

Chapter III-2 — Annotations

Each annotation has 10 text info variables, numbered 0 through 9. You can embed an escape sequence in an annotation's text to store information about the insertion point in a particular variable. Later, you can embed an escape sequence to recall part or all of that information. In the Label Axis and Add Annotation dialogs, there are items in the Font, Font Size and Special pop-up menus to do this.

See **Text Info Variable Escape Codes** on page III-55 for list of escape sequences.

Text Info Variable Example

To get a feel for this, let's look at a simple example. We want to create a textbox that shows the formula for the chemical compound ethanol: CH₃CH₂OH

To create a textbox showing this formula in 24 point type, we need to enter this, which consists of regular text plus escape codes (shown in red), in the Text tab of the Add Annotations dialog:

\Z24\[0CH\B3\MCH\B2\MOH

You can enter the escape codes by simply typing them or by making selections from the pop-up menus in the Insert section of the dialog. In this example, the font size escape code, \Z24, was generated using the Font Size pop-up menu and the rest of the escape codes were generated using the Special pop-up menu.

Here is what the escape codes mean:

- | | |
|------|---|
| \Z24 | Set font size to 24 points. |
| \[0 | Capture the current state as text info variable 0.
(Text info variable 0 stores the "normal" state). |
| \B | Subscript. |
| \M | Return to normal state (as stored in text info variable 0). |
| \B | Subscript. |
| \M | Return to normal state (as stored in text info variable 0). |

One way to enter this is to enter the regular text first and then add the escape codes. Here is what the annotation preview would show at each step of this process:

CH ₃ CH ₂ OH	CH ₃ CH ₂ OH
\Z24CH ₃ CH ₂ OH	CH ₃ CH ₂ OH (but in 24 point type)
\Z24\[0CH\B3CH ₂ OH	CH ₃ CH ₂ OH (no visible change)
\Z24\[0CH\B3\CH2OH	CH ₃ CH ₂ OH
\Z24\[0CH\B3\MCH2OH	CH ₃ CH ₂ OH
\Z24\[0CH\B3\CH\B2OH	CH ₃ CH ₂ OH
\Z24\[0CH\B3\CH\B2\MOH	CH ₃ CH ₂ OH

Programming with Annotations

You can create, modify and delete annotations with the **TextBox**, **Tag**, **Legend**, and **ColorScale** operations. The **AnnotationInfo** function returns information about one existing annotation. The **AnnotationList** returns a list of the names of existing annotations.