Drawing Lines Between Viewports: `grid.move.to` and `grid.line.to`

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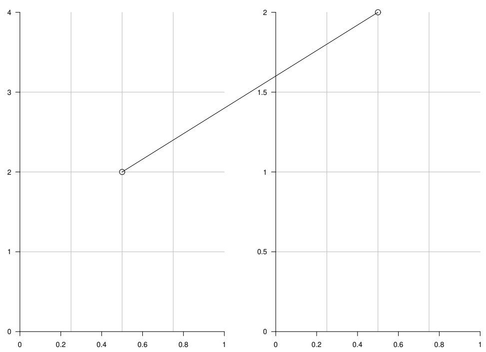
Many graphics systems have the notion of a current drawing location. This has been added to Grid, with the additional benefit that the drawing location can be specified relative to an arbitrary viewport. This allows drawing across coordinate systems[1].

The following code demonstrates a simple example (the output is given after the code).

⟨*movetolineto*⟩≡

```
push.viewport(
    viewport(w=.8, h=.8,
             layout=grid.layout(1, 3,
                                  widths=unit(rep(1, 3),
                                              c("null", "inches", "null")))))
push.viewport(viewport(layout.pos.col=1, yscale=c(0,4)))
grid.grill(); grid.yaxis(); grid.xaxis()
grid.points(.5, unit(2, "native"))
grid.move.to(.5, unit(2,"native"))
pop.viewport()
push.viewport(viewport(layout.pos.col=3, yscale=c(0,2)))
grid.grill(); grid.yaxis(); grid.xaxis()
grid.points(.5, unit(2, "native"))
grid.line.to(.5, unit(2,"native"))
```



[1] There was a request on R-help for exactly this sort of thing - I will try to find the exact reference