

ANGLE**PURPOSE**

Specifies the angle at which text from subsequent TEXT commands will be rotated.

SYNTAX

ANGLE <n>

where <n> is a number or parameter that specifies the desired angle in the current angle units (radians, degrees, grads).

EXAMPLES

ANGLE 45

ANGLE 3.14159

NOTE 1

The ANGLE UNITS command is used to specify whether the angle is specified in radians, degrees, or grads. The default is radians. See the documentation for the ANGLE UNITS command in the Support chapter for details.

NOTE 2

Text can only be rotated if a software font is in effect. The FONT command is documented in the Diagrammatic Graphics chapter.

NOTE 3

The ANGLE command only applies to the TEXT command. Various other commands are used to set angles for other plot elements (e.g., LEGEND ANGLE). These are documented in the Plot Control chapter.

DEFAULT

Text is drawn horizontally (0 radians)

SYNONYMS

None

RELATED COMMANDS

| | | |
|----------------------|---|--|
| TEXT | = | Writes a text string. |
| DEGREES | = | Sets the angle units to degrees. |
| ANGLE UNITS | = | Sets the angle units (to degrees/radians/gradients). |
| RADIANS | = | Sets the angle units to radians. |
| GRADS | = | Sets the angle units to grads. |
| FONT | = | Sets the font for TEXT characters. |
| HEIGHT | = | Sets the height for TEXT characters. |
| WIDTH | = | Sets the width for TEXT characters. |
| COLOR | = | Sets the color of TEXT characters. |
| THICKNESS | = | Sets the thickness of TEXT characters. |
| LEGEND ANGLE | = | Sets the angle for plot legends. |
| CHARACTER ANGLE | = | Sets the angle for plot characters. |
| TIC MARK LABEL ANGLE | = | Sets the angle for tick mark labels. |

APPLICATIONS

Presentation graphics

IMPLEMENTATION DATE

Pre-1987

PROGRAM

```
ANGLE UNITS DEGREES
FONT SIMPLEX
LET ICOUNT = 0
LET X = DATA 60 55 50 45 40 45 50 55
LET Y = DATA 50 55 60 55 50 45 40 45
LET Y1 = 50
LOOP FOR ANG = 0 45 315
  ANGLE ^ANG
  LET ICOUNT = ICOUNT + 1
  LET X1 = X(ICOUNT)
  LET Y1 = Y(ICOUNT)
  MOVE X1 Y1
  TEXT PRINT AT ^ANG DEGR()
END OF LOOP
```

