

### General Escape Codes

These escape codes are can be used in any text that supports annotation escape codes:

<code>\B</code>	Subscript.								
<code>\F'fontName'</code>	Use the specified font (e.g., <code>\F'Helvetica'</code> ).								
<code>\fdd</code>	<p><i>dd</i> is a bitwise parameter with each bit controlling one aspect of the font style as follows:</p> <table><tr><td>Bit 0:</td><td>Bold</td></tr><tr><td>Bit 1:</td><td>Italic</td></tr><tr><td>Bit 2:</td><td>Underline</td></tr><tr><td>Bit 4:</td><td>Strikethrough</td></tr></table> <p>See <b>Setting Bit Parameters</b> on page IV-12 for details about bit settings.</p>	Bit 0:	Bold	Bit 1:	Italic	Bit 2:	Underline	Bit 4:	Strikethrough
Bit 0:	Bold								
Bit 1:	Italic								
Bit 2:	Underline								
Bit 4:	Strikethrough								
<code>\JR</code>	Right align text.								
<code>\JC</code>	Center align text.								
<code>\JL</code>	Left align text.								
<code>\K(r,g,b)</code>	<p>Use specified color for text. <i>r</i>, <i>g</i> and <i>b</i> are integers from 0 to 65535.</p> <p>You can optionally include a fourth alpha parameter which specifies opacity in the range 0 to 65535.</p> <p><code>\K</code> also sets the marker fill color for markers added by <code>\W</code>. For setting the marker stroke color, use <code>\k</code>.</p>								
<code>\KB(r,g,b)</code>	<p>Use specified color for text background. <i>r</i>, <i>g</i> and <i>b</i> are integers from 0 to 65535.</p> <p>You can optionally include a fourth alpha parameter which specifies opacity in the range 0 to 65535.</p> <p>Use <code>\KB0</code>; to turn background color off.</p> <p><code>\KB</code> was added in Igor Pro 9.00.</p>								
<code>\k(r,g,b)</code>	<p>Use specified color for marker stroke (line color). <i>r</i>, <i>g</i> and <i>b</i> are integers from 0 to 65535. Use before <code>\Wtdd</code> to change marker stroke color from the default of black (0,0,0).</p> <p>You can optionally include a fourth alpha parameter which specifies opacity in the range 0 to 65535.</p> <p>For setting the marker fill color for markers added by <code>\W</code>, use <code>\K</code>.</p>								
<code>\Ldtss</code>	Draws a line from the x position specified in text info variable <i>d</i> to the current x position. Uses current text color. Thickness is encoded by digit <i>t</i> with values of 4,5,6 and 7 giving 0.25, 0.5, 1.0 and 1.5 pt. Line style is specified by 2 digit number <i>ss</i> .								
<code>\M</code>	Use normal (main) script (reverts to main line and size).								
<code>\\$PICT\$name=pictName\$/PICT\$</code>	Inserts specified picture. <i>pictName</i> can be a ProcPict or the name of a picture as listed in the Misc→Pictures dialog. This is useful for inserting math equations created by another program.								
<code>\\$WMTEX\$ formula \$/WMTEX\$</code>	Inserts a math equation using a subset of LaTeX. See Igor TeX for details.								
<code>\S</code>	Superscript.								
<code>\sa+dd</code>	Adds extra space above line. <i>dd</i> is two digits in units of half points (1/144 inch). Can go anywhere in a line.								