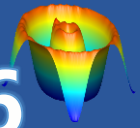# Info to SimplexNumerica

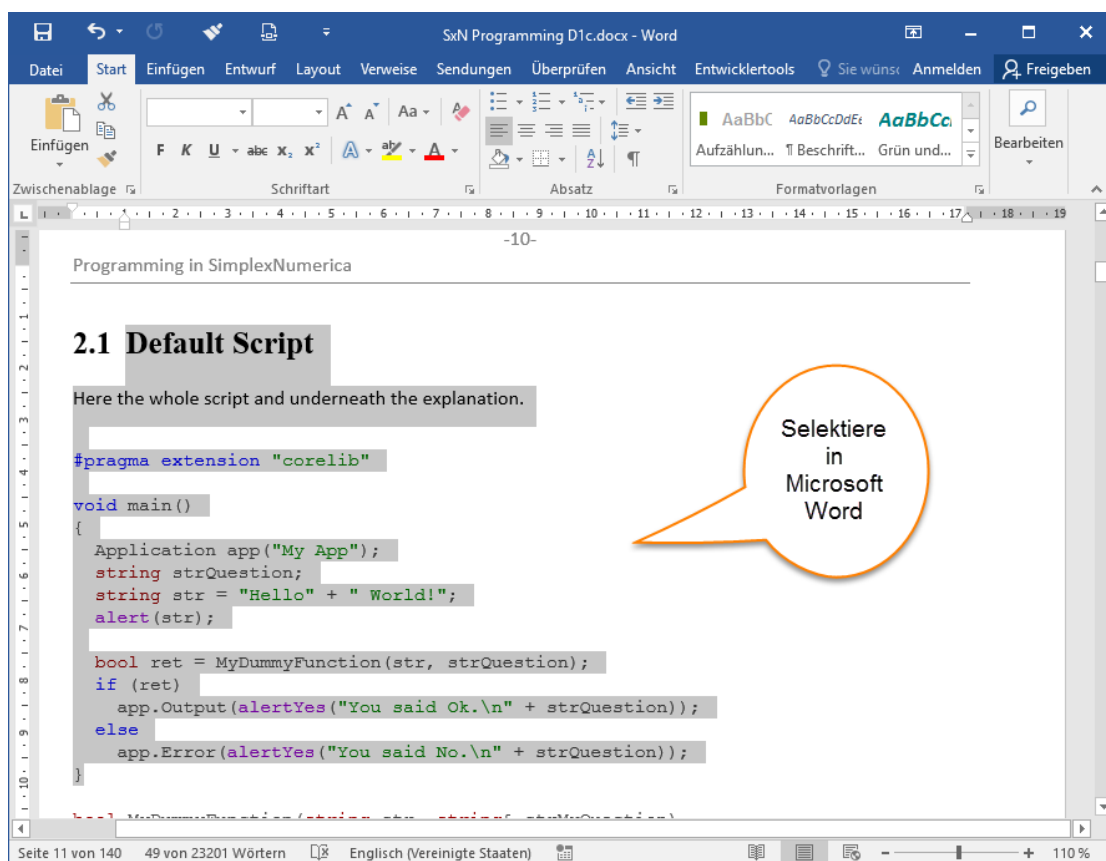## Text and Label Module

V16

The new version of SimplexNumerica has several word processing modules for text shapes and chart labels:

- *Standard Text*
- *Word Art Text*
- *Rich Text (RTF)*
- *HTML Text and Graphic*
- *Chart-Labels (Standard, RTF and HTML) and (Graph-) Legends*

Text shapes can be freely placed in the Graphics window. Chart labels always depend on a chart or coordinate system; but can also be freely placed within its scope.

Here's an example of how to handle text in SimplexNumerica recently.

We take e.g. a document in *Microsoft Word™*, select a suitable area in the text and copy it with <Ctrl + C> into the Windows 10 clipboard.
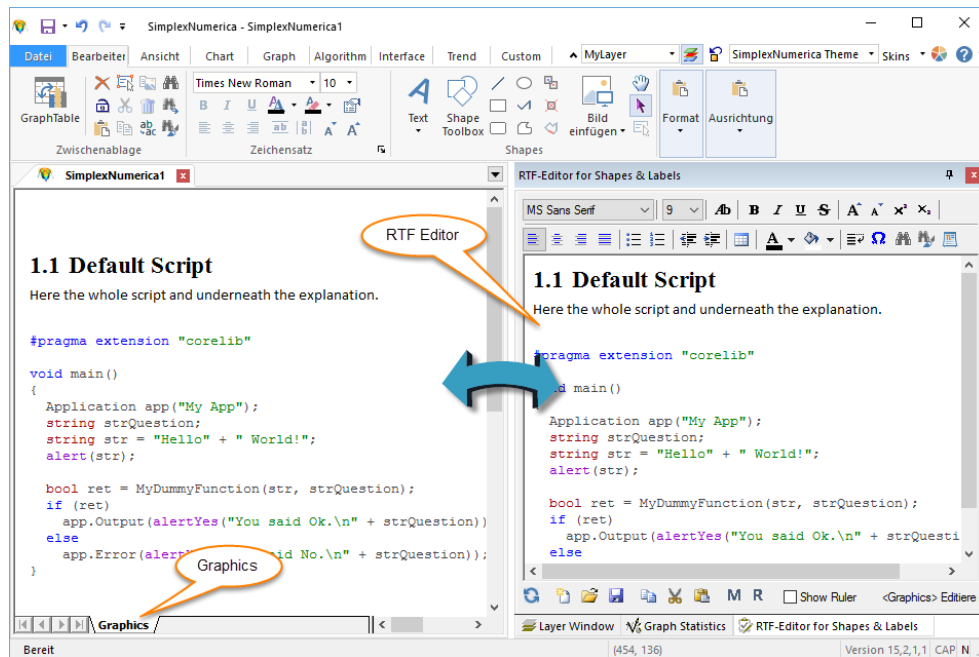

If not yet started, we start the new version 16 of *SimplexNumerica* and set an empty evaluation window, for example with <Ctrl + N>.
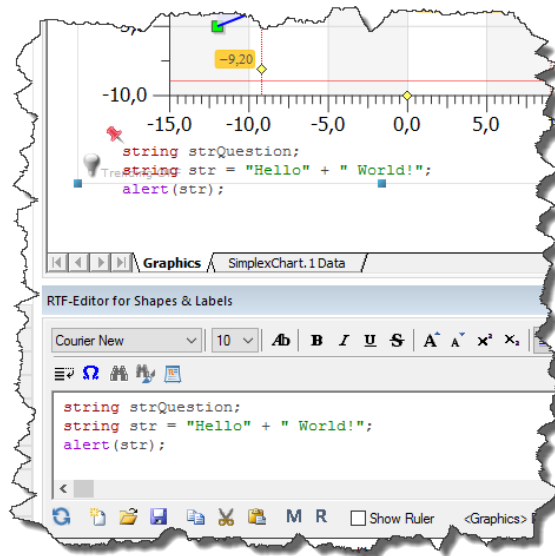
Then we simply paste (Copy & Paste) the area copied from *Microsoft Word™* back into *SimplexNumerica* with the key <Ctrl + V>.

Text and Label Module

Then we can move and adapt the text in the Graphics window. In the integrated RTF editor, we can edit the text later and restore it back to the Graphics window.

The principle can also be applied to chart labels. Here is an example:

Here, the label of the x-axis was misused. The colored text was copied out somewhere and just pasted into *SimplexNumerica*.

The new text module is based on the Rich Text Format (RTF), known from *WordPad*, and is considered the exchange format with *Microsoft Word*.
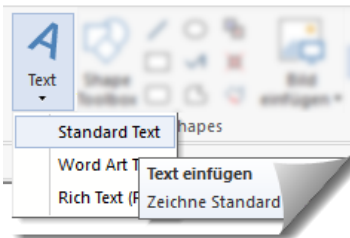
Following a short description of the individual options of word processing in *SimplexNumerica*, in the form of Chart Labels and free Text Shape objects.
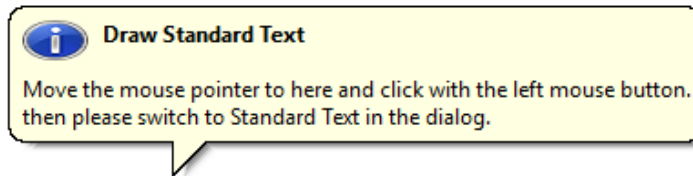
Hint:
Please create a new sheet (→ Graphics Window) (Ctrl + N).
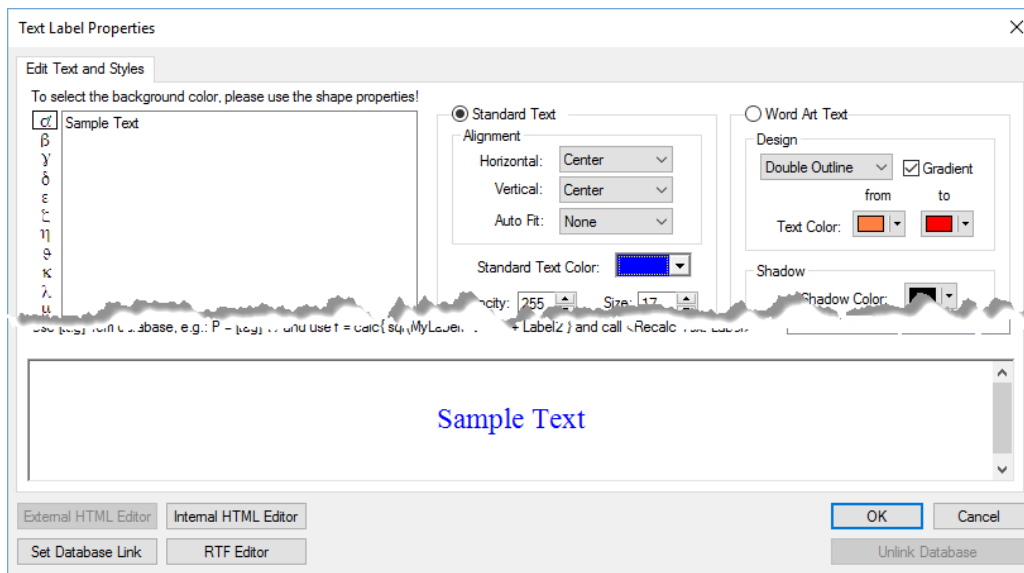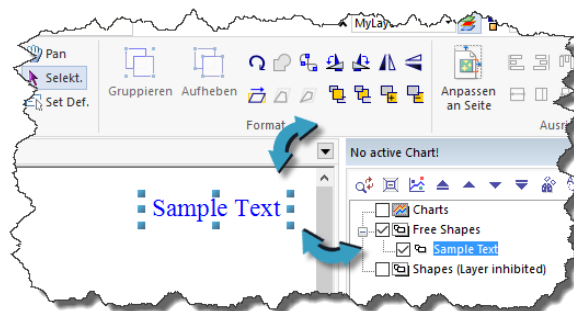
Text and Label Module

1.   Standard Text

Selectable from the Ribbon bar.

Draw Standard Text

Move the mouse pointer to here and click with the left mouse button. then please switch to Standard Text in the dialog.

As the tooltip describes, you should move the mouse pointer to the text position and click there with the left mouse button into the page.

Please enter a text in the dialog box, set the font and color and finally click on the Ok button.

The Ribbonbar Edit, Format can then be used to adapt the text to other objects (grouping, etc.), to edit with double-click on the text, and to use the font tools, e.g. when the frame will be adjusted.
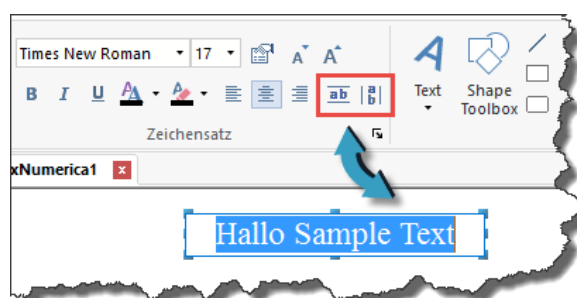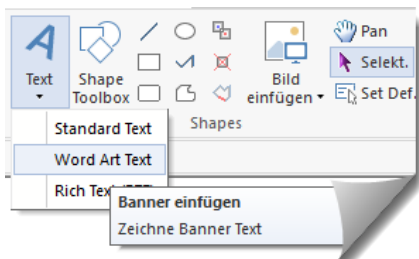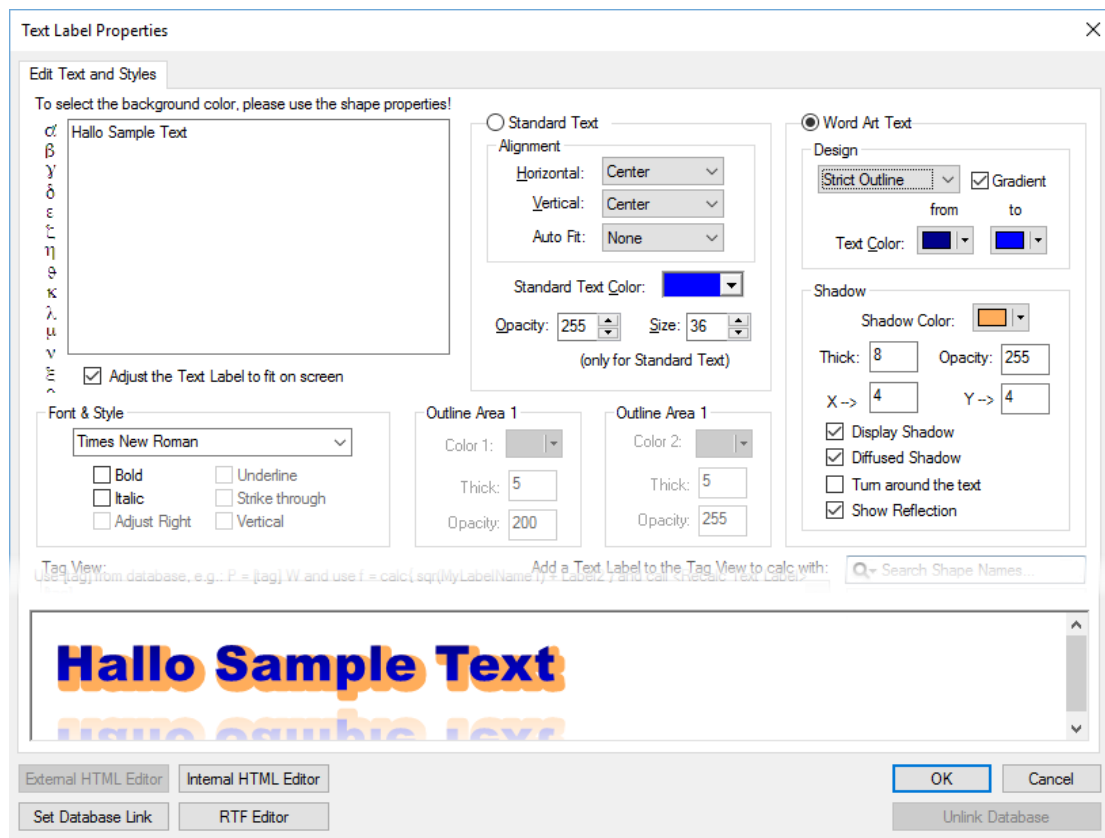
Text and Label Module

Note:

If the text is not selected and you double-click on the text while holding down the
<Ctrl> key, the dialog will reappear.

2.   Word Art Text

This text style, which is often used for banners and headings, can be set in the same dialog. Thus, Standard Text and Word-Art-Text can be switched over at any time via the radio button of the same name.


Like the Standard Text, Word Art Text can also be placed within the Graphics Evaluation window using the mouse as described above.

Click on the Ribbonbar Edit to select the respective text and then on the adjacent menu.

Text and Label Module

3. Rich Text (RTF)

As described earlier, the new text engine is based on Rich Text Format (RTF), known from *WordPad*. This is considered the exchange format with *Microsoft Word* under *Microsoft Windows* (see *Wikipedia*).
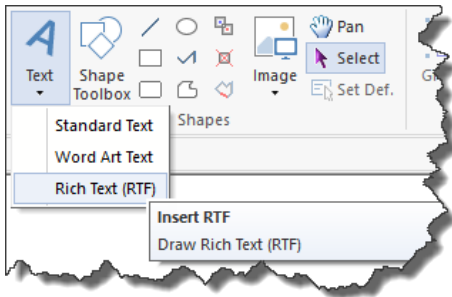
You can always insert Rich Text, RTF for short. Use Copy & Pasted for this. You can also use the menu shown opposite as a starting point.

Then the program inserts the following RTF text:

Doubleclick to edit text in RTF-Editor.
Then edit and use bottom left icon to reshape.
(see tooltip)

This serves as an indication text and should be changed.

→ Please double click on the text to copy it into the RTF editor.
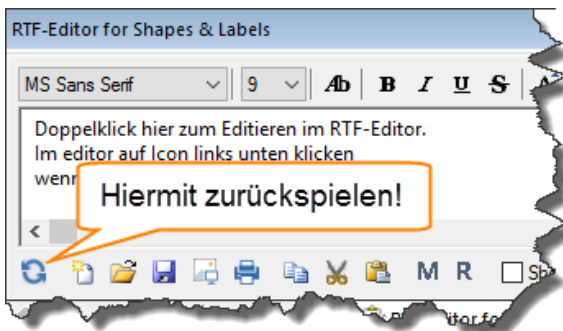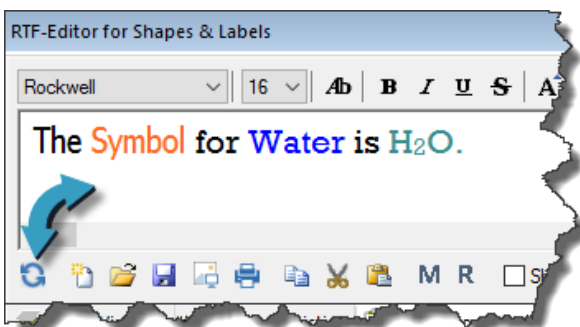
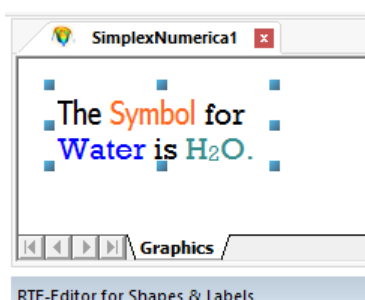Delete the hint text .

Edit your text or

load a new text .

Play it back in the Graphics window .

Note

Use the symbol to copy it back to the graphics!

Text has been changed!
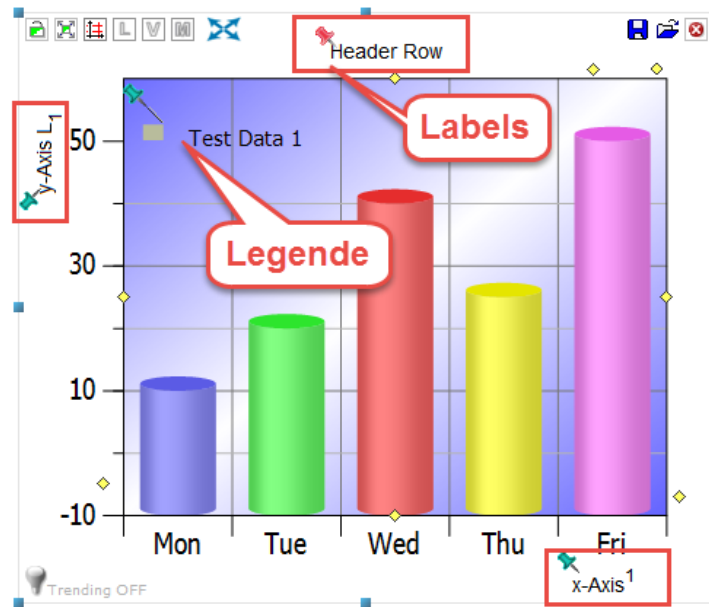
The Symbol for Water is H_2O.

Back to the Graphic window.

To format the text, please change the size of the frame in the Graphics window.

Text and Label Module

4.   Labels & Legends

Labels and Legends are always bound to a chart or (cartesian) coordinate system. If this is moved, the labels shift accordingly.


Each label has a pin as a point to move. Please activate the properties and edit the RTF label.

Hint:

If the respective label is active, then the pin is **red** otherwise **green** ('Active' is synonymous with 'selected').

There is only one Legend (Do not confuse with Labels!) per chart. The legend displays the individual names of the existing graphs in a chart or coordinate system. The graph name is presented with a line in the color of the curve (if any) and the marker symbol (if any).
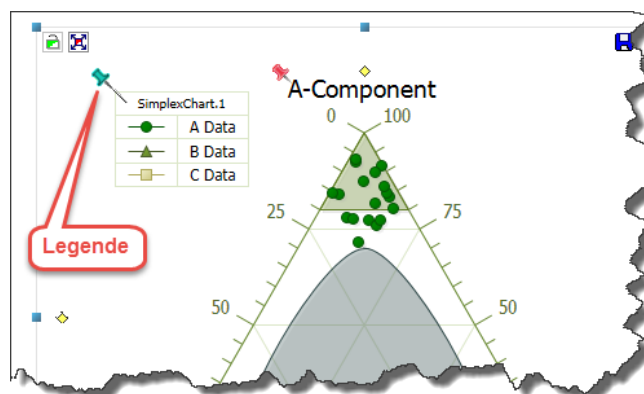

Since the Legend is automatically created and modified by the program, it is best not to change it manually (although that is possible).

Please read about standard labels in the corresponding *SimplexNumerica* manual. Here is the hint, that if you click on a pin, it turns **red** (becomes active) and the assigned settings are displayed in the property window for editing (see following figure).

Text and Label Module
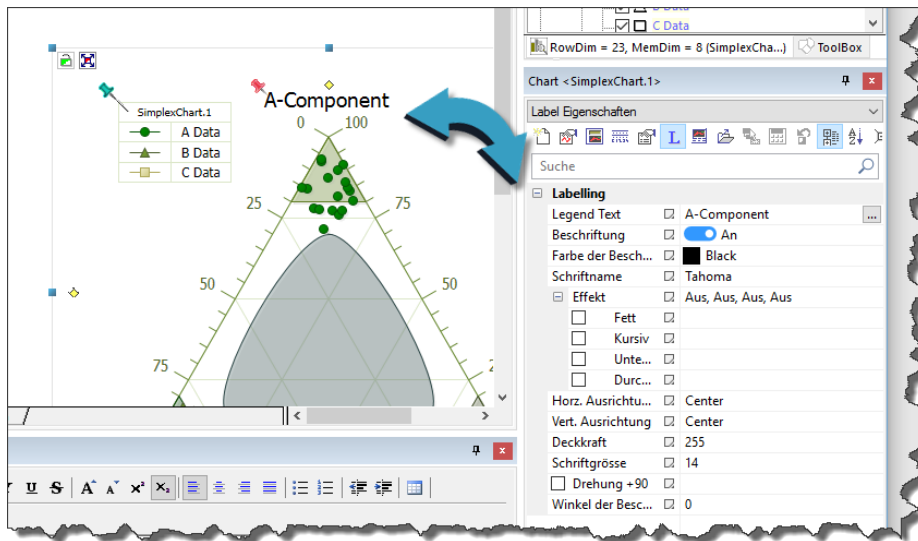
However, if you click twice on the (now) red (or previously green) pin, the following dialog box opens:
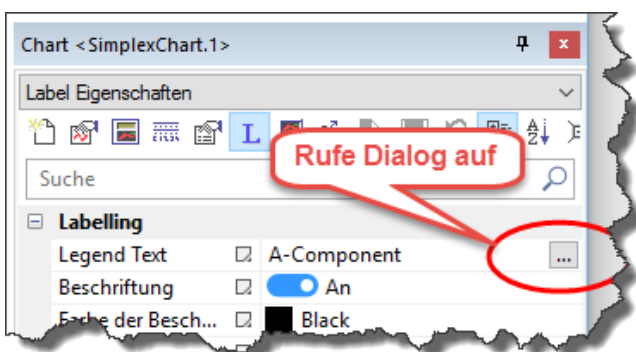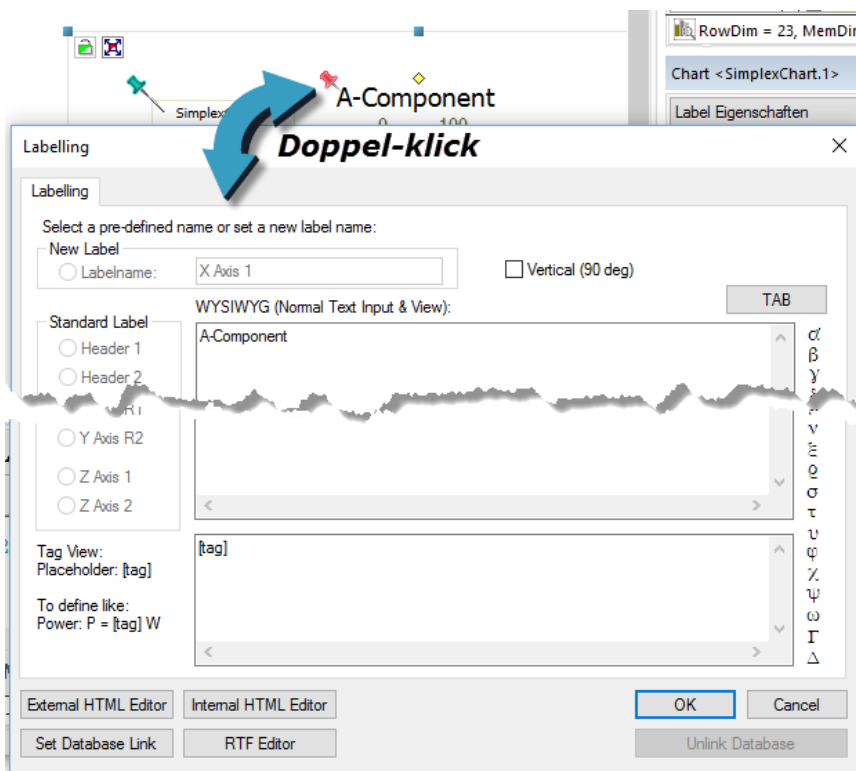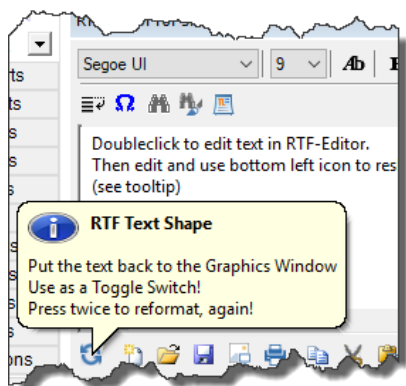

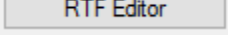You can also go to the properties and call the dialog from there (see fig. left).

Short (standard) texts can also be edited directly in the properties
(see the example text "A-Component").

Text and Label Module

4.1 RTF-Labels

We only want to use the previously called dialog to call the RTF-Editor - otherwise it is primarily for standard axis labels.


Please press the button [RTF Editor] in the dialog.

This tooltip for the icon ↻ gives the first indication to edit the text in the RTF-Editor, then to bring it back to the Graphics. This icon ↻ is a toggle switch. This means that the label text is reformatted when the icon is clicked again. Another click reformats again ...
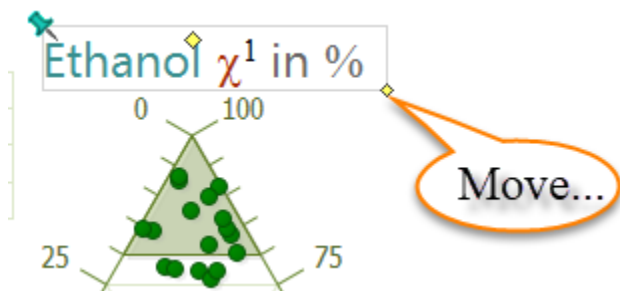
Now, we want to edit a text ...
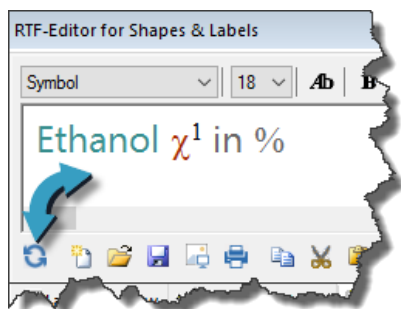
We will write the text on the left and play it back with the icon ↻ to the output label ...
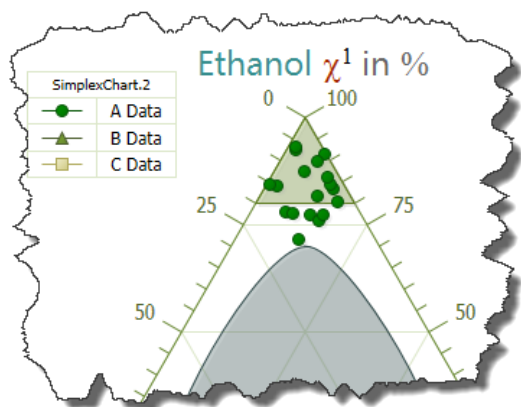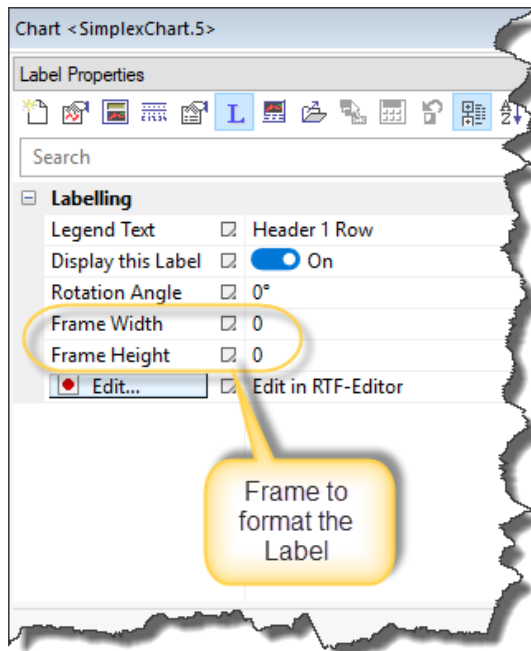

Thus, the (output) label has been changed.

− If the automatic formatting of the text is not as desired, you can use the left mouse in the lower right corner to influence the formatting by the size of the frame. Pull on the yellow rhombus...

Double-clicking on the green (or red) pin plays the text back into the RTF editor.

Text and Label Module

Frame to format the Label

The dimensions of the frame within the label is formatted can also be readjusted manually in the properties.

If a value is 0, then this width / height is automatically formatted.

RTF text can only be rotated in increments of 90°. Otherwise, you can copy the text into the HTML editor. This can be rotated arbitrarily.

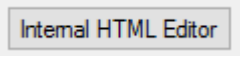The Button *Edit...* calls the RTF-Editor, too.

Summary:

The icon ⟳ plays the text abck into the RTF editor to the label with the red pin. Each click on ⟳ reformats the label text. If the automatic formatting is not suitable, then the dimensions of the surrounding frame can be changed manually directly on the label with the yellow diamond or in the properties, respectively.

Text and Label Module

4.1 HTML-Labels

We now want to use the previously called dialog to call up the HTML editor.

Please press the button [Internal HTML Editor] in the Dialog.
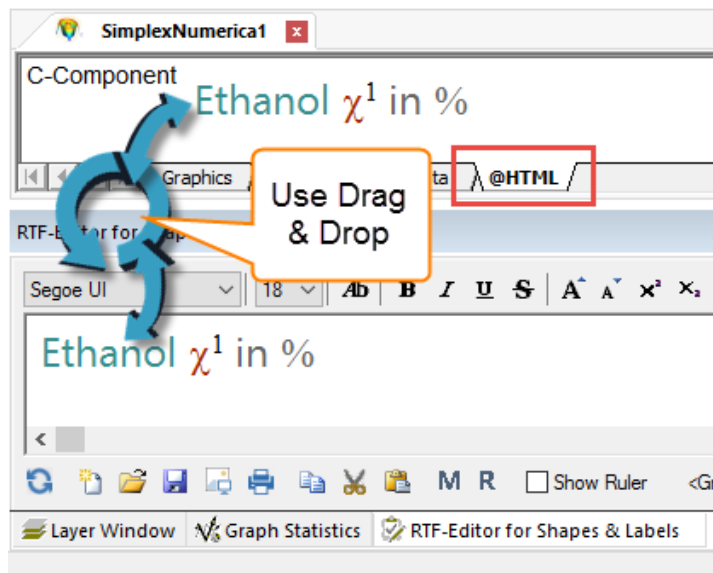
This time we simply copy the text from the RTF editor into the HTML editor; e.g. use *Copy & Pasted* or *Drag & Drop*.
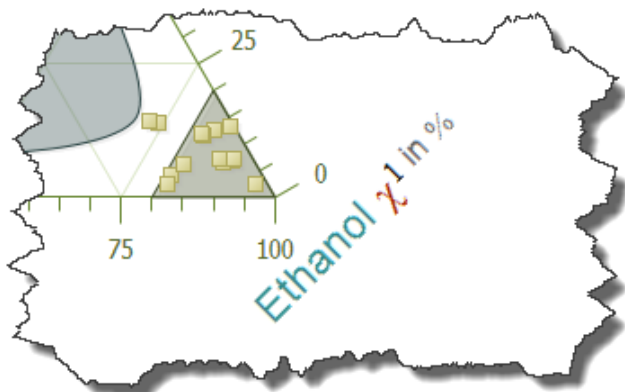
So, in the RTF-Editor mark the text (select) and then press the left mouse button, hold it and drag into the HTML window, before releasing, press the <Ctrl> key, then the text will be copied and not moved (just similar to the Windows Explorer) ...
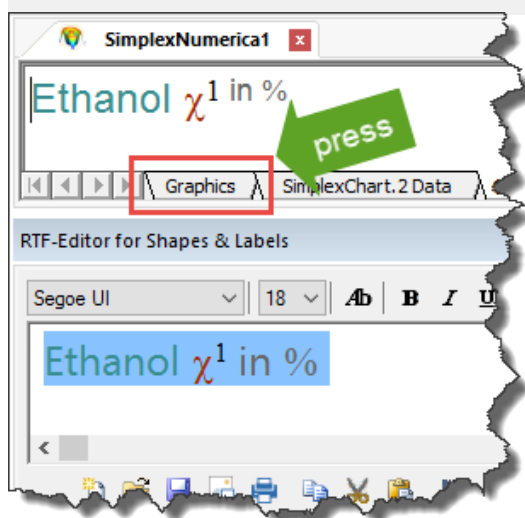
Text copied to HTML editor.

Now press the tab Graphics ...

... and back to the graphic window.

... where the text is already on the label.

That's it ...