Subsets of data, including individual rows or columns from a matrix, may be specified using **Subrange Display Syntax** on page II-321.

You can provide a custom name for a trace by appending /TN=traceName to the waveName specification. This is useful when displaying waves with the same name but from different data folders. See **User-defined Trace Names** on page IV-89 for more information.

Flags

/B [=*axisName*]	Plots X coordinates versus the standard or named bottom axis.
/C=(*r*,*g*,*b*[,*a*])	Sets the color of appended traces. *r*, *g*, *b*, and *a* specify the color and optional opacity as **RGBA Values**.
/L [=*axisName*]	Plots Y coordinates versus the standard or named left axis.
/NCAT	Causes trace to be plotted normally on what otherwise is a category plot. X values are just category numbers but can be fractional. Category numbers start from zero. This can be used to overlay the original data points for a box plot.
	See **Combining Numeric and Category Traces** on page II-362 for details.
/Q	Uses a special, quick update mode when appending to a pair of existing axes. A side effect of this mode is that waves that are appended are marked as not modified. This will prevent other graphs containing these waves, if any, from being updated properly.
/R [=*axisName*]	Plots Y coordinates versus the standard or named right axis.
/T [=*axisName*]	Plots X coordinates versus the standard or named top axis.
/TN=*traceName*	Allows you to provide a custom trace name for a trace. This is useful when displaying waves with the same name but from different data folders. See **User-defined Trace Names** on page IV-89 for details.
/VERT	Plots data vertically. Similar to SwapXY (**ModifyGraph (axes)**) but on a trace-by-trace basis.
/W=*winName*	Appends to the named graph window or subwindow. When omitted, action will affect the active window or subwindow. This must be the first flag specified when used in a Proc or Macro or on the command line.
	When identifying a subwindow with *winName*, see **Subwindow Syntax** on page III-92 for details on forming the window hierarchy.

See Also
The **Display** operation.

AppendToLayout

AppendToLayout [*flags*] *objectSpec* [, *objectSpec*]...

The AppendToLayout operation appends the specified objects to the top layout.

The AppendToLayout operation can not be used in user-defined functions. Use the AppendLayoutObject operation instead.

Parameters

The optional *objectSpec* parameters identify a graph, table, textbox or PICT to be added to the layout. An object specification can also specify the location and size of the object, whether the object should have a frame or not, whether it should be transparent or opaque, and whether it should be displayed in high fidelity or not. See the **Layout** operation for details.

Flags

/G=*g*	Specifies grout, the spacing between tiled objects. Units are points unless /I, /M, or /R are specified.
/I	*objectSpec* coordinates are in inches.