

C-PLOT™ FORMAT REFERENCE

ff ff	fi fi	fl fl	ffi Fi	ffl Fl	ru	— em	¼ o4
½ o2	¾ 34	¢ ct	- hy	© co	de	† dg	' fm
® rg	• bu	□ sq	* **	+ pl	- mi	x mu	÷ di
= eq	≡ ==	≥ >=	≤ <=	≠ !=	± ++	- no	/ sl
~ ap	≅ ~=	∞ pt	∇ gr	→ ->	↑ <-	↑ ua	↓ da
∫ is	∂ pd	∞ if	√ sr	∩ sb	∪ sp	∪ cu	∩ ca
⊆ ib	⊇ ip	ε mo	∅ es	' aa	' ga	∅ ci	∆ bs
§ sc	‡ dd	☞ rh	☞ lh	(lt) rt	lc	rc
\ lb) rb	l lf	J rf	{ lk	} rk	bv	§ ts
br	or	_ ul	_ rn	≈ ~<	≈ ~>	⊥ pe	pa
Æ AE	æ ae	∅ O/	∅ o/	Œ OE	œ oe	Ä Ad	ä ad
Ö Od	ö od	Å AN	å An	À an	· as	ç fc	˘ be
. cd	. dt	- mc	. og	. ri	. um		

a \ .	ä
c \ ,	ç
a \ :	ä
a \ '	á
a \ `	à
a \ -	ā
a \ ~	ã
a \ o	ô
a \ * u	ü
z \ * v	ž
a \ * ^	â

0	ABCD	abcd	0123	?\$&!
1	ABCD	abcd	0123	?\$&!
2	ABCD	abcd	0123	?\$&!
3	ABCD	abcd	0123	?\$&!
4	ABCD	abcd	0123	?\$&!
5	ABCD	abcd	0123	?\$&!
6	ABCD	abcd	0123	?\$&!
7	<i>ABCD</i>	<i>abcd</i>	<i>0123</i>	<i>?\$&!</i>
8	<i>ABCD</i>	<i>abcd</i>	<i>0123</i>	<i>?\$&!</i>

○ 0	.	9	♣ 18	◁ 27
□ 1	◀	10	♠ 19	▷ 28
△ 2	▶	11	⊕ 20 A
▽ 3	☆	12	⊙ 21	---- B
● 4	★	13	☆ 22	--- C
■ 5	♠	14	✦ 23	--- D
▲ 6	♥	15	♣ 24	--- E
▼ 7	♦	16	♣ 25	--- F
◇ 8	♣	17	♣ 26	— L

Above: Precede the appropriate 2 characters from the chart with \ (to create the special character shown to their left.
 Above center: Follow the desired letter with the coding shown to add accent marks to lower-case characters.
 Above right : C-PLOT's nine fonts.
 Directly right: 36 built-in symbol and line types. To select a symbol or line, enter the numeric or alpha code shown as an argument to the **sy** command.
 Below: Precede the appropriate Roman character with \ (* to create the Greek letter shown below it.

a	b	g	d	e	z	y	h	i	k	l	m	n	c	o	p	r	s	t	u	f	x	q	w
α	β	γ	δ	ε	ζ	η	θ	ι	κ	λ	μ	ν	ξ	ο	π	ρ	σ	τ	υ	φ	χ	ψ	ω
A	B	G	D	E	Z	Y	H	I	K	L	M	N	C	O	P	R	S	T	U	F	X	Q	W
Γ	Δ						Θ		Λ				Ξ	Π			Σ	Τ	Φ		Ψ	Ω	

The special sequences in the table below can be used to precisely position text in your plots and to control certain other text features. A backslash \ precedes all sequences. Some take decimal parameters, represented by *N*. The first character before *N* becomes the delimiter. Scanning for *N* continues until either a matching delimiter or a non-digit, non-sign or non-decimal point character is found. The delimiter can be any character.

To select features, enter **ty** and a value for each of the 4 attributes the command controls: x, y and z axes and the overall plot. The values may be entered in decimal, octal or hex. Each argument is the sum of the values associated with the alternate mode in the tables below. A 0 for a feature chooses the default mode, so only include values for the alternate modes you want. Entering 1040 for an axis, for instance, selects no numbering (16) and no tick marks inside the axis (1024). Entering a 0 for any of the arguments to **ty** selects all the usual modes. Entering a . will cause the program to use the previous value for that plot type. You can control individual features by entering the appropriate value for the feature followed by a + to turn it on or a - to turn it off. For example, **ty . +8 .** turns on the logarithmic axis mode just for the y axis.

Sequence	Meaning
\u	Move up half a line
\d	Move down half a line
\l	Make text 25% larger
\s	Make text 25% smaller
\r	Move up a whole line
\b	Move back one space
\B	Center next character horizontally over previous
\	Move forward 1/6 a space
\^	Move forward 1/12 a space
\h'N'	Move horizontally (12 units per character width; negative is left)
\v'N'	Move vertically (12 units per line; negative is up)
\s'N'	Change character size (in %; negative is smaller)
\t'N'	Set character angle (in degrees; negative tilts left)
\r'N'	Rotate text baseline (in degrees; positive is clockwise)
\p'N'	Select pen number N
\H'N'	Move N spaces horizontally from the line's start
\V'N'	Move N lines vertically from the line's start
\W'text'	Move right the width of text; -text moves to left
\E#	Change to font #
\EP	Change to previous font
\C	Center annotation text within plot window
*g	Interpolate name of current data file
*x	Interpolate segment of line symbol x within text string
\[##	Interpolate symbol ##
\\	A single backslash \
\x	x, any character not in a table on this page.

Overall Usual Mode	Alternate Mode	Decimal	Octal	Hex
Draw a complete box	Just draw x and y axes	2	02	0x2
Put tick marks all around	No tick marks on top and right	4	04	0x4
Cut off plot symbols	Let plot symbols overlap axes	8	010	0x8
Drop out-of-range points	Draw them on axes	16	020	0x10
Don't draw border	Draw border around the edge	32	040	0x20
Use square brackets for units	Use parenthesis for units	64	0100	0x40
Y-axis label and ticks on left side	Draw them on the right side	128	0200	0x80
Draw left and right y-axis	Don't draw the right side y-axis	256	0400	0x100
Draw left and right y-axis	Draw only right side y-axis	512	01000	0x200
Traditional axis labels	APS-style labels	1024	02000	0x400

Axis Usual Mode	Alternate Mode	Decimal	Octal	Hex
Automatic tick spacing	User-defined tick spacing	1	01	0x1
Use normal auto-ranging	Consider entered ranges exact	2	02	0x2
Can move in first and last ticks	Don't move tick marks	4	04	0x4
Use linear axis	Use logarithmic axis	8	010	0x8
Number axis	Don't number axis	16	020	0x10
Use scientific notation	Use engineering notation	32	040	0x20
Use trailing zeroes	No trailing zeroes	64	0100	0x40
Use leading zeroes	No leading zeroes	128	0200	0x80
Print all axis numbers	Don't print the first number	256	0400	0x100
Draw tick marks	Don't draw tick marks	512	01000	0x200
Tick marks inside axis	No tick marks inside axis	1024	02000	0x400
No tick marks outside axis	Tick marks extend outside axis	2048	04000	0x800
Dual height tick marks	Uniform tick marks	4096	010000	0x1000
Normal tick marks	Tick marks form a grid	8192	020000	0x2000
Draw axis and numbers	Don't draw them	16384	040000	0x4000