SCHEMING YOUR WAY TO CONSISTENT GRAPHS
Vince Wiggins (*StataCorp*)

Abstract.

If you find yourself repeatedly specifying the same options on graph commands, you should write a graphics scheme. A scheme is nothing more than a file containing a set of rules specifying how you want your graphs to look. From the size of fonts used in titles and the color of lines and markers in plots to the placement of legends and the number of default ticks on axes, almost everything about a graph is controlled by the rules in a graphics scheme. We will look at how to create your own graphics schemes and where to find out more about all the rules available in schemes. The first scheme we create will be only a few lines long, yet will produce graphs distinctly different from any existing scheme.