

Chapter I-2 — Guided Tour of Igor Pro

30. Set both values back to 1 and click the Update button.

You can edit a value by typing in the SetVariable control and enter it by pressing Return or Enter.

Creating a Dependency

A dependency is a rule that relates the value of an Igor wave or variable to the values of other waves or variables. By setting up a dependency you can cause Igor to automatically update a wave when another wave or variable changes.

1. Click the command window to bring it to the front.
2. Execute the following commands in the command line:

```
spiralY := x*sin(ymult*x)
spiralX := x*cos(xmult*x)
```

This is exactly what you entered before except here `:=` is used in place of `=`. The `:=` operator creates a dependency formula. In the first expression, the wave `spiralY` is made dependent on the variable `ymult`. If a new value is stored in `ymult` then the values in `spiralY` are automatically recalculated from the expression.

3. Click Graph0 to bring it to the front.
4. Adjust the `ymult` and `xmult` controls but do not click the Update button.

When you change the value of `ymult` or `xmult` using the SetVariable control, Igor automatically executes the dependency formula. The `spiralY` or `spiralX` waves are recalculated and both graphs are updated.

5. On the command line, execute this:

```
ymult := 3*xmult
```

The `ymult` SetVariable control as well as the graphs are updated.

6. Adjust the `xmult` value.

Again notice that `ymult` as well as the graphs are updated.

7. Choose the **Misc→Object Status** menu item.

The Object Status dialog appears. You can use this dialog to examine dependencies.

8. Click the the Current Object pop-up and choose `spiralY` from the Data Objects list.

The list on the right indicates that `spiralY` depends on the variable `ymult`.

9. Double-click the `ymult` entry in the right-hand list.

`ymult` becomes the current object. The list on the right now indicates that `ymult` depends on `xmult`.

10. Click the Delete Formula button.

Now `ymult` no longer depends on `xmult`.

11. Click Done.

12. Adjust the `xmult` setting.

The `ymult` value is no longer automatically recalculated but the `spiralY` and `spiralX` waves still are.

13. Click the Update button.

14. Adjust the `xmult` and `ymult` settings.

The `spiralY` and `spiralX` waves are no longer automatically recalculated. This is because the Button-Proc function called by the Update button does a normal assignment using `=` rather than `:=` and that action removes the dependency formulae.

In real work, you should avoid using dependencies because they are hard to keep track of and debug. If a button can do the job then use it rather than the dependency.

Saving Your Work - Tour 1E

1. Choose the **File→Save Experiment As** menu item.