
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](http://www.idlcoyote.com/programs/zip_files/coyoteprograms.zip)
>
>
>
> Cheers,
>
>
>
> David
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>
> --

>
> 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
