

**See Also****AppendViolinPlot, AddWavesToViolinPlot, ModifyGraph (traces)****Violin Plots** on page II-337

## ModifyWaterfall

**ModifyWaterfall [/W=winName] keyword = value [, keyword = value ...]**

The ModifyWaterfall operation modifies the properties of the waterfall plot in the top or named graph.

**Parameters***keyword* is one of the following:

<i>angle=a</i>	Angle in degrees from horizontal of the angled Y axis ( <i>a</i> =10 to 90).
<i>axlen=len</i>	Relative length of angled Y axis. <i>len</i> is a fraction between 0.1 and 0.9.
<i>hidden=h</i>	Controls the hidden line algorithm.  <i>h=0</i> : Turns hidden lines off. <i>h=1</i> : Uses painter's algorithm. <i>h=2</i> : True hidden. <i>h=3</i> : Hides lines with bottom removed. <i>h=4</i> : Hides lines using a different color for the bottom. When specified, the top color is the normal color for lines and the bottom color is set using <b>ModifyGraph negRGB=(r,g,b[,a])</b> .

Hidden lines are active only when the mode is lines between points.

**Flags****/W=winName**

Modifies waterfall plot in the named graph window or subwindow. When omitted, action will affect the active window or subwindow.

When identifying a subwindow with *winName*, see **Subwindow Syntax** on page III-92 for details on forming the window hierarchy.**Details**

Painter's algorithm draws the traces from back to front and erases hidden lines while modes 2, 3 and 4 detect which line segments are hidden and suppresses the drawing of these segments.

**See Also****Waterfall Plots** on page II-326.The **NewWaterfall** and **ModifyGraph** operations.