Xgremlin plot mode commands **September 18, 1999**

In the following table the letters S, C and M signify the following key modifiers: **S: Shift** key, **C: control** key, **M: meta** key (usually Alt on a PC). The meaning of the left column of the table is is best explained by the following example: **S**+**x** stands for: hold down the **shift** key while pressing the **x** key. The **TAB** key may be used to toggle between plotting and editing modes (and windows).

Plotting and moving around

.	move to the right, do not rescale y axis
>	move to the right, rescale y axis to fill plotter window
,	move to the left, do not rescale y axis
<	move to the left, rescale y axis to fill plotter window
z	move zero line to the centre of the plot
e	move zero line to bottom edge of the plot
x	expand x–axis around centre of window or marker, factor 0.5
S+**x**	expand x–axis, factor 0.25
C+**x**	expand x–axis, factor 0.1
M+**x**	compress x–axis around centre of window or marker, factor 0.5
y	expand y–axis around zero line or marker, factor 0.5
S+**y**	expand y–axis, factor 0.25
C+**y**	expand y–axis, factor 0.1
M+**y**	compress y–axis around zero line (zoom out)
^	full scale in y direction, data fill plotting window
p	overplot with current content of r array
C+**r**	exchange r and tr, then overplot
S+**p**	replot; put zeroline where marker is set
S+**u**	undo last plot mode operation

Line intensities

M+**a**	execute an *area* command

Plot modes

n	normal plot; no complex data. r array contains real data
r	r array contains complex data, plot real part only
i	r array contains complex data, plot imaginary part only
c	r array contains complex data, plot real and imag part

Line list related commands

S+**a**	make all lines in the current line buffer *active*
C+**a**	add the (cursor–)marked line(s) to the line list
C+**d**	delete (drop) marked line(s) from the line list
C+**s**	use last marked line for width, damping etc. of future added lines
C+**t**	toggle a line *active* or *inactive*
v	move marked line position from red to blue mouse marker
S+**v**	toggle all line markers visible or invisible on the screen
g	calculate centre of gravity between two markers centre of gravity is not inserted into the line list
C+**g**	same as ’g’ command but the resulting c.g. is also inserted into the internal line list
m	print information about the cursor–marked line
a,o	mark all lines in the buffer with line markers
w	calculate centroid of line whose edge was cursor–marked
C+**w**	same as ’w’ and insert line into internal line list
M+**C**+**g**	do a *getlines inactive* (read line list file)

Phase correction

C+**d**	mark phase points between two markers as bad
M+**b**	save bad points from buffer to bad points file

Miscellaneous

S+**c**	find the center of an interferogram in r and display it
C+**z**	set to zero the r-array between two mouse markers
S+**n**	put polynomial through 1-3 (cursor-)marked points, normalize to 1
S+**b**	put polynomial through 1-3 (cursor-)marked points, subtract from r
#	print out 11 data points around each cursor marker
M+**c**	connect two or more markers by a straight line, interpolate data
l	replace a set marker by a wavenumber label
M+**l**	replace a set marker by a label in secondary units (*nm, Hz, THz*)
u	cycle secondary units through *nm, Hz* or *THz*
M+**w**	set (line) *width* to difference of two markers read data centered at a previously set mouse marker