 120
3.4.3.2 Figure Properties 125
3.4.3.3 Axes Properties 135
3.4.3.4 Line Properties 161
3.4.3.5 Patch Properties 166
3.4.3.6 Surface Properties 172
3.4.3.7 Text Properties 177
3.4.4 Setting Default Properties 181
3.4.5 Undocumented Properties 182
3.4.5.1 Common Undocumented Properties 182
3.4.5.2 Undocumented Root Properties 182
3.4.5.3 Undocumented Figure Properties 183
3.4.5.4 Undocumented Axes Properties 183
3.4.5.5 Undocumented Line, Patch, and Surface Properties 184
3.4.5.6 Undocumented Text Properties 184
3.4.6 Findobj 184

4 MATLAB's World Of Color And Light189

4.1 SIMPLE COLOR SPECIFICATIONS 189
4.2 COLOR MAPS 190
4.2.1 Effects of Color Maps in General 192
4.2.2 Color Axis Control 193
4.2.2.1 Color Control with Direct Mapping 193
4.2.2.2 Color Control with Scaled Mapping 194
4.2.3 Color Maps as They Relate to Graphics Objects 195
4.2.3.1 Color Maps and the Surface Object 195

4.2.3.2 Patch Objects and the Color Map 200
4.2.3.3 Images and the Color Map 201
4.2.4 Color Shading 205
4.2.5 Brightening and Darkening Color Maps 205
4.2.6 Spinning the Color Map 207
4.2.7 Making Use of the Invisible Color with NaN 208
4.2.8 Creating Simple Color Bars 211
4.2.8.1 The Red-Green-Blue Plot 212
4.3 THE PSEUDOCOLOR PLOT 213
4.4 TEXTURE MAPPING 215
4.5 MODELING OBJECT LIGHTING 218
4.5.1 Light Properties 218
4.5.2 Functions that Make Use of Light 218
4.5.3 The Diffuse Lighting Model 222
4.5.4 Ambient Lighting Model 223
4.5.5 The Specular Lighting Model 225
4.5.6 Combining Lighting Models 226
4.6 OTHER IDEAS USING COLOR 227
4.6.1 Creating Color Varying Lines with Surface Objects 227
4.6.2 Determining Minimum and Maximum Color Axis Values 229

5 ANIMATION 233

5.1 FRAME-BY-FRAME CAPTURE AND PLAYBACK 233
5.1.1 Taking a Snapshot 234
5.1.2 Playing a Movie 237
5.1.3 Preallocating Memory 238
5.1.4 Practically Speaking 239
5.1.4.1 Recording the Entire Figure 239
5.1.4.2 Using a Portion of the Figure 240
5.1.5 QuickTime Movies for the Macintosh 241
5.2 ON-THE-FLY GRAPHICS OBJECT MANIPULATION 242
5.2.1 Simple Animation Functions 242
5.2.2 The Wrong and Right Way to Animate Graphics 243
5.2.3 The Need for Speed 246
5.2.4 Animated Rotations 247
5.2.5 Forcing a Graphic to Leave a Trail 250
5.3 CHOOSING THE RIGHT TECHNIQUE 251

6 GRAPHICAL USER INTERFACES 253

6.1 UI CONTROL ELEMENTS 253
6.1.1 The Styles 254
6.1.1.1 Check Boxes 254

6.1.1.2 Editable Text....255
6.1.1.3 Frames....256
6.1.1.4 Pop-up Menus....257
6.1.1.5 List Boxes....257
6.1.1.6 Push Buttons....258
6.1.1.7 Toggle Buttons....258
6.1.1.8 Radio Buttons....258
6.1.1.9 Sliders....259
6.1.1.10 Static Text....260
6.1.2 PROPERTIES....260
6.1.2.1 UIcontrol BackgroundColor....261
6.1.2.2 UIcontrol ButtonDownFcn....261
6.1.2.3 UIcontrol CallBack....262
6.1.2.4 UIcontrol Enable....262
6.1.2.5 UIcontrol ForegroundColor....263
6.1.2.6 UIcontrol Font Angle, Name, Size, and Weight....263
6.1.2.7 UIcontrol HorizontalAlignment....263
6.1.2.8 UIcontrol Min, Max, and Value....264
6.1.2.9 UIcontrol SliderStep....265
6.1.2.10 UIcontrol Position....265
6.1.2.11 UIcontrol String....266
6.1.2.12 UIcontrol Style....267
6.1.2.13 UIcontrol ListBoxTop....267
6.1.2.14 UIcontrol Units....268
6.1.2.15 UIcontrol Interruptible....268
6.1.2.16 UIcontrol Tag....268
6.1.2.17 UIcontrol UserData....269
6.1.2.18 UIcontrol Visible....269
6.1.2.19 Other UIcontrol Properties....269
6.1.3 CREATING UICONTROL OBJECTS....270
6.1.3.1 UIcontrol Object Layering....270
6.1.3.2 Framing Objects....271
6.1.3.3 Stretchable GUI....273
6.1.3.4 Predefined GUIs and Dialog Boxes....274
6.2 UIMENU ELEMENTS....280
6.2.1 UIMENU PROPERTIES....281
6.2.1.1 UImenu Accelerator....282
6.2.1.2 UImenu BackgroundColor....283
6.2.1.3 UImenu CallBack....283
6.2.1.4 UImenu Checked....283
6.2.1.5 UImenu Children....284
6.2.1.6 UIcontrol Enable....284
6.2.1.7 UImenu ForegroundColor....285
6.2.1.8 UImenu Label....285
6.2.1.9 UImenu Position....285
6.2.1.10 UImenu Separator....286
6.2.1.11 UImenu Interruptible....286
6.2.1.12 UImenu Tag....287
6.2.1.13 UImenu UserData....287
6.2.1.14 UImenu Visible....287

6.2.1.15 Other UImenu Properties....287
6.2.2 CREATING UIMENUS....288
6.2.2.1 Top Level UImenu....288
6.2.2.2 Menu Items and Submenu Titles....289
6.2.2.3 Summary....289
6.3 GUI PROGRAMMING TECHNIQUES....291
6.3.1 STRINGS OF MATLAB STATEMENTS AND EXPRESSIONS....291
6.3.2 THE PROGRAMMING STRUCTURES....292
6.3.2.1 Creating All Graphics Elements in the Base Workspace....294
6.3.2.2 Storing Handles as Global Variables....299
6.3.2.3 Storing Handles in UserData Properties....303
6.3.2.4 Making Use of Tags and the findobj Command....306
6.4 COMMON PROGRAMMING DESIRES WITH UI OBJECTS308
6.4.1 CREATING EXCLUSIVE RADIO BUTTONS....309
6.4.2 SCROLLING EDIT WINDOWS....311
6.4.3 LINKING SLIDERS AND EDITABLE TEXT OBJECTS....313
6.4.4 EDITABLE TEXT AND POP-UP MENU IDEA....315
6.4.5 WINDOWED FRAME AND INTERRUPTING ACTION IDEAS....318
6.4.6 WAITING FOR A USER RESPONSE....320
6.4.7 TOGGLING MENU LABELS....321
6.5 RECOGNIZING USER ACTIONS (MOUSE AND KEYBOARD)323
6.5.1 PROPERTIES THAT TRACK USER ACTIONS....323
6.5.1.1 The Universal ButtonDownFcn....323
6.5.1.2 Figure Window Properties....324
6.5.2 PROPERTIES THAT STORE INFORMATION ABOUT THE USER'S ACTIONS....324
6.5.3 OBJECT ACTIVATION....326
6.5.3.1 The Hot Zone....327
6.5.3.2 Custom Pointers....328
6.5.3.3 Stacking Order of Objects....331
6.6 UNDERSTANDING THE EVENTS AND THE MATLAB EVENT QUEUE....332
6.6.1 SCHEDULING AND EXECUTION OF EVENTS....332
6.6.2 EXECUTION ORDER OF EVENTS....333
6.6.2.1 Mouse Button Pressed Down....333
6.6.2.2 Mouse Button Released....334
6.6.2.3 Mouse Pointer Moved....335
6.6.3 INTERRUPTIBLE VS. UNINTERRUPTIBLE....336
6.7 CREATING CUSTOM USER INTERFACE COMPONENTS.337
6.7.1 SIMULATING BUTTONS WITH IMAGE OBJECTS....338
6.7.2 CREATING A DIAL....341
6.8 COMMON PROGRAMMING NEEDS AND IDEAS....345
6.8.1 MOVING OBJECTS WITH THE MOUSE....345
6.8.2 DYNAMIC BOXES USING RBBOX....348
6.8.3 FORCING MODALITY....349

7 GENERATING OUTPUT 353

7.1 OUTPUT ATTRIBUTES **353**
7.1.1 ALTERING THE PAPER PROPERTIES 353
7.1.2 WHAT YOU SEE IS WHAT YOU GET 356
7.1.2.1 Altering the Display to Achieve WYSIWIG 356
7.1.2.2 Altering the Output to Achieve WYSIWIG 356
7.1.3 BLACK ON WHITE OR WHITE ON BLACK 357
7.2 PRINTING MOVIE (PIXMAP) FRAMES **358**
7.3 PRINTING UICONTROL AND UIMENU OBJECTS **358**
7.4 PRINTING COLORED LINES TO A B&W PRINTER **359**
7.5 QUICKEST WAY TO GENERATE PAPER COPIES **360**
7.6 ELECTRONIC COPIES **361**
7.7 OPTIONS FOR THE PRINT COMMAND **361**
7.7.1 ADDING ADDITIONAL FIGURES TO A FILE WITH -APPEND 362
7.7.2 PUBLISHING USING 4 -COLOR SEPARATION WITH -CMYK 362
7.7.3 CREATING A PREVIEW IMAGE WITH -EPSI 362
7.7.4 RENDERING METHOD WITH -ZBUFFER OR -PAINTERS 363
7.7.5 INDICATING WHICH FIGURE WINDOW TO PRINT WITH -F 363
7.7.6 SAVING FIGURES FOR FUTURE USE WITH -DMFILE 363
7.7.7 SAVING YOUR FIGURE IN A SPECIFIC GRAPHICS FORMAT 364
7.8 TRANSFERRING FIGURES TO YOUR FAVORITE WORD PROCESSOR **365**

APPENDIX A QUICK REFERENCE 367

APPENDIX B GUIMAKER 387

BACKGROUND **387**
INSTALLATION **388**
TERMINOLOGY **388**
INTRODUCTION TO THE TOOL SET **389**
TUTORIAL/GUIDE **400**
PROGRAMMING THE GUI 405
SAVING THE GUI 407
EDITING A PREVIOUSLY CREATED GUI 408
PRINTING A GUI 409
TOPICS NOT COVERED IN TUTORIAL **409**
CREATING TEXT OBJECTS 409
CREATING PULL-DOWN MENUS 410
COPYING, PASTING, DELETING, AND UNDOING 411
THE GUI'S M-FILE STRUCTURE **411**
FUNCTION OVERHEAD 412
GUI INITIALIZATION 413

GUI CALLBACK EVALUATION 414
FREQUENTLY ASKED QUESTIONS 415

APPENDIX C 419

BACKGROUND 419
TERMINOLOGY 419
INTRODUCTION TO THE TOOL SET 420
TUTORIAL/GUIDE 427
PROGRAMMING THE GUI 431
SAVING THE GUI 433
EXECUTING YOUR GUI 433

INDEX 435