Flags

/ALL	Removes all non-contour traces from the graph. Any trace name parameters listed are ignored. /ALL was added in Igor Pro 9.00.
/W=*winName*	Removes traces from the named graph window or subwindow. When omitted, action will affect the active window or subwindow. This must be the first flag specified when 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.
/Z	Suppresses errors if specified trace or image is not on the graph.

Details

Up to 100 *traceName*s may be specified, subject to the 2500 byte command length limit.

If the axes used by the given trace are not in use after removing the trace, they will also be removed.

A string containing a trace name can be used with the $ operator to specify *traceName*.

Specifying $"#0" for *traceName* removes the first trace in the graph. $"#1" removes the second trace in the graph, and so on. $"" is equivalent to $"#0".

Note that removing all the contour traces from a contour plot is not the same as removing the contour plot itself. Use the **RemoveContour** operation.

Examples

The command:

```
Display myWave,myWave;Modify mode(myWave#1)=6
```

appends two instances of myWave to the graph.The first/backmost instance of myWave is instance 0, and its trace name is just myWave as a synonym for myWave#0. The second or frontmost instance of myWave is myWave#1 and it is displayed with the cityscape mode.

To remove the second instance from the graph requires the command:

```
RemoveFromGraph myWave#1
```

or

```
String MyTraceName="myWave#1"
RemoveFromGraph $MyTraceName
```

See Also

Trace Names on page II-282, **Programming With Trace Names** on page IV-87.

RemoveFromLayout

RemoveFromLayout ***objectSpec*** [**,** ***objectSpec***]…

Deprecated — use **RemoveLayoutObjects**.

The RemoveFromLayout operation removes the specified objects from the top layout.

Parameters

objectSpec is either an object name (e.g., Graph0) or an *objectName* with an instance (e.g., Graph0#1). An instance is needed only if the same object appears in the layout more than one time. Graph0 is equivalent to Graph0#0 and Graph0#1 refers to the second instance of Graph0 in the layout.

See Also

The **RemoveLayoutObjects** operation.

RemoveFromList

RemoveFromList(*itemOrListStr*, *listStr* [, *listSepStr* [, *matchCase*]])

The RemoveFromList function returns *listStr* after removing the item or items specified by *itemOrListStr*. *listStr* should contain items separated by *listSepStr* which typically is ";".

If *itemOrListStr* contains multiple items, they should be separated by the *listSepStr* character, too.