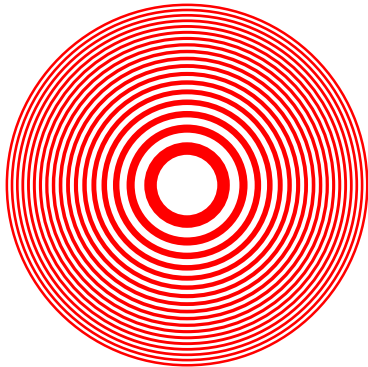


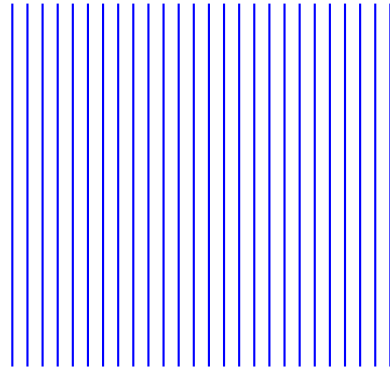
1 Les diverses trames

Anneaux de Newton ou de Fresnel



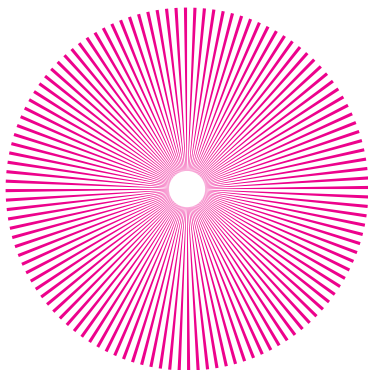
type=Fresnel

Réseau de traits équidistants



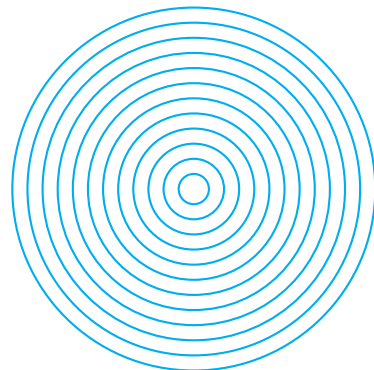
type=linear

Les rayons espacés de 3°



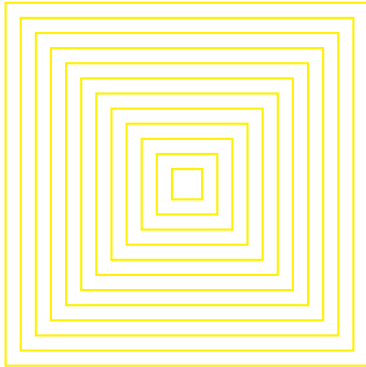
type=radial

Réseau de cercles concentriques



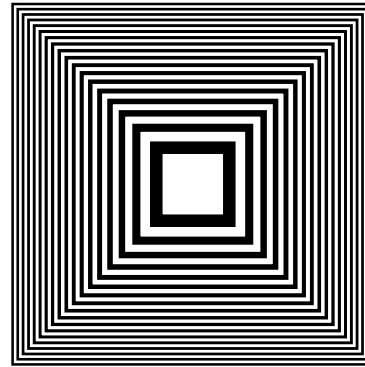
type=circle

Réseau de carrés



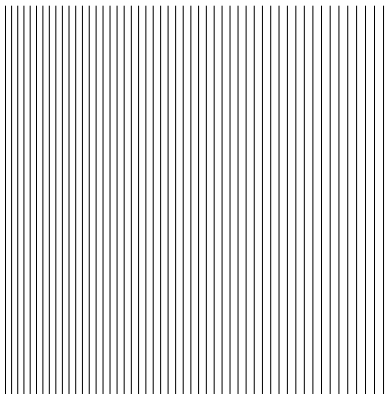
type=square

Les carrés de Newton



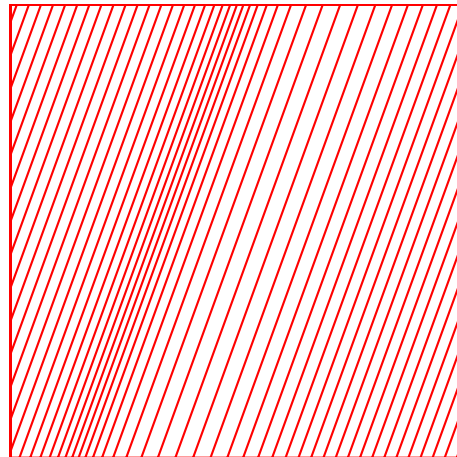
type=Newton

Trame de fils de H.Bouasse



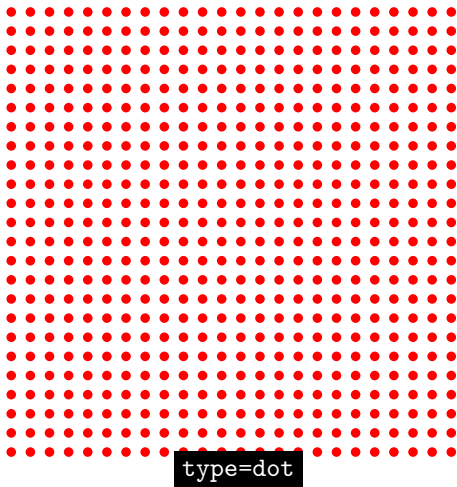
type=Bouasse

Trame de Gauss

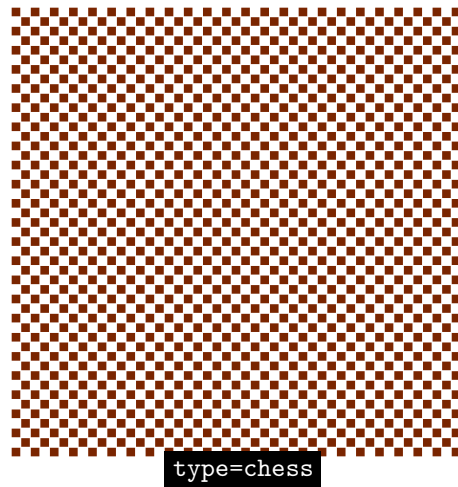


type=Gauss

Trame de points



Trame damier



2 Les paramètres

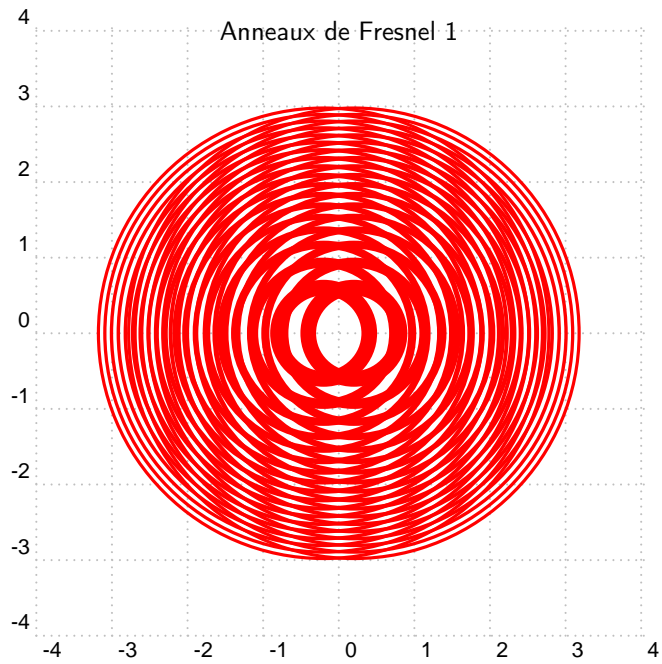
- `Rmax=6` : plus grand rayon des cercles (en cm).
- `scale=1` : échelle du dessin final.
- `Alpha=70` : pente des traits pour `[type=Gauss]`.
- `rotate=0` : rotation de la figure en degrés.
- `E=0.5` : distance entre deux traits.
- Choix de l'épaisseur : elle se fait par l'intermédiaire du paramètre habituel de PSTricks `linewidth=1mm` (pa exemple).
- Choix de la couleur : elle se fait par l'intermédiaire du paramètre habituel de PSTricks `linecolor=red` (par exemple).

On précise le type de trame avec l'option : `type=Gauss` (par exemple).

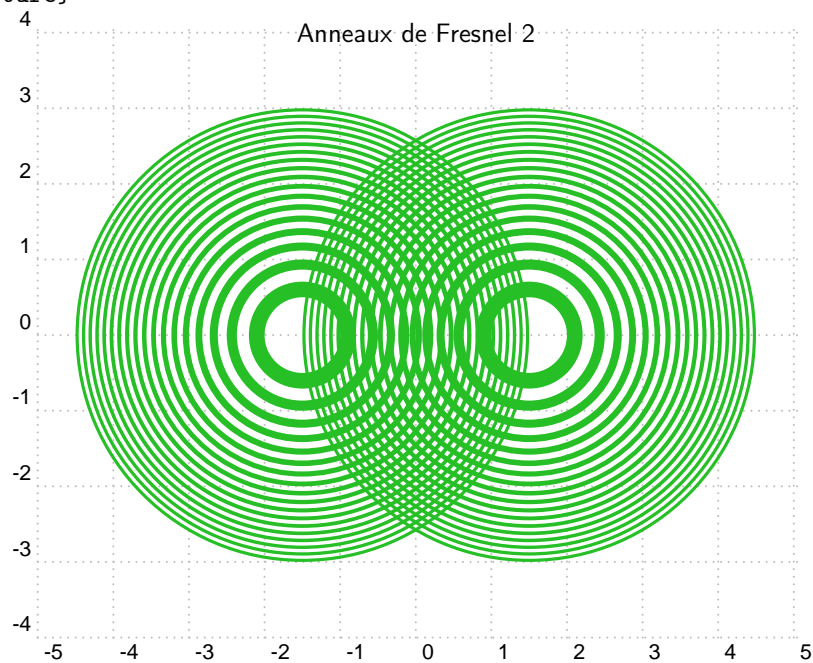
`\psmoire[options,type=Gauss](x,y)`

Si aucune coordonnée de position n'est précisée, le centre de la trame s'affiche en $(0,0)$. Le paramètre épaisseur des traits est inopérant sur `Fresnel`, `Newton` et `radial`

3 exemples

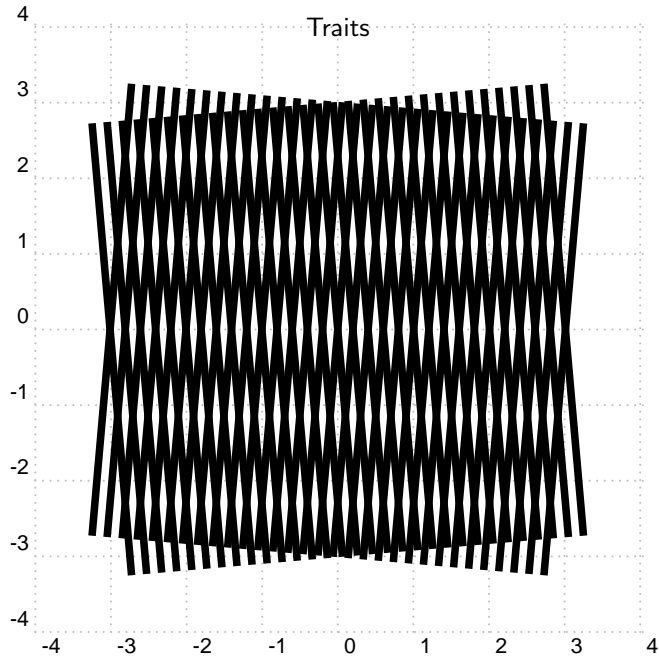


```
\begin{pspicture}[showgrid](-4,-4)(4,4)
\psmoire[linecolor=red,scale=0.5](-0.2,0)
\psmoire[linecolor=red,scale=0.5](0.2,0)
\end{pspicture}
```

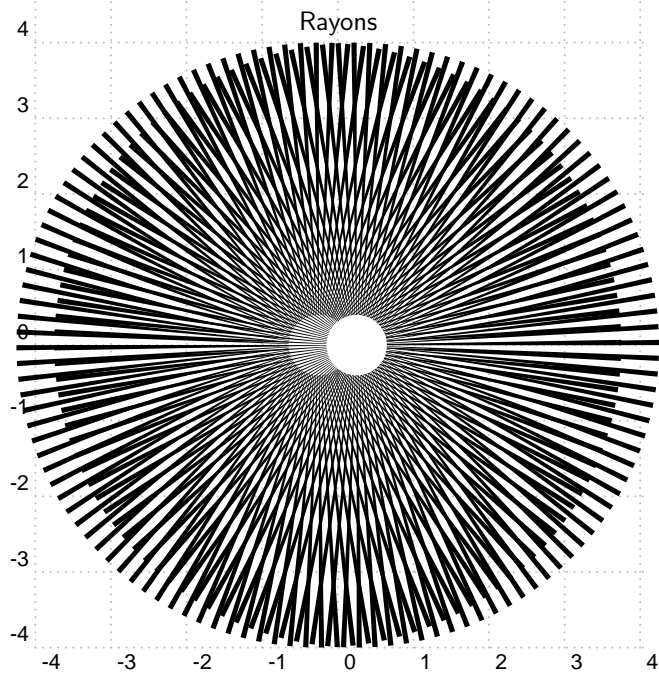


```
\begin{pspicture}[showgrid](-4,-4)(4,4)
\psmoire[linecolor=green,scale=0.5](-1.5,0)
\psmoire[linecolor=green,scale=0.5](1.5,0)
\end{pspicture}
```

```
\end{pspicture}
```



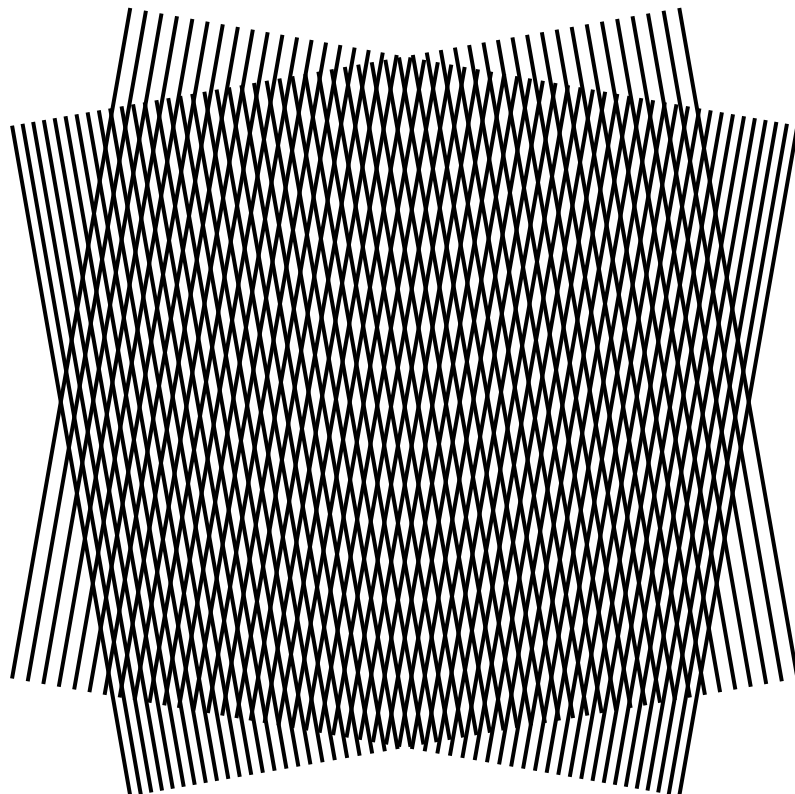
```
\begin{pspicture}[showgrid](-4,-4)(4,4)  
\psmoire[scale=0.5,type=linear,rotate=5,linewidth=0.1]  
\psmoire[scale=0.5,type=linear,rotate=-5,linewidth=0.1]  
\end{pspicture}
```



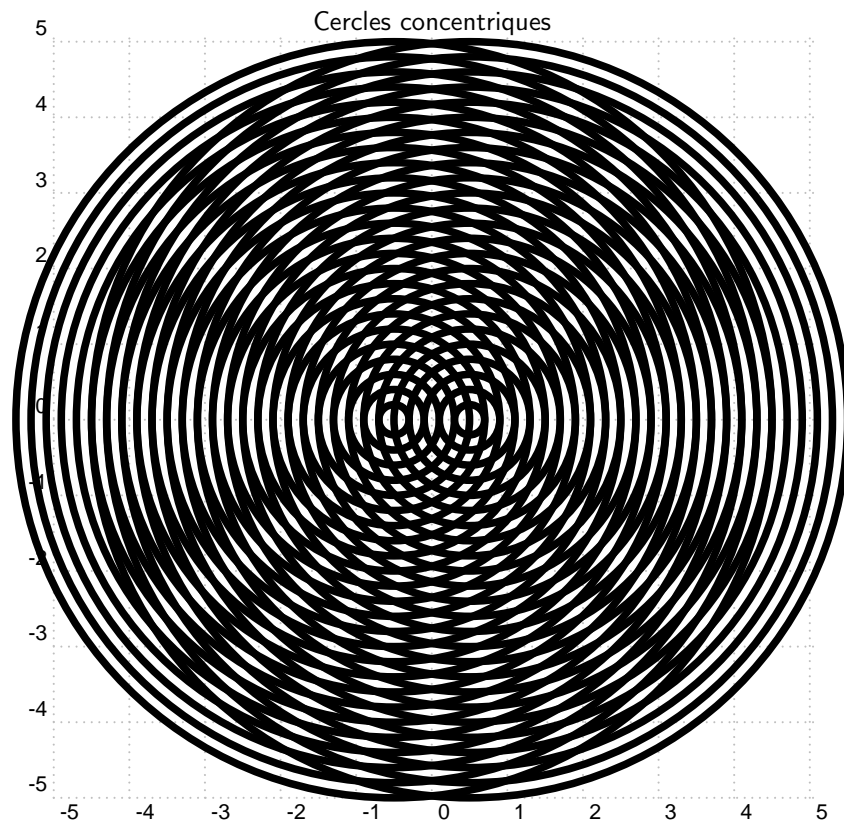
```
\begin{pspicture}[showgrid](-4,-4)(4,4)  
\psmoire[Rmax=4,type=radial](-0.25,0)
```

```
\psmoire [Rmax=4,type=radial] (0.25,0)
\end{pspicture}
```

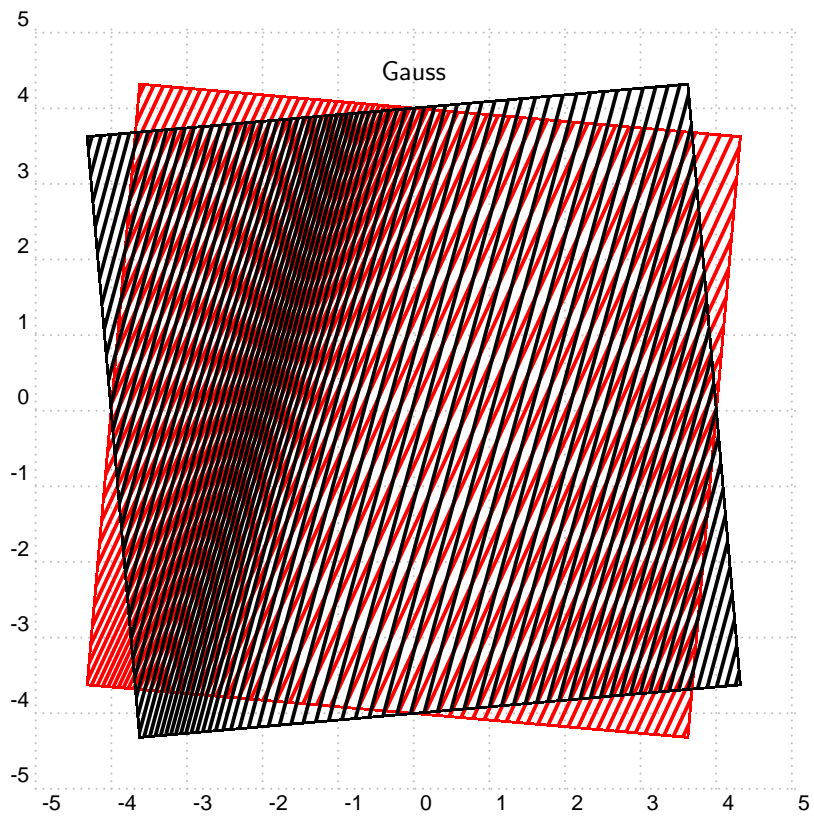
Bouasse



```
\begin{pspicture}(-6,-6)(6,6)
\psmoire [type=Bouasse,rotate=10]
\psmoire [type=Bouasse,rotate=170]
\end{pspicture}
```



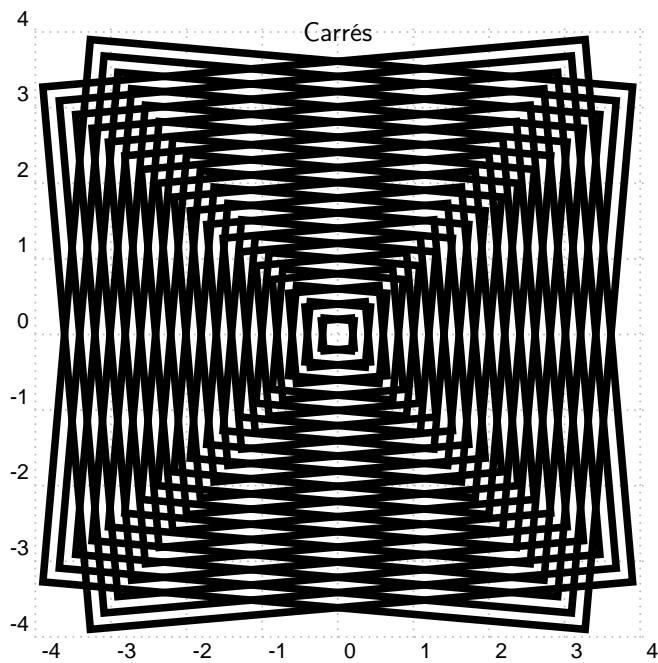
```
\begin{pspicture}[showgrid](-5,-5)(5,5)
\psmoire[Rmax=5,type=circle](-0.2,0)
\psmoire[Rmax=5,type=circle](0.2,0)
\end{pspicture}
```



```

\begin{pspicture}[showgrid](-5,-5)(5,5)
\psmoire[type=Gauss,rotate=-10]
\psmoire[type=Gauss]
\end{pspicture}

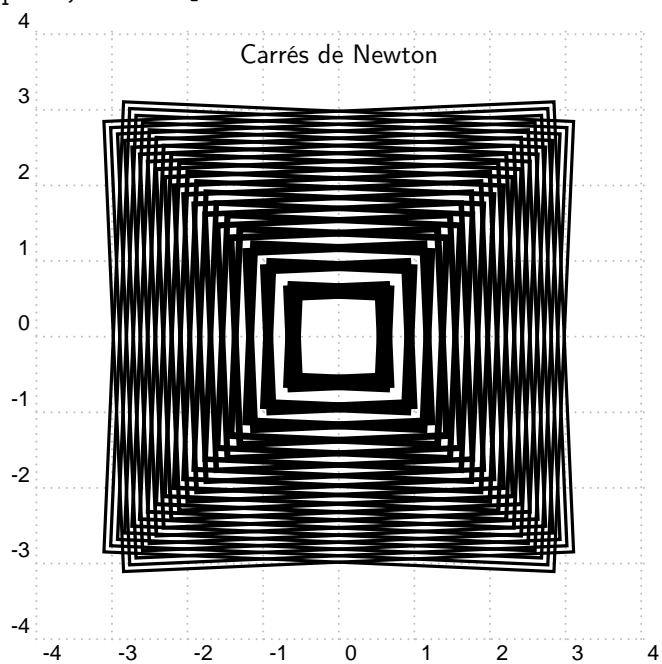
```




```

\psmoire[type=square,rotate=-5]
\psmoire[type=square,rotate=5]

```

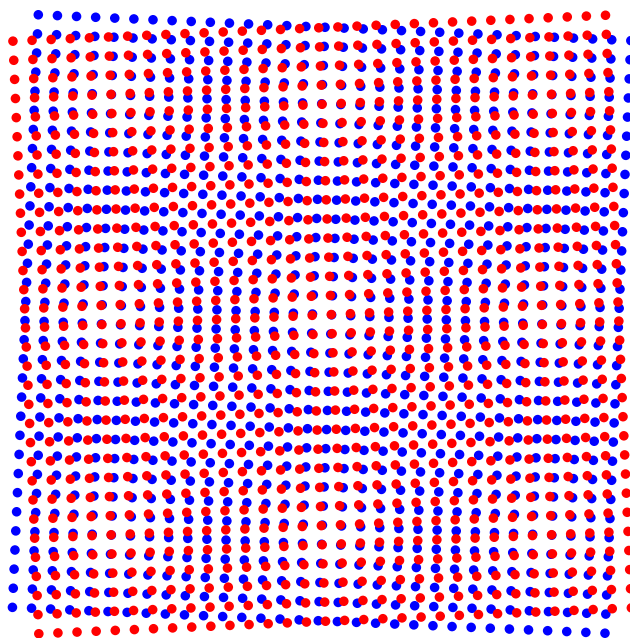


```

\begin{pspicture}[showgrid](-4,-4)(4,4)
\psmoire[type=Newton,rotate=-2.5]
\psmoire[type=Newton,rotate=2.5]
\end{pspicture}

```

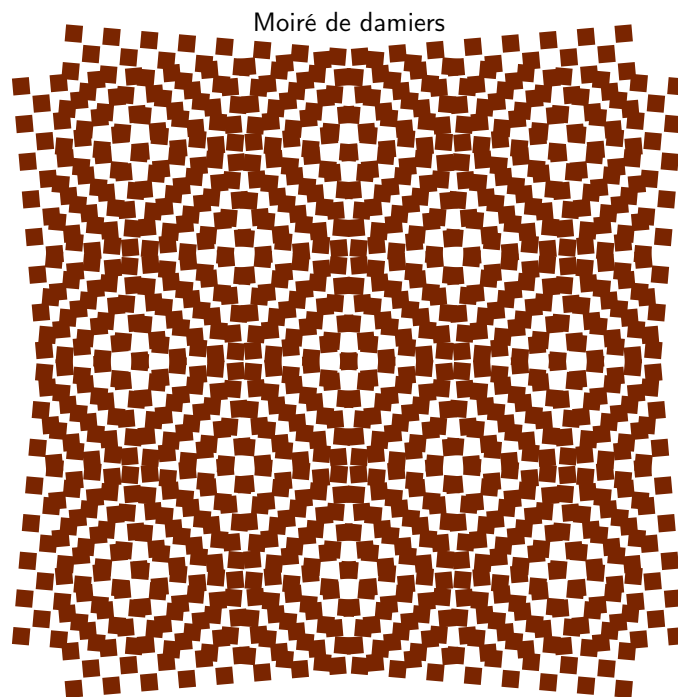
Moiré de points



```

\begin{pspicture}(-5,-5)(5,5)
\psmoire[type=dot,linecolor=blue,rotate=-2.5]
\psmoire[type=dot,rotate=2.5,linecolor=red]
\end{pspicture}

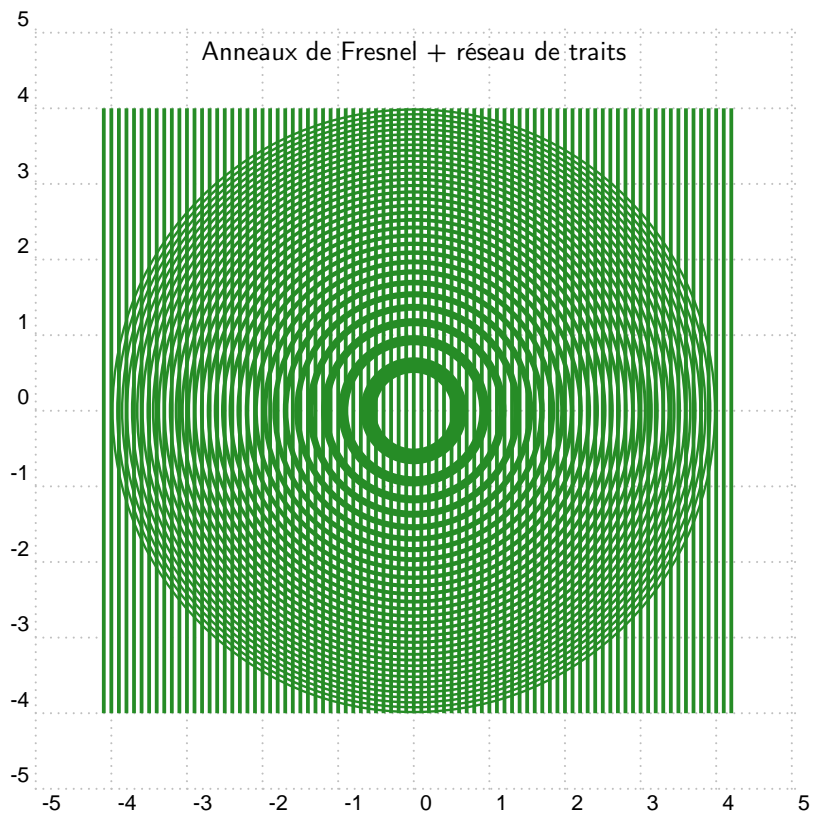
```



```

\psset{Rmax=4,dotstyle=square*,dotsize=0.25cm}
\begin{pspicture}(-4,-4)(4,5)
\rput(0,4.5){\textsf{Moiré de damiers}}
\psmoire[type=chess,rotate=-5]
\psmoire[type=chess,rotate=5]
\end{pspicture}

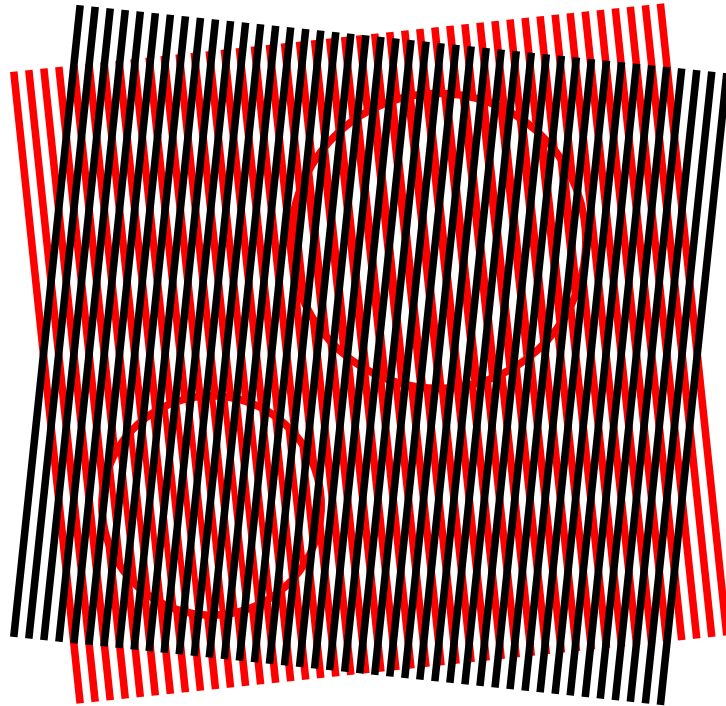
```



```

\begin{pspicture}[showgrid](-4,-4)(4,4)
\psmoire[type=Fresnel]
\psmoire[type=linear]
\psmoire[type=linear](-0.1,0)
\end{pspicture}

```



```
\psset{LensHandle=false,LensShadow=false,linewidth=1mm}  
{\psset{linecolor=red}\psmoire[type=linear,rotate=6]  
\PstLens[LensMagnification=1.2,LensSize=2](1,1.5){\psmoire[type=linear,rotate=6]}  
\PstLens[LensMagnification=0.8,LensSize=1.5](-2,-2){\psmoire[type=linear,rotate=6]}}  
\psmoire[type=linear,rotate=-6]
```

