
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 resizable 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.
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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!
