
Subject: Re: Greek and other Symbols in Coyote Graphics
Posted by [David Fanning](#) on Fri, 27 Jul 2012 23:12:38 GMT
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David Fanning writes:

> This morning it occurred to me that I can use the same
> "escape sequences" used by Function Graphics to specify
> symbols in my Coyote Graphics routines. These escape
> sequences prepend a "\$\" to the symbol you want to
> call with cgSymbol, and append a closing "\$".
>
> So, here is the clunky way a cgPlot command would have to be
> constructed currently to display properly in a cgWindow
> and in an output file with a mu and angstrom symbol:
>
> cgPlot, cgDemoData(1), /Window, \$
> XTitle='Length (' + cgSymbol('mu') + M)', \$
> YTitle='Distance (' + cgSymbol('Angstrom') + ')', \$
> ALT_KEYWORDS={xtitle:'Length (' + cgSymbol('mu', /PS) + M)', \$
> ytitle:'Distance (' + cgSymbol('Angstrom', /PS) + ')'}
>
> And here is the new way to do this:
>
> cgPlot, cgDemoData(1), /Window, \$
> XTitle='Length (\$\mu\$M)', \$
> YTitle='Distance (\$\Angstrom\$)'
>
> Quite a bit simpler, yes? :-)

I have now updated all the graphics routines in the Coyote Library to take advantage of this method of specifying Greek characters and other symbols.

Update your SVN code repository, or download the latest version of the library from the code repository page:

<http://idl-coyote.googlecode.com/>

Or, from here:

http://www.idlcoyote.com/programs/zip_files/coyoteprograms.zip

Cheers,

David

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Coyote's Guide to IDL Programming: <http://www.idlcoyote.com/>

Sepore ma de ni thui. ("Perhaps thou speakest truth.")
