# Introduction

What you have here is a series of articles about details of the MetaPost programming language.

The target audience of these articles are users that are already somewhat familiar with simple graphics in MetaPost but want to have a clearer understanding of the language to make better use of its possibilities.

Each of the articles discusses a specific subsystem and together they should provide a solid base for improving the reader's knowledge of MetaPost.

"*Variables*" will attempt to explain the various uses of type declarations, saves, and variable definitions, "*Definitions*" tries to cover everything you need to know about writing your own general purpose definitions, "*Paths, pairs, pens and transforms*" tries to explain everything related to paths, pairs, pens and transforms, "*Conditions and loops*" is about making your program decide what to do next, and finally "*Colors and pictures*" is all about MetaPost output.

There is a lot of information in this set of articles, but this is *not* a manual. The actual user manual for MetaPost is `mpman.pdf` and is probably installed on your computer already as part of TEXLive. If you cannot find it, or if you do not have TEXLive at all: there is an only version at the TUG website at `https://www.tug.org/docs/metapost/mpman.pdf`. The point of this set of articles is not to replace that manual, but to elaborate and clarify some parts of it.

Happy MetaPost-ing!

Taco Hoekwater