

ReadVariables

```
Structure RectF
  float top
  float left
  float bottom
  float right
EndStructure
```

ReadVariables

ReadVariables

The ReadVariables operation reads variables into an experiment.

ReadVariables is used automatically when you open an experiment. You need not invoke it.

real

real(z)

The real function returns the real component of the complex value z.

See Also

The functions **cmplx**, **conj**, **imag**, **p2rect**, and **r2polar**.

Redimension

Redimension [*flags*] *waveName* [, *waveName*]...

The Redimension operation remakes the named waves, preserving their contents as much as possible.

Flags

- /B** Converts waves to 8-bit signed integer or unsigned integer if **/U** is present.
- /C** Converts real waves to complex.
- /D** Converts single precision waves to double precision.
- /E=e** Controls the redimension mode:
 - e=0:** No special action (default).
 - e=1:** Force reshape without converting or moving data.
 - e=2:** Perform endian swap. See **FBinRead** for a discussion of endian byte ordering.
- /I** Converts waves to 32-bit signed integer or unsigned integer if **/U** is present.
- /L** Converts waves to 64-bit signed integer or unsigned integer if **/U** is present. Requires Igor Pro 7.00 or later.
- /N=n** *n* is the new number of points each wave will have. Multidimensional waves are converted to 1 dimension. If *n* = -1, the wave is converted to a 1-dimensional wave with the original number of rows.
- /N=(n1, n2, n3, n4)**
 n1, n2, n3, n4 specify the number of rows, columns, layers, and chunks each wave will have. Trailing zeros can be omitted (e.g., **/N=(n1, n2, 0, 0)** can be abbreviated as **/N=(n1, n2)**). If any dimension size is to remain unchanged, pass -1 for that dimension.
- /R** Converts complex waves to real by discarding the imaginary part.
- /S** Converts double precision waves to single precision.
- /U** Converts integer waves to unsigned.
- /W** Converts waves to 16-bit integer (unsigned integer if **/U** is present).
- /Y=type** Specifies wave data type. See details below.