

<code>\sa-dd</code>	Reduces space above line. <i>dd</i> is two digits in units of half points (1/144 inch). Can go anywhere in a line.
<code>\sb+dd</code>	Adds extra space below line. <i>dd</i> is two digits in units of half points (1/144 inch). Can go anywhere in a line.
<code>\sb-dd</code>	Reduces space below line. <i>dd</i> is two digits in units of half points (1/144 inch). Can go anywhere in a line.
<code>\Wtdd</code>	Draws a marker symbol <i>dd</i> using current font size and color.
<code>\Wtddd</code>	Draws a marker symbol <i>ddd</i> using current font size and color. The marker outline thickness is specified by the one-digit number <i>t</i> with 1, 4, 5, 6, 7 and 8 giving 0.0, 0.25, 0.5, 1.0, 1.25 and 1.5 points. A <i>t</i> value of 1, which sets the outline thickness to zero, is useful only for filled markers as it makes unfilled markers disappear. The marker symbol number is specified by a two-digit number <i>dd</i> or a three-digit number <i>ddd</i> . New code should use the three-digit marker. The three-digit syntax was added in Igor Pro 6.30 to support custom markers. This addition causes a two-digit <i>dd</i> escape sequence that is directly followed by a digit to be incorrectly interpreted. For example, the sequence: <code>\W718500 m</code> was intended to display marker 18 followed by "500 m". It is now interpreted as a three-digit marker number (185) followed by "00 m". To fix this, change the two-digit marker number to a three-digit marker number by adding a leading zero, like this: <code>\W7018500 m</code> Use <code>\k</code> to set the marker stroke color. Use <code>\K</code> to set the marker fill color.
<code>\x+dd</code>	Moves the current X position right by 2* <i>dd</i> percent of the current font max width.
<code>\x-dd</code>	Moves the current X position left by 2* <i>dd</i> percent of the current font max width.
<code>\y+dd</code>	Moves the current Y position up by 2* <i>dd</i> percent of the current font height.
<code>\y-dd</code>	Moves the current Y position down by 2* <i>dd</i> percent of the current font height.
<code>\Znn</code>	Use font size <i>nn</i> . <i>nn</i> must be exactly two digits.
<code>\Zrnnn</code>	<i>nnn</i> is 3 digit percentage by which to change the current font size. <i>nnn</i> must be exactly three digits.

Tag Escape Codes

<code>\ON</code>	Inserts the name of the wave to which the tag is attached.
<code>\On</code>	Inserts the name of the trace and its instance number if greater than 0.
<code>\OP</code>	Inserts the point number to which the tag is attached.
<code>\OX</code>	Inserts the X value of the point to which the tag is attached.
<code>\OY</code>	Inserts the Y value of the point to which the tag is attached.
<code>\OZ</code>	Inserts the Z value of the point to which the tag is attached for contour level traces. Inserts NaN for other traces.

Text Info Variable Escape Codes

A text info variable is an internal Igor structure created by Igor. Using the escape codes described in this section, you can manipulate text info variables to create sophisticated annotations. These escape codes are can be used in any text that supports annotation escape codes.