LayoutStyle

LayoutStyle

LayoutStyle is a procedure subtype keyword that puts the name of the procedure in the Style pop-up menu of the New Layout dialog and in the Layout Macros menu. See **Page Layout Style Macros** on page II-498 for details.

See Also

See Chapter II-18, **Page Layouts** and **Page Layout Style Macros** on page II-498.

leftx

leftx(*waveName*)

The leftx function returns the X value of point 0 (the first point) of the named 1D wave. The leftx function is not multidimensional aware. The multidimensional equivalent of this function is **DimOffset**.

Details

Point 0 contains a wave's *first* value, which is usually the leftmost point when displayed in a graph. Leftx returns the value elsewhere called *x0*. The function DimOffset returns any of x0, y0, z0, or t0, for dimensions 0, 1, 2, or 3.

See Also

The **deltax** and **rightx** functions.

For multidimensional waves, see **DimDelta**, **DimOffset**, and **DimSize**.

For an explanation of waves and X scaling, see **Changing Dimension and Data Scaling** on page II-68.

Legend

Legend [*flags*] [*legendStr*]

The Legend operation puts a legend on a graph or page layout.

Parameters

legendStr contains the text that is printed in the legend.

If *legendStr* is missing or is an empty string (""), the text needed for a default legend is automatically generated. Legends are automatically updated when waves are appended to or removed from the graph or when you rename a wave in the graph.

legendStr can contain escape codes which affect subsequent characters in the text. An escape code is introduced by a backslash character. In a literal string, you must enter two backslashes to produce one. See **Backslashes in Annotation Escape Sequences** on page III-58 for details.

Using escape codes you can change the font, size, style and color of text, create superscripts and subscripts, create dynamically-updated text, insert legend symbols, and apply other effects. See **Annotation Escape Codes** on page III-53 for details. However normally you leave it to Igor to automatically manage the legend.

See **Legend Text** on page III-42 for a discussion of what *legendStr* may contain.

Flags

/H=*legendSymbolWidth*

Sets the width in points of the area in which to draw the wave symbols. A value of 0 means "default". This results in a width that is based on the text size in effect when the symbol is drawn. A value of 36 gives a 0.5 inch (36 points) width which is nice in most cases.

/H={*legendSymbolWidth*, *minThickness*, *maxThickness*}