

Folks,

Although cgSymbol provides the vast majority of functionality that the TexToIDL program provides, many IDL users are familiar with the TexToIDL program and prefer to use it to format graphical text output.

There is no problem using TexToIDL in Coyote Graphics programs, UNTIL you use the resizable graphics window, cgWindow. Then there is a problem with evaluating keyword expressions:

http://www.idlcoyote.com/cg_tips/kwexpressions.php

Basically, I can't execute the TexToIDL program from the "replay commands" strategy used in a resizable graphics window. At least not until now.

Today I made a few changes to Coyote Graphics programs that will allow you to embed TexToIDL strings directly in textual output. All you will have to do is add a "\tex" prefix to any embedded symbol.

Let me give you an example. Suppose you wanted to write "A goes to B, for B subset of C". This involves a right arrow symbol and a subset symbol that are not in cgSymbol, so you want to use TexToIDL to create those symbols. You would construct and display the string like this:

```
aString = 'A $\textrightarrow$ B, B $\tex\subset$ C'  
cgText, 0.5, 0.5, Align=0.5, /Normal, Charsize=2, aString
```

You can use this string in any plot or axis title, etc.

```
cgPlot, cgDemoData(1), XTitle=aString
```

You can even use it in the resizable graphics window, cgWindow:

```
cgPlot, cgDemoData(1), XTitle=aString, /Window
```

It will produce the correct PostScript version automatically.

Naturally, you have to have the TexToIDL programs installed

properly and on your IDL path. Plus, you will have to have today's version of the Coyote Library to obtain this functionality:

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

Also, because of the way TexToIDL selects its PostScript output, you will have to set !P.Font to either 0 or 1 to get the correct PostScript output. If you are using PS_START and PS_END, as all Coyote Graphics programs do, you won't have to worry about this at all. It is done automatically.

If you want to use this embedded functionality in non-Coyote Graphics programs, you will have to prepare your text output with cgCheckForSymbols.

Cheers,

David

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

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