JCAMPLoadWave

JCAMPLoadWave [*flags*] [*fileNameStr*]

The JCAMPLoadWave operation loads data from the named JCAMP-DX file into waves.

Parameters
If *fileNameStr* is omitted or is "", or if the /I flag is used, JCAMPLoadWave presents an Open File dialog from which you can choose the file to load.

If you use a full or partial path for *fileNameStr*, see **Path Separators** on page III-451 for details on forming the path.

Flags

/A	Automatically assigns arbitrary wave names using "wave" as the base name. Skips names already in use.
/A=*baseName*	Same as /A but it automatically assigns wave names of the form *baseName*0, *baseName*1.
/D	Creates double-precision waves. If omitted, JCAMPLoadWave creates single-precision waves.
/H	Reads header information from JCAMP file. If you include /W, this information is stored in the wave note. If you include /V, it is stored in header variables.
/I	Forces JCAMPLoadWave to display an Open File dialog even if the file is fully specified via /P and *fileNameStr*.
/N	Same as /A except that, instead of choosing names that are not in use, it overwrites existing waves.
/N=*baseName*	Same as /N except that it automatically assigns wave names of the form *baseName0*, *baseName1*.
/O	Overwrite existing waves in case of a name conflict.
/P=*pathName*	Specifies the folder to look in for *fileNameStr*. *pathName* is the name of an existing symbolic path.
/Q	Suppresses the normal messages in the history area.
/R	Reads data from file and creates Igor waves.
/V	Set variables from header information if /H is also present
/W	Stores header information in the wave note if /R and /H are also present.

Details
The /N flag instructs Igor to automatically name new waves "wave", or *baseName* if /N=baseName is used, plus a number. The number starts from zero and increments by one for each wave loaded from the file. If the resulting name conflicts with an existing wave, the existing wave is overwritten.

The /A flag is like /N except that Igor skips names already in use.

Output Variables
JCAMPLoadWave sets the following output variables:

V_flag	Number of waves loaded or -1 if an error occurs during the file load.
S_fileName	Name of the file being loaded.
S_path	File system path to the folder containing the file.
S_waveNames	Semicolon-separated list of the names of loaded waves.