Changing Annotation Names

Each annotation has a name which is unique within the window it is in. You supply this name to the TextBox, Tag, Legend, ColorScale, and AnnotationInfo routines to identify the annotation you want to change.

You can rename an annotation by using the /C/N=*oldName*/R=*newName* syntax with the operations. For example:

```
TextBox/C/N=oldTextBoxName/R=newTextBoxName
```

Changing Annotation Types

To change the type of an annotation, apply the corresponding operation to the named annotation. For example, to change a tag or legend into a textbox, use:

```
TextBox/C/N=annotationName
```

Changing Annotation Text

To change the text of an existing annotation, identify the annotation using /N=*annotationName*, and supply the new text. For example, to supply new text for the textbox named text0, use:

```
TextBox/C/N=text0 "This is the new text"
```

To append text to an annotation, use the AppendText operation:

```
AppendText/N=text0 "and this text appears on a new line"
```

You can append text without creating a new line using the /NOCR flag.

Generating Text Programmatically

You can write an Igor procedure to create or update an annotation using text generated from the results of an analysis or calculation. For example, here is a function that creates or updates a textbox in the top graph or layout window. The textbox is named FitResults.

```
Function CreateOrUpdateFitResults(slope, intercept)
   Variable slope, intercept

   String fitText
   sprintf fitText, "Fit results: Slope=%g, Intercept=%g", slope, intercept
   TextBox/C/N=FitResults fitText
End
```

You would call this function, possibly from another function, after executing a CurveFit command that performed a fit to a line, passing coefficients returned by the CurveFit operation.

Deleting Annotations

To programmatically delete an annotation, use:

```
TextBox/K/N=text0
```

Annotation Escape Codes

Annotation escape codes provide formatting control and other features in annotations, including textboxes, tags, legends, and color scales. They can also be used in axis labels, control titles, **SetVariable** values using the styledText keyword, **ListBox** control contents, and with the **DrawUserShape** operation.

Using these escape codes you can control the font, size, style and color of text, create superscripts and subscripts, create dynamically-updated text, insert legend symbols, and apply other effects.