

| Object Type | To Add Object to the Layout Layer   |
|-------------|---|
| Annotations | Click the text (“A”) tool and then click in the page area.<br>Use the Add Annotation dialog.<br>Use the <b>TextBox</b> or <b>Legend</b> operations.   |
| Pictures    | Paste from the clipboard.<br>Use the Pictures dialog (Misc menu).<br>Use the <b>AppendLayoutObject</b> operation if the picture already exists in the current experiment’s picture gallery. |

### Layout Object Names

Each object in the layout layer has a name so that you can manipulate it from the command line or from an Igor procedure as well as with the mouse. When you position the cursor over an object, its name, position and dimensions are shown in the info panel at the bottom of the layout window.

For a graph, table, or Gizmo object, the object name is the same as the name of the corresponding window. For an annotation, the object name is determined by the Textbox or Legend operation that created the annotation. When you paste a picture from the clipboard into a page layout, Igor automatically gives it a name like PICT\_0 and adds it to the current experiment’s picture gallery which you can see by choosing Misc→Pictures.

### Layout Object Properties

This table shows the properties of each object in the layout layer.

| Object Property | Comment   |
|-----------------|---|
| Left coordinate | Measured from the left edge of the paper.<br>Set using mouse or Modify Objects dialog.            |
| Top coordinate  | Measured from the top edge of the paper.<br>Set using mouse or Modify Objects dialog.             |
| Width           | Set using mouse or Modify Objects dialog.   |
| Height          | Set using mouse or Modify Objects dialog.   |
| Frame           | None, single, double, triple, or shadow.<br>Set using Frame pop-up menu or Modify Objects dialog. |
| Transparency    | Set using Modify Objects dialog.  |

All of the properties can also be set using the ModifyLayout operation from the command line or from an Igor procedure.

### Appending a Graph, Table, or Gizmo Plot to the Layout Layer

You can append a graph, table, or 3D Gizmo plot to a layout by choosing the Append to Layout item from the Layout menu or by using the pop-up menus in the layout’s tool palette.

### Removing Objects from the Layout Layer

You can remove objects from a layout by choosing the Remove from Layout item from the Layout menu.

You can also remove objects by selecting them and choosing Edit→Clear or Edit→Cut.

Removing a picture from a layout does not remove it from the picture gallery. To do that, use the Pictures dialog.