

Copy or Share Wave Dialog

When you load an Igor binary wave file interactively (i.e., not via a command), by default Igor displays the Copy or Share Wave dialog which allows you to choose to copy the wave into the current experiment or to share it with other experiments. You can change the default behavior to always copy or always share using the Data Loading section of the Miscellaneous Settings dialog.

If you interactively load multiple Igor binary wave files at one time, by default, you will see the Copy or Share Wave dialog once for each file being loaded. In Igor Pro 9 and later, you can apply your choice to all of the files by checking the Apply to All Igor Binary Wave Files in the Batch Currently Being Loaded checkbox. This feature is available only when you:

- Choose Data→Load Waves→Load Igor Binary
- Drag multiple Igor binary wave files into the Igor command window
- Drag multiple Igor binary wave files into the Igor frame window (Windows only)
- Drag multiple Igor binary wave files into the Data Browser (Windows only)

The Copy or Share Wave dialog is not displayed when you load Igor binary wave files using the Data Browse Browse Expt button. In that case, the waves are always copied to the current experiment.

When loading multiple Igor binary wave files, the output variables V_Flag, S_waveNames, S_path, and S_fileName reflect only the last file loaded.

Loading Image Files

You can load JPEG, PNG, TIFF, BMP, and Sun Raster image files into Igor Pro using the Load Image dialog.

You can load numeric plain text files containing image data using the Load Waves dialog via the Data menu. Check the "Load columns into matrix" checkbox.

You can load images from HDF5 files. For help, execute this in Igor:

```
DisplayHelpTopic "HDF5 in Igor Pro"
```

You can load images from HDF4 files. For help, execute this in Igor:

```
DisplayHelpTopic "HDF Loader XOP"
```

You can also load images by grabbing frames. See the **NewCamera** operation.

The Load Image Dialog

To load an image file into an Igor wave, choose Data→Load Waves→Load Image to display the Load Image dialog.

When you choose a particular type of image file from the File Type pop-up menu, you are setting a file filter that is used when displaying the image file selection dialog. If you are not sure that your image file has the correct file name extension, choose "Any" from the File Type pop-up menu so that the filter does not restrict your selection.

The name of the loaded wave can be the name of the file or a name that you specify. If you enter a wave name in the dialog that conflicts with an existing wave name and you do not check the Overwrite Existing Waves checkbox, Igor appends a numeric suffix to the new wave name.

Loading PNG Files

There are two menu choices for the PNG format: Raw PNG and PNG. When Raw PNG is selected, the data is read directly from the file into the wave. When PNG is selected, the file is loaded into memory, an offscreen image is created, and the wave data is set by reading the offscreen image. In nearly all cases, you should choose Raw PNG.