

Lottie Vectors – Information document

[Vector Reference Codes]

(Release 1.16) Fall 2018

This document describes the code numbers which relate to the position references that appear on screen when appended to a vector dataset. It covers releases from 1.16 onwards. Please go to the website at lottiemath.github.io and follow the links there to Lottie Vectors if you have a newer software version.

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When entering vector datasets the final column is for position reference markers. This is an integer number greater than 0 which is mapped to one of the symbols listed below. If a zero is specified the program skips the marker, and nothing is displayed.

Provision is made for the user to define their own references, these are reserved as negative codes, beginning with (-1). As of release 1.16, 99 such codes can be defined within the program and stored along with setup data as a preference file. Such a file can be made portable and distributed to other uses with the vector file for display on their local machine. A symbol import function without affecting other local user preferences should be available.

Two special cases are also available. 1 displays the vector's number counted from the beginning, while 2 displays the vectors number counted from the first 2. If the dataset breaks a chain of 2's then this number is reset. The printed symbols below therefore start at 3.

3 = "start"	45 = 'approx' symbol	87 = "y"
4 = "end"	46 = Re	88 = "Y"
5 = "x"	47 = 'oplus' symbol	89 = "z"
6 = "X"	48 = cup	90 = "Z"
7 = "o"	49 = 'subset equals' symbol	91 = f(x)
8 = "0"	50 = 'in' symbol	92 = g(x)
9 = "a"	51 = lceil	93 = h(x)
10 = "b"	52 = tau	94 = "!"
11 = "c"	53 = cappa	95 = "#"
12 = "A"	54 = 'super set' symbol	96 = "@"
13 = "B"	55 = varsigma	97 = "HIT"
14 = "C"	56 = Im"	98 = "miss"
15 = "i"	57 = otimes	99 = "Aquired"
16 = "j"	58 = nabla	100 = "Lost"
17 = "k"	59 = wp	101 = "Found"
18 = "I"	60 = aleph	102 = "Detect"
19 = "J"	61 = neq	103 = "Fail"
20 = "K"	62 = equiv	104 = "Out"
21 = alpha (lower case)	63 = divide	105 = "In"
22 = beta (lower case)	64 = propto	106 = "Target"
23 = gamma (lower case)	65 = varpi	107 = "Error"
24 = Alpha (upper case)	66 = left arrow	108 = "Success"
25 = Beta (upper case)	67 = left arrow bold	109 = "Win"
26 = Gamma (upper case)	68 = up arrow	110 = "Down"
27 = delta (lower case)	69 = right arrow	111 = "In-Range"
28 = phi (lower case)	70 = right arrow bold	112 = "Out-Range"
29 = omega (lower case)	71 = down arrow	113 = "Scan";
30 = Delta (upper case)	72 = infinity	114 = "Wait"
31 = Phi (upper case)	73 = left and right arrow	115 = "Paused"
32 = Omega (upper case)	74 = partial	116 = "Continue"
33 = theta (lower case)	75 = playing cards club	117 = "Stop"
34 = lambda (lower case)	76 = playing cards diamond	118 = "Go";
35 = sigma (lower case)	77 = playing cards hearts	119 = "Download"
36 = Theta (upper case)	78 = playing cards spade	120 = "Upload"
37 = Lamda (upper case)	79 = circle	121 = "Tracking";
38 = Sigma (upper case)	80 = pm	122 = "Dive"
39 = Upsilon	81 = "u"	123 = "Flight"
40 = Psi	82 = "U"	124 = "Take Off"
41 = 'forall' symbol	83 = "v"	125 = "Landing"
42 = 'exists' symbol	84 = "V"	
43 = ni	85 = "w"	
44 = cong	86 = "W"	