

Quick Reference Guide

Command Line

The general form for running your Tecplot product from the command line is:

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    tec360    [options]
or
    tecfocus [options]

```

[layoutfile]	List the layout file you would like to load (*.lay, *.lpk).
[datafiles]	List the data file(s) you would like to load. If both a layout file (*.lay only) and data files are listed, the data files referenced in the layout file will be substituted with the data files in the command line.
[macrofile]	List the macro file you would like to load (*.mcr).
-addonfile filename	List the add-on(s) you would like to load.
-b	Run in batch mode.
-c cfgfile	Use <i>cfgfile</i> for the configuration instead of the default configuration file, <i>tecplot.cfg</i> .
-d or -display computer-name	Display on computer <i>computername</i> (UNIX/Linux only). The computer, <i>computername</i> , must have X-server capability with the GLX extension.
-datafile filename	Load data file <i>filename</i> .
-debug dbugfile	Send debug information to the file <i>dbugfile</i> . Information is displayed to aid in debugging a new configuration file, macro file, or binary data file. You may specify the minus sign ("-") for <i>dbugfile</i> to send the debug output to the "standard output" (UNIX/Linux only).
-develop	Launch in a mode used to develop add-ons (UNIX/Linux only).
-f fontfile	Use <i>fontfile</i> instead of the default font file, <i>tecplot.fnt</i> .
-h homedir	Use <i>homedir</i> for the home directory instead of the default home directory.

-loadaddon " <i>addonname</i> "	Load an add-on named <i>addonname</i> .
-m <i>colormapfile</i>	Use <i>colormapfile</i> as the initial color map file.
-n	List node information (UNIX/Linux only).
-nobatchlog	Suppress creation of the file <i>batch.log</i> during batch mode operation.
-nostdaddons	Do not load the add-ons listed in the <i>tecplot.add</i> file.
-notoolbar	Run with the toolbar deactivated.
-p <i>scriptfile</i>	Play the macro commands/python modules in the file <i>scriptfile</i> (*.mcr, *.py).
-q	Use quick playback mode. Ignores delay and pause commands.
-qm <i>quickpanelfile</i>	Place the macro functions in <i>quickpanelfile</i> in the Quick Macro Panel, instead of using the macros from the default file, <i>tecplot.mcr</i> .
-quiet	Turns off all standard-out messages (UNIX/Linux only).
-r <i>printfile</i>	Set the filename for routing Print Files to <i>printfile</i> .
-s <i>stylefile</i>	Use <i>stylefile</i> as a stylesheet for the first frame (*.sty).
-showpanel	Open the Quick Macro Panel upon startup.
-v	Display the version number.
-x	Run in full screen mode.
-y <i>exportfile</i>	Set the filename for export files to <i>exportfile</i> .
-z	Display macro commands in the Macro Viewer. This allows you to see macro commands prior to their launch.

Mouse & Keyboard Shortcuts

3D Rotate Tools

Click-and-drag	Rotate about the rotation origin.
ALT-Click-and-drag	Rotate about the viewer position using the active Rotate tool.
Middle-click-and-drag/ ALT-Right-click-and-drag	Smoothly zoom in and out of the data.
Right-click-and-drag	Translate the data.
C	Move the rotation origin to the probed point, ignoring zones.
O	Set the center of rotation.

R	Switch to Rollerball rotation.
S	Switch to Spherical rotation.
T	Switch to Twist rotation.
X	Switch to X-axis rotation.
Y	Switch to Y-axis rotation.
Z	Switch to Z-axis rotation.

Contour Add Tool

ALT-click	Place a contour line by probing on a streamtrace, slice, or iso-surface.
Click	Place a contour line.
CTRL-click	Replace the nearest contour line with a new line.
Click-and-drag	Move the new contour line.
-	Switch to the Contour Remove tool.

Contour Remove Tool

Click	Remove the contour line nearest to the probed location.
+	Switch to the Contour Add tool.

Geometry Polyline Tool

A	Allow translation of polyline segments in all directions.
H	Restrict translation of the current polyline segment to horizontal.
U	End the current polyline and start a new one.
V	Restrict translation of current polyline segment to vertical.

Probe Tool

Click	<p>If the pointer is over a single valid cell, the interpolated field values from all nodes in the cell are returned.</p> <p>If multiple cells are candidates, the action is dependent upon the plot type: For 2D, the cell from the highest number zone is used. For 3D, the cell closest to the viewer is used.</p>
CTRL-click	<p>If the pointer is over a single valid cell, the field values from the nearest node in the cell are returned.</p> <p>If multiple cells are candidates, the action is dependent upon the plot type: For 2D, the cell from the highest number zone is used. For 3D, the cell closest to the viewer is used.</p> <p>If the pointer is not over any cell, then the field values from nearest data point (as measured in distance on the screen) are returned.</p>
SHIFT-CTRL-click	<p>The field values from the nearest point on the screen are returned (ignoring surfaces, zone number, and depth of the point). This is useful in 3D for probing on data points that are on the back side of a closed surface without having to rotate the object. In 2D, this is useful for probing on data points for zones that may be underneath other zones.</p>
ALT-click	<p>Probe only on streamtraces, iso-surfaces, or slices.</p> <p>If multiple cells are candidates, the action is dependent upon the plot type: For 2D, the cell from the highest number zone is used. For 3D, the cell closest to the viewer is used.</p>
ALT-CTRL-click	<p>Probe only on streamtraces, iso-surfaces, or slices.</p> <p>If multiple cells are candidates, the action is dependent upon the plot type: For 2D, the cell from the highest number zone is used. For 3D, the cell closest to the viewer is used.</p> <p>If the pointer is not over any cell, then the field values from nearest data point (as measured in distance on the screen) are returned.</p>
ALT-CTRL-SHIFT-click	<p>Probe only on streamtraces, iso-surfaces, or slices. The field values from the nearest point on the screen are returned.</p>
X, Y T, R	<p>When probing, press X or Y in XY Line to switch dependencies, or R or T in Polar Line.</p>

Slice Tool

+	Turn on start/end slices, or increment the number of intermediate slices.
-	Turn off start/end slices, or decrement the number of intermediate slices.
Click	If no slices are displayed for the current slice group, place the primary slice. Otherwise, move the closest displayed start, end, and primary slice from its current position to the clicked position.
ALT-click	Place the start, end, or primary slice (whichever is closer to the click position) on the nearest derived object (streamtrace, slice or iso-surface).
CTRL-click	Place the start, end, or primary slice (whichever is closer to the click position) on the nearest data point.
I, J, K	Switch to slicing constant I, J, or K-planes, respectively. Available for ordered zones only.
X, Y, Z	Switch to slicing constant X-, Y-, or Z-planes, respectively.
1-8	Switch between slice groups. (Slice groups are available in Tecplot 360 only.)

Streamtrace Placement tools (3D Cartesian plots only)

D	Change the streamtrace style to streamrods.
R	Change the streamtrace style to streamribbons.
S	Change the streamtrace style to surface lines.
V	Change the streamtrace style to volume lines.
1-9	Change the number of streamtraces to be added when placing a rake of streamtraces.

Translate/Magnify Tool

-	Reduce the magnification of the data.
+	Increase the magnification of the data.
Drag	Translate the data.
SHIFT-drag	Translate the paper.

SHIFT - -	Reduce the magnification of the paper.
SHIFT - +	Increase the magnification of the paper.

Zoom Tool

Click	Center the zoom around the location of your click.
CTRL-click	Center the zoom around the location of your click and zoom out.
Drag	Draw a box to set the frame view.

Picked Object Options

-	Reduce the size of the object. If multiple objects are selected, all object positions will be shifted towards the first object selected.
+	Increase the size of the object. If multiple objects are selected, all object positions will be shifted away from the first object selected.
DEL	Delete picked object(s).
CTRL-C	Copy picked object(s) to the clipboard.
CTRL-V	Paste picked object(s) from the clipboard.
CTRL-X	Cut picked object(s).

Other Keyboard Operations

CTRL-A	Paste View - Paste stored frame view to current frame.
CTRL-D	Redraw all frames.
CTRL-F	Fit Surfaces (3D Only) - Resize plot so that all surfaces are included in the frame, excluding any volume zones. Fit to Full Size (2D, XY, Polar, Sketch) - Fit the entire plot into the frame (including data, text and geometries).
CTRL-E	Fit Surfaces (3D Only) - Resizes plot so that all data points, text, and geometries are included in the frame.
CTRL-L	Last - Restore the last frame view.
CTRL-O	Open a layout file.
CTRL-P	Print.
CTRL-Q	Exit.

CTRL-R	Redraw the current frame.
CTRL-S	Save the current layout to a file.
CTRL-W	Save the current layout to a specified file.

Macro Variables

Variables	Notes
AUXDATASET: <i>Auxname</i>	Retrieves auxiliary data named <i>Auxname</i> from a dataset. For example, AUXDATASET:Reynolds retrieves auxiliary data “Reynolds”.
AUXFRAME: <i>Auxname</i>	Retrieves auxiliary data named <i>Auxname</i> from a frame. For example, AUXFRAME:MyFrame retrieves auxiliary data “MyFrame” from the active frame.
AUXZONE: <i>Auxname</i>	Retrieves auxiliary data named <i>Auxname</i> from a specific zone. For example, AUXZONE[3]:BC retrieves auxiliary data "BC" from zone 3.
AXISMAX _{<i>n</i>}	Maximum value of the <i>n</i> -axis range, where <i>n</i> is one of: A<Superscript>a, R, X, Y or Z.
AXISMIN _{<i>n</i>}	Minimum value of the <i>n</i> -axis range, where <i>n</i> is one of: A<Superscript>a, R, X, Y or Z.
BYTEORDERING	Returns the byte ordering (INTEL or MOTOROLA).
DATASETFILENAME	Returns the dataset file name.
DATASETTITLE	Returns the title of the dataset, or “No Data Set” if a dataset does not exist.
DATE	Returns the date in the form of <i>dd Mmm yyyy</i> .
ENDSLICEPOS	Returns the position of the end slice.
EXPORTISRECORDING	Returns YES/NO to help macros complete record commands in the proper order.
FRAMENAME	Returns the name of the active frame.
INBATCHMODE	Returns 1 if in batch mode, 0 if in interactive mode.
ISDATASETAVAILABLE	Returns 1 if a dataset exists, and 0 otherwise.
ISOSURFACELEVEL	Returns the current iso-surface’s iso-value.
LAYOUTFILENAME	Returns the current layout file name.
LOOP	Innermost loop counter.

Variables	Notes
MACROFILEPATH	Returns the path to the directory containing the most recently opened macro file.
MAXB	Maximum value of the blanking variable.
MAXC	Maximum value of the contour variable.
MAXI , MAXJ , MAXK	[I, J or K]-dimension of the first active zone (2D or 3D Cartesian plots only). For finite-element zones, MAXI returns the total number of nodes, MAXJ returns the total number of elements and MAXK returns the number of nodes per face (cell-based) or total number of faces (face-based).
MAX _n	Maximum value of the variable assigned to the <i>n</i> -axis, where <i>n</i> is one of: A ^a , R, X, Y, or Z.
MAXS	Maximum value of the scatter sizing variable in the active zones.
MAXU , MAXV , MAXW	Maximum value of the variable assigned to the [X, Y, Z]-vector component of the active zones.
MAXVAR[<i>nnn</i>]	Maximum value of the variable <i>nnn</i> .
MINB	Minimum value of the blanking variable.
MINC	Minimum value of the contour variable.
MINS	Minimum value of the scatter sizing variable for the active zones.
MINU , MINV , MINW	Minimum value of the variable assigned to the [X, Y, Z]-vector component for the active zones.
MINVAR[<i>nnn</i>]	Minimum value of the variable <i>nnn</i> .
MIN _n	Minimum value of the variable assigned to the <i>n</i> -axis, where <i>n</i> is one of: A ^a , R, X, Y, or Z.
NUMFRAMES	Number of frames.
NUMFIELDMAPS	Number of fieldmaps assigned to the active frame.
NUMLINEMAPS	Number of linemaps assigned to the active frame.
NUMPROCESSOR-SUSED	Number of processors used. This may be different than the total number on the machine because of the \$!Limits MaxAvailableProcessors configuration file command, or because of a product limitation. Tecplot Focus is limited to one processor, while Tecplot 360 is limited to eight.
NUMVARS	Number of variables in the current dataset.
NUMZONES	Number of zones in the current dataset.

Variables	Notes
OPSYS	Returns 1=UNIX/Linux/Macintosh, 2=Windows.
PAPERHEIGHT	The height of the paper (in inches).
PAPERSIZE	The size of the paper (e.g. Letter or A4).
PAPERWIDTH	The width of the paper (in inches).
PLATFORMNAME	Returns the type of platform (e.g. SGI or Windows).
PLOTTYPE	Returns the plot type. 0 = Sketch, 1 = XY Line, 2 = 2D, 3 = 3D, 4 = Polar Line.
PRINTFNAME	Returns the file name of the last file sent for printing.
SLICEPLANETYPE	Plane type to which slices are assigned.
SOLUTIONTIME	The current solution time.
SOLUTIONTIME [ACTIVEOFFSET= <i>nnn</i>]	Returns the solution time of zone <i>nnn</i> . If <i>ACTIVEOFFSET=</i> is used, the integer value indicates the first zone associated with the <i>nnn</i> th active field map.
STARTSLICEPOS	Position of the first slice.
STREAMSTARTPOS	Streamtrace starting position in X, Y, Z coordinates.
STREAMTYPE	Returns the streamtrace type such as "Surface Line" or "Surface Ribbon".
TECHOME	Path to the home directory.
TECPLOTVERSION	The version number.
TIME	The current time in the form of <i>hh:mm:ss</i> .
VARNAME	The name of a specified variable.
ZONEMESH-COLOR[<i>nnn</i>]	Returns the color of the mesh for zone <i>nnn</i> .
ZONENAME[<i>nnn</i>]	Returns the name of zone <i>nnn</i> .

- a. where A represents the theta (or angle) axis variable in Polar Line plots.

Dynamic Text

Variables	Notes
&(AUXDATASET:name)	The value of the named auxiliary data attached to the dataset.
&(AUXFRAME:name)	The value of the named auxiliary data attached to the frame.
&(AUXPAGE:name)	The value of the named auxiliary data attached to the page.
&(AUXVAR[nnn]:name)	The value of the named auxiliary data attached to variable <i>nnn</i> .
&(AUXLINEMAP[Q]:name)	The value of the named auxiliary data attached to linemap Q, where Q = either <i>nnn</i> or <i>ACTIVEOFFSET = nnn</i> and <i>nnn</i> = linemap number. If <i>ACTIVEOFFSET=</i> is used, the integer value indicates the first linemap associated with the <i>nnn</i> th active fieldmap.
&(AUXZONE[Q]:name)	The value of the named auxiliary data attached to Q, where Q = either <i>nnn</i> or <i>ACTIVEOFFSET = nnn</i> and <i>nnn</i> = zone number. If <i>ACTIVEOFFSET=</i> is used, the integer value indicates the first zone associated with the <i>nnn</i> th active fieldmap.
&(AXISMAX n)	Maximum value of the current <i>n</i> -axis range, where <i>n</i> is one of: A ^a , R, X, Y, or Z.
&(AXISMIN n)	Minimum value of the current <i>n</i> -axis range, where <i>n</i> is one of: A ^a , R, X, Y, or Z.
&(BYTEORDERING)	Displays the platform's byte ordering (INTEL or MOTOROLA).
&(DATE)	The current date, in the format <i>dd Mmm yyyy</i> .
&(DATASETFILENAME[nnn])	Filename of the <i>nnn</i> th file associated with the current dataset. If <i>nnn</i> is omitted, then all dataset filenames are shown, separated by new lines.
&(DATASETTITLE)	The current dataset title.
&(ENDSLICEPOS[<slice-grouporactiveoffset>])	The position of the ending slice plane.
&(EXPORTISRECORDING)	Returns "YES" if recording is active, otherwise returns "NO".
&(FRAMENAME)	The frame name.
&(INBATCHMODE)	Returns a value of 1 if the software is in batch mode, 0 if interactive.
&(ISDATASETAVAILABLE)	Returns a value of 1 if a dataset exists for the current frame, 0 if nonexistent.

Variables	Notes
&(ISOSURFACELEVEL [<isofacegrouporactiveoffset>][<i>nnn</i>])	The value of the contour variable on the <i>nnn</i> th iso-surface. Currently applies only to iso-surface group 1 in Tecplot 360.
&(LAYOUTFNAME)	The name of the current layout file.
&(LOOP)	Innermost loop counter.
&(MACROFILEPATH)	Path to the folder containing the most recently opened macro file.
&(MAXn)	Maximum value of the <i>n</i> variable, where <i>n</i> is one of: A<Superscript>a, R, X, Y, or Z. For 2D or 3D Cartesian plots, the value is calculated from all active zones. For line plots, the value is calculated from the zone assigned to the first active linemap.
&(MAXB)	Maximum value of the blanking variable for the first active constraint. For 2D or 3D Cartesian plots, the value is calculated from the active zones. For line plots, the value is calculated from the zone assigned to the first active linemap.
&(MAXC)	Maximum value of the contour variable for contour group 1. For 2D or 3D Cartesian plots, the value is calculated from the active zones. For line plots, the value is calculated from the zone assigned to the first active linemap.
&(MAXI), &(MAXJ), &(MAXK)	[I, J, K]-dimension of the first active zone for 2D and 3D Cartesian plot types. For finite-element data, I represents the number of nodes in the first active zone, J represents the number of elements in the first active zone, and K represents the number of nodes per element (cell-based) or total number of faces (face-based) in the first active zone.
&(MAXS)	Maximum value of the scatter sizing variable of the active zones.
&(MAXU), &(MAXV), &(MAXW)	Maximum value of the variable assigned to the [X, Y, Z]-vector component of the active zones.
&(MAXVAR <i>nnn</i>)	Maximum value of variable <i>nnn</i> .
&(MINn)	Minimum value of the <i>n</i> variable, where <i>n</i> is one of: A<Superscript>a, R, X, Y, or Z. For 2D or 3D Cartesian plots, the value is calculated from all active zones. For line plots, the value is calculated from the zone assigned to the first active linemap.
&(MINB)	Minimum value of the blanking variable of the first active blanking constraint. For 2D or 3D Cartesian plots, the value is calculated from all active zones. For line plots, the value is calculated from the zone assigned to the first active linemap.

Variables	Notes
&(MINC)	Minimum value of the contour variable of contour group 1. For 2D or 3D Cartesian plots, the value is calculated from all active zones. For line plots, the value is calculated from the zone assigned to the first active linemap.
&(MINS)	Minimum value of the scatter sizing variable for the active zones.
&(MINU), &(MINV), &(MINW)	Minimum value of the variable assigned to the [X, Y, Z]-vector component for the active zones.
&(MINVAR[<i>nnn</i>])	Minimum value of variable <i>nnn</i> .
&(NUMFRAMES)	Number of frames.
&(NUMPROCESSORSUSED)	Number of processors used. This may be different than the total number on the machine because of the \$!Limits MaxAvailableProcessors configuration file command, or because of a product limitation. Tecplot Focus is limited to one processor, while Tecplot 360 is limited to eight.
&(NUMVARS)	Number of variables in the current dataset.
&(NUMXYMAPS)	Number of XY-linemaps assigned to the current frame.
&(NUMZONES)	Number of zones in current dataset.
&(OPSYS)	Displays the current operating system. 1=UNIX/Linux/Macintosh, 2=Windows.
&(PAPERHEIGHT)	The paper height (in inches).
&(PAPERWIDTH)	The paper width (in inches).
&(PLATFORM)	The platform type (e.g. SGI or WINDOWS).
&(PLOTTYPE)	Plot type of the current frame: 0 for Sketch, 1 for XY Line, 2 for Cartesian 2D, 3 for Cartesian 3D, and 4 for Polar Line.
&(PRIMARYSLICEPOS [< <i>slicegroupactiveoffset</i> >])	The primary slice position. (Currently limited to Slice Group 1 in Tecplot 360.)
&(PRINTFNAME)	The name of the current print file.
&(SLICEPLANETYPE[< <i>slice- groupactiveoffset</i> >])	The type of the slice plane (X, Y, Z, I, J or K-planes).
&(SOLUTIONTIME)	The current solution time.

Variables	Notes
&(SOLUTIONTIME[Q])	Solution time of Q, where Q = either <i>nnn</i> or <i>ACTIVEOFFSET = nnn</i> and <i>nnn</i> = zone number. If <i>ACTIVEOFFSET=</i> is used, the integer value indicates the first zone associated with the <i>nnn</i> th active fieldmap. &(SOLUTIONTIME[5]) displays the solution time of the 5 th zone. &(SOLUTIONTIME[ACTIVEOFFSET=3]) displays the solution time of the first zone in the 3 rd active fieldmap.
&(STARTSLICEPOS[<slice-grouporactiveoffset>])	The position of the starting slice plane.
&(STRANDID[x])	The strandID of a zone in dynamic text.
&(STREAMSTARTPOS[<i>nnn</i>])	Starting position (X, Y, Z) of the <i>nnn</i> th streamtrace.
&(STREAMTYPE[<i>nnn</i>])	Type (Surface Line, Volume Line, Volume Ribbon, Volume Rod) of the <i>nnn</i> th streamtrace.
&(\$string)	The value of the system environment variable <i>string</i> .
&(TECHOME)	Path to the home directory.
&(TECPLOTVERSION)	Displays the version number.
&(TIME)	The current time, in the format <i>hh:mm:ss</i> .
&(VARNAME[<i>nnn</i>])	The variable name of variable <i>nnn</i> .
&(ZONEMESHCOLOR[Q])	Color of the mesh for Q, where Q = either <i>nnn</i> or <i>ACTIVEOFFSET = nnn</i> and <i>nnn</i> = zone number. If <i>ACTIVEOFFSET=</i> is used, the integer value indicates the <i>nnn</i> th active zone for field plots or the zone associated with the <i>nnn</i> th active linemap for line plots.
&(ZONENAME[Q])	The zone name of Q, where Q = either <i>nnn</i> or <i>ACTIVEOFFSET = nnn</i> and <i>nnn</i> = zone number. If <i>ACTIVEOFFSET=</i> is used, the integer value indicates the <i>nnn</i> th active zone for field plots or the zone associated with the <i>nnn</i> th active linemap for line plots.

a. where A represents the theta (or angle) axis variable in Polar Line plots.

Custom Characters

Character Index	English Text	Greek	Math	User Defined	Character Index	English Text	Greek	Math	User Defined	Character Index	Extended Character	Character Index	Extended Character
32	(space)				80	P	Π	<	∅	160	i	208	Đ
33	!	!	Υ		81	Q	Θ	∇	∅	161	ı	209	Ñ
34	"	√	'		82	R	Ρ	®	∅	162	ç	210	Ô
35	#	#	≤		83	S	Σ	©	∅	163	£	211	Ó
36	\$	Ξ	/		84	T	T	™	∅	164	¤	212	Ö
37	%	%	∞		85	U	Υ	Π	∅	165	¥	213	Õ
38	&	&	f		86	V	ς	√	∅	166	:	214	Ö
39	'	ε	♣		87	W	Ω	·	●	167	§	215	x
40	((♦		88	X	Ξ	¬	●	168	¨	216	Ø
41))	♥		89	Y	Ψ	^	●	169	©	217	Û
42	*	*	♠		90	Z	Z	√	●	170	ª	218	Ú
43	+	+	↔		91	[[↕		171	«	219	Û
44	,	,	↑		92	\	∴	←		172	¬	220	Ü
45	-	-	↑		93]]]]	↑		173	-	221	Ý
46	.	.	→		94	^	⊥	⇒		174	®	222	ß
47	/	/	↓		95	/	/	↓		175	-	223	β
48	0	0	°		96	'	'	◊		176	°	224	à
49	1	1	±		97	a	α	<	◆	177	±	225	á
50	2	2	"		98	b	β	®	◆	178	²	226	â
51	3	3	∩		99	c	χ	©	◆	179	³	227	ã
52	4	4	×		100	d	δ	™	◆	180	'	228	ä
53	5	5	∝		101	e	ε	Σ	◆	181	μ	229	å
54	6	6	∂		102	f	φ	∫	⊕	182	¶	230	æ
55	7	7	•		103	g	γ	∫		183	·	231	ç
56	8	8	+		104	h	η	}		184	,	232	è
57	9	9	≠		105	i	ι	}		185	ı	233	é
58	:	:	≡		106	j	φ			186	°	234	ê
59	;	;	≈		107	k	κ			187	»	235	ë
60	<	<			108	l	λ			188	¼	236	ì
61	=	=	∴		109	m	μ	}		189	½	237	í
62	>	>			110	n	ν			190	¾	238	î
63	?	?	⊥		111	o	ο			191	¿	239	ï
64	@	≡	≠		112	p	π			192	À	240	ð
65	A	A	Σ		113	q	θ	}		193	Á	241	ñ
66	B	B	℥	+	114	r	ρ	}		194	Â	242	ò
67	C	X	⊗	×	115	s	σ	}		195	Ã	243	ó
68	D	Δ	⊗	*	116	t	τ			196	Ä	244	ô
69	E	E	⊕	Δ	117	u	υ	}		197	Å	245	õ
70	F	Φ	⊗	∇	118	v	ϖ	}		198	Æ	246	ö
71	G	Γ	∩	⊠	119	w	ω	}		199	Ç	247	÷
72	H	H	∩	∅	120	x	ξ	}		200	È	248	ø
73	I	I	∩	∅	121	y	ψ			201	É	249	ù
74	J	ϑ	∩	∅	122	z	ζ			202	Ê	250	ú
75	K	K	℞	★	123	{	{			203	Ë	251	û
76	L	L	∩	•	124					204	Ì	252	ü
77	M	M	∩	+	125	}	}	}		205	Í	253	ý
78	N	N	∩	∅	126	~	~			206	Î	254	þ
79	O	O	≠	∅	127					207	Ï	255	ÿ

Python Scripting Example

Python scripts can be run either as macro commands or from the **Quick Python Scripts** dialog. Consider the following Python module (saved as *helloworld.py*):

```
import TecUtil
import TecVals

#Prepend the name of a module with "TP_" in order to allow the module
#to be visible in the Quick Python Scripts dialog.
def TP_hello_world():
    message = "Hello World"
    TecUtil.DialogMessageBox(message, TecVals.MessageBox_Information)
```

To run the above module, either call the module from a macro file or launch the module from the **Quick Python Scripts** dialog.

Macro File

To call the Python script *helloworld.py* from a macro file, add this syntax to the macro file:

```
#!ADDONCOMMAND
ADDONID = 'Python Utility'
COMMAND = 'RUNPYFUNCTION MODULE="helloworld" FUNCTION="hello_world"'
```

Quick Python Scripts

You can also call a stand-alone Python module using “Quick Python Scripts” in the **Scripting** menu. To run the Python file *helloworld.py*, perform the following steps:

1. Choose “Quick Python Scripts” from the **Scripting** menu.
2. Click the Browse button and navigate to the folder containing *helloworld.py*.
3. Click the Load button to load the module.
4. Choose “hello_world” from the Function window.
5. Click the **Run** button to execute the module.

For detailed information on working with Python scripts, please refer to the [Scripting Guide](#). Additional Python examples are available for download at www.tecplottalk.com/python. Also, refer to <http://www.tecplottalk.com/addons/codegen> for a code generator you can use to help create Python script snippets.
