Subject: Re: Coyote Tex

Posted by David Fanning on Wed, 02 Nov 2011 16:51:20 GMT

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## Avian writes:

> I am completely spoiled by Coyote's graphics. A great package, David!

>

> However, I noticed that when I try and use textoidl() to display tex, it looks fine in the resizeable graphics window, but saves somewhat scrambled in the postscript file. For instance, Greek letters show up as different letters, /pm shows up as a plus.

>

> Is there any way around this?

Yes, see the end of this article:

http://www.idlcoyote.com/cg\_tips/kwexpressions.php

This can be made slightly easier by using cgSymbol instead of TexToIDL, if you can, since cgSymbol can return the PostScript value by simply setting the PS keyword.

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.")

Subject: Re: Coyote Tex

Posted by Avian on Wed, 02 Nov 2011 17:04:52 GMT

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David,

Thanks so much for the quick reply. I'm trying to get a full symbol list for cgsymbol, and the docs point me to:

http://www.idlcoyote.com/cg\_tips/cgsymbol.html

which doesn't appear to be alive anymore. Is there a reference online for all symbols, including non-greek symbols?

Subject: Re: Coyote Tex

Posted by Avian on Wed, 02 Nov 2011 17:15:13 GMT

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Ha! Never mind, chalk that dumb question up to lack of caffeine. Of course, I could just \*scroll down\* in the code. Facepalm.

Subject: Re: Coyote Tex

Posted by David Fanning on Wed, 02 Nov 2011 17:16:15 GMT

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## Avian writes:

>

> Thanks so much for the quick reply. I'm trying to get a full symbol list for cgsymbol, and the docs point me to:

>

- > http://www.idlcoyote.com/cg\_tips/cgsymbol.html
- > which doesn't appear to be alive anymore.

Humm. I wonder where that page went. I'll look into this. :-(

- > Is there a reference online for all symbols, including
- > non-greek symbols?

You can display all the symbols in cgSymbol by doing this:

IDL> void = cgSymbol(/Example)

Or, you can create a PostScript example page like this:

IDL> PS\_Start

IDL> void = cgSymbol(/Example)

IDL> PS\_End

The old Greek page also has a list of the symbols:

http://www.idlcoyote.com/ps\_tips/greeksym.html

The additional cgSymbol symbols are at the end of the page.

Cheers.

David

--

David Fanning, Ph.D.

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Subject: Re: Coyote Tex

Posted by Avian on Wed, 02 Nov 2011 18:51:55 GMT

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Thanks again David. I didn't see a plus-minus symbol in there. Is there an easy way of getting one that postscript will like without using octal tables?

Subject: Re: Coyote Tex

Posted by David Fanning on Wed, 02 Nov 2011 18:57:42 GMT

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#### Avian writes:

> Thanks again David. I didn't see a plus-minus symbol in there. Is there an easy way of getting one that postscript will like without using octal tables?

I've just always used "+" and "-" from the normal font. A Hershey font on the display and a hardware or true-type font in PostScript. Do you mean some kind of special plus and minus!? I'm not really sure what you are looking for here.

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.")

Subject: Re: Coyote Tex

Posted by Avian on Wed, 02 Nov 2011 19:13:15 GMT

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Oh, sorry for the confusion. The symbol after values and before 1-sigma uncertainties. \pm in tex. And inversely, also the "-/+" symbol.

Subject: Re: Coyote Tex

Posted by Bruce Bowler on Wed, 02 Nov 2011 19:21:06 GMT

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On Wed, 02 Nov 2011 12:57:42 -0600, David Fanning wrote:

> Avian writes:

>

- >> Thanks again David. I didn't see a plus-minus symbol in there. Is
- >> there an easy way of getting one that postscript will like without
- >> using octal tables?

>

- > I've just always used "+" and "-" from the normal font. A Hershey font
- > on the display and a hardware or true-type font in PostScript. Do you
- > mean some kind of special plus and minus!? I'm not really sure what you
- > are looking for here.

I assume he was looking for the "plus/minus" symbol, not the "plus" and "minus" symbols :-)

That one would be at octal 261 in the symbol font table on the greek symbol page that you referenced earlier.

**Bruce** 

Subject: Re: Coyote Tex

Posted by David Fanning on Wed, 02 Nov 2011 19:44:42 GMT

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### Avian writes:

- > Oh, sorry for the confusion. The symbol after values and
- > before 1-sigma uncertainties. \pm in tex. And
- > inversely, also the "-/+" symbol.

OK, I have added the plus-minus symbol, designated as "+-" in cgSymbol. But the minus-plus symbol does not exist in the Symbol true-type font distributed with IDL. Thus, I can only do this symbol in a Hershey font, but not in a PostScript font. So, I have not implemented the minus-plus symbol.

The updated program is here:

http://www.idlcoyote.com/programs/cgsymbol.pro

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.")

Subject: Re: Coyote Tex

Posted by Avian on Mon, 14 Nov 2011 16:36:28 GMT

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Thanks David!