

oPLOTSYMBL PACKAGE INTRODUCTION

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1 Introduction

This package is named "*oPlotSymbl*" and it includes symbols, which are not easily available. Especially, these symbols are used in scientific plots, but the potential user is allowed to use in another way. The idea came to my mind during writing my bachelor thesis, where I needed many plots with many different symbols.

This package can be loaded with the following command:

```
\usepackage{oplotsymb1}
```

There are no additional options implemented yet. Now, it is important to me to mention the used packages. *oPlotSymbl* uses *TikZ* [1] and so it loads the *xcolor* package automatically. That means it is possible to use the whole beauty of *xcolor*'s [2] colour palette.

2 Version History

I will collect all changes in this chapter, here.

2.1 Version 1.2 (28.01.2017)

- make the manuals's tex file available for everybody
- hope the final release for tex live is possible now
- some people ask to change the name to oPlotSymbol, but I don't see any advantages in it. Sorry.
- share the links on CTAN and GitHub
- some changes on the code itself but NO, absolutely NO changes for the user

3 Repository and Contact

The repository/this package is available on GitHub and through CTAN [3] and TeXLive [4]. You will find it here:

- <https://www.ctan.org/pkg/oplotsymb1>
- <https://github.com/micheld93/oPlotSymb1-LaTeX/>

If you have suggestions, problems or you only want to say "Hi", then contact me at micheld.93@gmail.com.

4 Symbols and Commands

The following sub-sections include all defined symbols sorted in categories. The names are chosen to work with other packages which includes symbols. If you want to use these symbols in the running text, you will use two curved brackets directly after the command to have space between symbol and the following word. I tried to make this package as easy as possible to understand and use. This is why the commands are as close as possible to each other.

4.1 Triangle

| Symbol | Command | Suffix | Explanation | Description |
|-----------------------|--------------------------------|--------|-------------|-------------------------------|
| \triangle | <code>\trianglepa</code> | pa | peak above | none |
| \blacktriangle | <code>\trianglepafill</code> | pa | peak above | filled triangle |
| $\triangle\cdot$ | <code>\trianglepadot</code> | pa | peak above | triangle with dot |
| $\triangle $ | <code>\trianglepalinev</code> | pa | peak above | triangle with vertical line |
| $\triangle $ | <code>\trianglepalineh</code> | pa | peak above | triangle with horizontal line |
| $\triangle $ | <code>\trianglepalinevh</code> | pa | peak above | triangle with both lines |
| $\triangle\times$ | <code>\trianglepacross</code> | pa | peak above | triangle with cross |
| \triangleup | <code>\trianglepafillha</code> | pa | peak above | half filled triangle (above) |
| \blacktriangleup | <code>\trianglepafillhb</code> | pa | peak above | half filled triangle (below) |
| \blacktriangleright | <code>\trianglepafillhr</code> | pa | peak above | half filled triangle (right) |
| \blacktriangleleft | <code>\trianglepafillhl</code> | pa | peak above | half filled triangle (left) |

4.1.1 Additional Triangles

All other triangles follow the syntax shown above. It's always












`\triangle –suffixDESCRIPTION`

"DESCRIPTION" is to exchange with terms like "cross" or "dot" etc. "-suffix" means the orientation of the triangle's highest peak. Other orientations are shown in the table below:

| Suffix | Explanation |
|--------|-------------|
| pa | peak above |
| pb | peak below |
| pr | peak right |
| pl | peak left |












4.2 Circle (here: Circlet)

Some other packages use `\circle` or `\circ` for circles, so I decided to use `\circlet` instead of other cryptic abbreviations.

| Symbol | Command | Description |
|---|------------------------------|----------------------------------|
|  | <code>\ circlet</code> | none |
|  | <code>\ circletfill</code> | filled circle(let) |
|  | <code>\ circletdot</code> | circle(let) with dot |
|  | <code>\ circletlinev</code> | circle(let) with vertical line |
|  | <code>\ circletlineh</code> | circle(let) with horizontal line |
|  | <code>\ circletlinevh</code> | circle(let) with both lines |
|  | <code>\ circletcross</code> | circle(let) with cross |
|  | <code>\ circletfillha</code> | half filled circle(let) (above) |
|  | <code>\ circletfillhb</code> | half filled circle(let) (below) |
|  | <code>\ circletfillhr</code> | half filled circle(let) (right) |
|  | <code>\ circletfillhl</code> | half filled circle(let) (left) |

4.3 Pentagon (here: `Pentago`)

The same problem as we know from `circle/circlet` happens with `pentagon`. I decided to use "`pentago`", so it's near enough to `pentagon`.

| Symbol | Command | Description |
|---|------------------------------|------------------------------|
|  | <code>\ pentago</code> | none |
|  | <code>\ pentagofill</code> | filled pentago |
|  | <code>\ pentagodot</code> | pentago with dot |
|  | <code>\ pentagolinev</code> | pentago with vertical line |
|  | <code>\ pentagolineh</code> | pentago with horizontal line |
|  | <code>\ pentagolinevh</code> | pentago with both lines |
|  | <code>\ pentagocross</code> | pentago with cross |
|  | <code>\ pentagofillha</code> | half filled pentago (above) |
|  | <code>\ pentagofillhb</code> | half filled pentago (below) |
|  | <code>\ pentagofillhr</code> | half filled pentago (right) |
|  | <code>\ pentagofillhl</code> | half filled pentago (left) |

4.4 Star (here: Starlet)












| Symbol | Command | Description |
|--------|-----------------------------|------------------------------|
| ☆ | <code>\starlet</code> | none |
| ★ | <code>\starletfill</code> | filled starlet |
| ☆ | <code>\starletdot</code> | starlet with dot |
| ☆ | <code>\starletlinev</code> | starlet with vertical line |
| ☆ | <code>\starletlineh</code> | starlet with horizontal line |
| ☆ | <code>\starletlinevh</code> | starlet with both lines |
| ✳ | <code>\starletcross</code> | starlet with cross |
| ★ | <code>\starletfillha</code> | half filled starlet (above) |
| ★ | <code>\starletfillhb</code> | half filled starlet (below) |
| ★ | <code>\starletfillhr</code> | half filled starlet (right) |
| ★ | <code>\starletfillhl</code> | half filled starlet (left) |

4.5 Rhombus

| Symbol | Command | Description |
|--------|-----------------------------|------------------------------|
| ◇ | <code>\rhombus</code> | none |
| ◆ | <code>\rhombusfill</code> | filled rhombus |
| ◇ | <code>\rhombusdot</code> | rhombus with dot |
| ◇ | <code>\rhombuslinev</code> | rhombus with vertical line |
| ◇ | <code>\rhombuslineh</code> | rhombus with horizontal line |
| ◇ | <code>\rhombuslinevh</code> | rhombus with both lines |
| ⊠ | <code>\rhombuscross</code> | rhombus with cross |
| ◆ | <code>\rhombusfillha</code> | half filled rhombus (above) |
| ◆ | <code>\rhombusfillhb</code> | half filled rhombus (below) |
| ◆ | <code>\rhombusfillhr</code> | half filled rhombus (right) |
| ◆ | <code>\rhombusfillhl</code> | half filled rhombus (left) |












4.6 Hexagon (here: Hexago)

Well, we already know it. Hexagon is used in other packages, so there is a necessity to use different words.






| Symbol | Command | Description |
|---|----------------------------|-----------------------------|
|  | <code>\hexago</code> | none |
|  | <code>\hexagofill</code> | filled hexago |
|  | <code>\hexagodot</code> | hexago with dot |
|  | <code>\hexagolinev</code> | hexago with vertical line |
|  | <code>\hexagolineh</code> | hexago with horizontal line |
|  | <code>\hexagolinevh</code> | hexago with both lines |
|  | <code>\hexagocross</code> | hexago with cross |
|  | <code>\hexagofillha</code> | half filled hexago (above) |
|  | <code>\hexagofillhb</code> | half filled hexago (below) |
|  | <code>\hexagofillhr</code> | half filled hexago (right) |
|  | <code>\hexagofillhl</code> | half filled hexago (left) |

4.7 Square

To avoid problems with other commands, I decided to use the frankenword **"squad"** (it's a composition of english *square* and german or non-mathematical *quadrat*).

| Symbol | Command | Description |
|---|---------------------------|-----------------------------|
|  | <code>\squad</code> | none |
|  | <code>\squadfill</code> | filled square |
|  | <code>\squaddot</code> | square with dot |
|  | <code>\squadlinev</code> | square with vertical line |
|  | <code>\squadlineh</code> | square with horizontal line |
|  | <code>\squadlinevh</code> | square with both lines |
|  | <code>\squadcross</code> | square with cross |
|  | <code>\squadfillha</code> | half filled square (above) |
|  | <code>\squadfillhb</code> | half filled square (below) |
|  | <code>\squadfillhr</code> | half filled square (right) |
|  | <code>\squadfillhl</code> | half filled square (left) |

4.8 Other Symbols

| Symbol | Command | Description |
|---|------------------------|------------------------------|
|  | <code>\linev</code> | vertical line |
|  | <code>\lineh</code> | horizontal line |
|  | <code>\scross</code> | single cross |
|  | <code>\linevh</code> | vertical and horizontal line |
|  | <code>\scrossvh</code> | single cross with lines |

5 Font Size

All symbols use relative units for scaling. \LaTeX provides the unit "em" that means the width of the capital letter "M" in current font. *oPlotSymb1* scales every symbol for you automatically and correctly. No need to worry. If you like to increase symbol size, then it's done with normal behavior for increasing font size. That's it.

6 Colours

oPlotSymb1 uses the *xcolor* package so it is possible to use all pre-defined colours from *xcolor* [2].

You can colour the symbols very easily like this:

```
\pentagofillhl[opurple]
```

There, you get a purple half filled pentagon. You can define own colours with the following command:

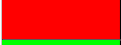
```
\definecolor{colour's name}{colour palette}{specific code}
```

There, you can define your own name for a missing colour. I recommend to use RGB or HTML as "colour palette". Between the last brackets you have to put your specific code that is determined through your picked "colour palette". I will give an example to make the start with *oPlotSymb1* as easy as possible.

```
\definecolor{black}{HTML}{000000}
```

This listing gives us black. It uses a custom name, followed by the "colour palette" and then the colour code for chosen option. As shown above *oPlotSymb1* follows normal *xcolor* [2] commands.

In addition, some colours are pre-defined for my own needs. These colours are:

| Colour | Colour Name | Colour Name for Command | RGB Code |
|---|---------------|-------------------------|-------------|
|  | black | oblack | 0,0,0 |
|  | red | ored | 255,0,0 |
|  | green | ogreen | 0,255,0 |
|  | blue | oblue | 0,0,255 |
|  | cyan | ocyan | 0,255,255 |
|  | magenta | omagenta | 255,0,255 |
|  | yellow | oyellow | 255,255,0 |
|  | dark yellow | odyellow | 128,128,0 |
|  | mariner blue | omblue | 0,0,128 |
|  | purple | opurple | 128,0,128 |
|  | brown | obrown | 128,0,0 |
|  | olive green | oolive | 0,128,0 |
|  | dark cyan | odcyan | 0,128,128 |
|  | royal blue | orblue | 0,0,160 |
|  | orange | oorange | 255,128,0 |
|  | violet | oviolet | 128,0,255 |
|  | pink | opink | 255,0,128 |
|  | white | owhite | 255,255,255 |
|  | light grey | olgrey | 192,192,192 |
|  | grey | ogrey | 128,128,128 |
|  | light yellow | olyellow | 255,255,128 |
|  | light cyan | olcyan | 128,255,255 |
|  | light magenta | olmagenta | 255,128,255 |
|  | dark grey | odgrey | 64,64,64 |

References

- [1] Christian Feuersänger and Till Tantau: *Tikz*. CTAN, 2015. <https://www.ctan.org/pkg/pgf>, visited on 13.02.2016, time: 12:43.
- [2] Uwe Kern: *xcolor*. CTAN, 2007. <https://www.ctan.org/pkg/xcolor?lang=de>, visited on 13.02.2016, time: 12:42.
- [3] CTAN: *Ctan*, 2016. <https://www.ctan.org>, visited on 13.02.2016, time: 12:44.
- [4] TeXLive: *Texlive*, 2016. <https://www.tug.org/texlive/>, visited on 13.02.2016, time: 12:45.