TEXT

PURPOSE

Writes out the text string at the current screen position using the current case, font, height, width, and justification.

SYNTAX

TEXT <string>

where <string> is all the characters from the first non-blank character after TEXT to the last non-blank character at the end of the line.

EXAMPLES

TEXT NATIONAL
TEXT ALPH() + BETA() X
TEXT Y = INTE() F(X) DX

NOTE 1

The TEXT command can print Greek characters and a wide variety of mathematics and special symbols. For a list of available symbols, see the documentation for the following in the Text Attributes chapter:

GREEK SYMBOLS
MATH SYMBOLS
MISCELLANEOUS SYMBOLS
SUBSCRIPTS

These special symbols are only available if the text is drawn with software characters. They are printed as spaces if hardware characters are used.

NOTE 2

By default, the text string is automatically converted to all upper case characters. See the documentation for the CASE command for details on printing lower case characters.

NOTE 3

The MOVE command can be used to explicitly position the text string. Alternatively, the CR, CRLF, LF, MARGIN, and VERTICAL SPACING commands can be used to automatically position successive TEXT commands. See the documentation for these commands for details.

NOTE 4

The LEGEND command can be used to place arbitrary text lines on a plot. The distinction between LEGEND and TEXT is that LEGEND text is not plotted until the next plot is generated while TEXT generates it immediately. In addition, the LEGEND text is drawn on all subsequent plots until it is explicitly cleared while TEXT only prints the text once.

DEFAULT

None

SYNONYMS

None

RELATED COMMANDS

FONT	=	Sets the font for TEXT characters.
CASE	=	Sets the case for TEXT characters.
HEIGHT	=	Sets the height for TEXT characters.
WIDTH	=	Sets the width for TEXT characters.
HW	=	Sets the height and width for TEXT characters.
VERTICAL SPACING	=	Sets the vertical spacing between text lines.
HORIZONTAL SPACING	=	Sets the horizontal spacing between text characters.
THICKNESS	=	Sets the thickness of TEXT characters.
COLOR	=	Sets the color for TEXT characters.
JUSTIFICATION	=	Sets the justification for TEXT.
LF	=	Sets the line feed after text.
CR	=	Sets the carriage return after text.
CRLF	=	Sets the carriage return/line feed after text.

MARGIN	=	Sets the carriage return column after text.
()	=	Allows math and Greek characters in text.
MOVE	=	Moves to a point.
CROSS-HAIR (or CH)	=	Activates and reads the cross-hair.
ERASE	=	Erases the screen (immediately).

APPLICATIONS
Presentation graphics

IMPLEMENTATION DATE
Pre-1987

PROGRAM
VERTICAL SPACING 6; CRLF ON
MARGIN 10; FONT DUPLEX
HW 4 2
MOVE 5 95
TEXT JAPAN's 6-POINT PROGRAM FOR
MOVE 5 89
TEXT QUALITY MANUFACTURING
MOVE 10 80
HW 2.4 1.2
TEXT CIRC() QUALITY AUDITS
TEXT CIRC() COMPANY-WIDE QUALITY CONTROL (CWQC)
TEXT CIRC() QUALITY TRAINING AND EDUCATION
TEXT CIRC() APPLICATION OF STATISTICAL METHODS
TEXT CIRC() QUALITY CIRCLE ACTIVITIES
TEXT CIRC() NATION-WIDE QUALITY CONTROL PROMOTIONAL ACTIVITIES
HW 2 1
MOVE 5 10
TEXT SOURCE: Q.C. TRENDS WINTER 1985, PAGES 22-23.

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JAPAN'S 6-POINT PROGRAM FOR
QUALITY MANUFACTURING

    O QUALITY AUDITS

    O COMPANY-WIDE QUALITY CONTROL (CWQC)

    O QUALITY TRAINING AND EDUCATION

    O APPLICATION OF STATISTICAL METHODS

    O QUALITY CIRCLE ACTIVITIES

    O NATION-WIDE QUALITY CONTROL PROMOTIONAL ACTIVITIES




    SOURCE: Q.C. TRENDS WINTER 1985, PAGES 22-23.
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