For general information on contour plots, see Chapter II-15, **Contour Plots**.

AppendText

AppendText [*/W=winName*/**N**/**NOCR** [*=n*]] *textStr*

The AppendText operation appends a carriage return and *textStr* to the most recently created annotation, or to the named annotation in the target or graph or layout window. Annotations include tags, textboxes, color scales, and legends.

Parameters

textStr can contain escape codes to control font, font size and other stylistic variations. See **Annotation Escape Codes** on page III-53 for details.

Flags

/N=*name*	Appends *textStr* to the named tag or textbox.
/NOCR[=*n*]	Omits the initial appending of a carriage return (allows a long line to be created with multiple AppendText commands). /NOCR=0 is the same as no /NOCR, and /NOCR=1 is the same as just /NOCR.
/W=*winName*	Appends to an annotation in the named graph, layout window, or subwindow. Without /W, AppendText appends to an annotation in the topmost graph or layout window or subwindow. This must be the first flag specified when AppendText is used in a Proc or Macro or on the command line.
	When identifying a subwindow with *winName*, see **Subwindow Syntax** on page III-92 for details on forming the window hierarchy.

Details

A textbox, tag, or legend can contain at most 100 lines. A color scale can have at most one line, and this line is the color scale's main axis label.

See Also

The **Tag**, **TextBox**, **ColorScale**, **ReplaceText**, and **Legend** operations.

Annotation Escape Codes on page III-53.

AppendToGizmo

AppendToGizmo [*flags*] *keyword* [*=value*]

The AppendToGizmo operation appends a Gizmo object or attribute operation to the top Gizmo window or to the Gizmo window specified by the /N flag.

Documentation for the AppendToGizmo operation is available in the Igor online help files only. In Igor, execute:

```
DisplayHelpTopic "AppendToGizmo"
```

AppendToGraph

AppendToGraph [*flags*] *waveName* [*, waveName*]…[**vs** *xwaveName*]

The AppendToGraph operation appends the named waves to the target or named graph. By default the waves are plotted versus the left and bottom axes.

Parameters

The *waveName*s parameters are the names of existing waves.

vs *xwaveName* plots the data values of *waveName*s against the data values of *xwaveName*.

If you are appending a new trace to an existing category plot, *xwaveName* must be the same as the one already controlling the plot's X axis. If the existing X axis uses dimension labels from a Y wave, using the '_labels_' keyword, then *xwaveName* must be set to '_labels_'.

If you are appending a new category plot using a different X axis, *xwaveName* can refer any suitable text wave, or it may be '_labels_' to use dimension labels from the Y wave.