Dot documentation

This page documents some tricks I learned when using dot[1]

1 Multiple nodes with the same label

```
node1 [label = "a"];
node2 [label = "a"];

node1 -> node2;
```

2 Drawing a tree

Use dot (standard digraph type). Use the `orientation` variable to change the orientation of the tree

3 Left to right ordering taken into account

use `ordering = out;`

4 Make edges avoid nodes

use `splines = true;`

5 Avoid overlaping nodes

use `overlap = "scale";`

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[1] `http://www.graphviz.org/`