objTypes is a bitwise mask where:

Bit 0:	Graphs
Bit 1:	Tables
Bit 2:	Page layouts
Bit 4:	Notebooks
Bit 6:	Control panels
Bit 7:	Procedure windows
Bit 9:	Help windows
Bit 12:	XOP target windows
Bit 14:	Camera windows
Bit 16:	Gizmo windows

Other bits should always be zero. See **Setting Bit Parameters** on page IV-12 for details about bit settings.

/P Adds the main procedure window to the windows to be tiled.

/R Specifies coordinates measured as % of tiling rectangle.

/W=(*left*,*top*,*right*,*bottom*)

Specifies tiling rectangle on the screen. Coordinates are in points unless /I, /M, or /R are specified before /W.

/WINS=*windowListStr*

Specifies the windows to be tiled using a semicolon-separated list of window names. Added in Igor Pro 9.00.

Details

If you omit the /W flag, the default tiling area is used. This is the area above your preferred command window position. You can set this using Misc→Command Buffer→Capture Prefs or Misc→History Area→Capture Prefs.

The windows to be tiled are determined by the /WINS, /C, /P, and /O=*objTypes* flags and by the *windowName*s. If none of these flags are present and there is no *windowName*s then all windows are tiled.

Otherwise the windows to be tiled are determined as follows:

- All visible named windows are tiled.
- All visible windows specified by /WINS are tiled.
- If the /C flag is present and the command window is visible, the command window is also tiled.
- If the /P flag is present and the procedure window is visible, the procedure window is also tiled.
- If the /O=*objTypes* flag is present, any visible windows specified by *objTypes* are also tiled.

Examples

To tile all the visible procedure windows, including the main one, use:

```
TileWindows/P/O=128       // 2^7=128
```

See Also

The **StackWindows** operation.

time

time()

The time function returns a string containing the current local time. The empty parentheses are required.

See Also

The **date**, **date2secs** and **DateTime** functions.