Subject: Re: Greek and other Symbols in Coyote Graphics Posted by ameigs on Wed, 08 Aug 2012 10:46:00 GMT

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On Saturday, July 28, 2012 12:12:38 AM UTC+1, David Fanning wrote:
> 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.z ip
>
>
>
>
> Cheers,
>
> David
>
>
>
>
```

- > > David Fanning, Ph.D.
- > Fanning Software Consulting, Inc.
- > Coyote's Guide to IDL Programming: http://www.idlcoyote.com/
- > Sepore ma de ni thui. ("Perhaps thou speakest truth.")

Excellent David. Now how about subscripts and superscripts? Or is that already taken care of?

Andy