/F=*frame* Controls the object frame:

frame=0: No frame.

frame=1: Single frame (default).

frame=2: Double frame.

frame=3: Triple frame.

frame=4: Shadow frame.

/T=*trans* Controls the transparency of the layout object:

trans=0: Opaque (default).

trans=1: Transparent. For this to be effective, the object itself must also be transparent. Annotations have their own transparent/opaque settings. Graphs are transparent only if their backgrounds are white. Pictures may have been created transparent or opaque, and Igor cannot make an inherently opaque picture transparent.

See Also

The **NewLayout** and **LayoutInfo** operations. See Chapter II-18, **Page Layouts**.

Layout

Layout

Layout is a procedure subtype keyword that identifies a macro as being a page layout recreation macro. It is automatically used when Igor creates a window recreation macro for a layout. See **Procedure Subtypes** on page IV-204 and **Killing and Recreating a Layout** on page II-477 for details.

See Also

See Chapter II-18, **Page Layouts**.

LayoutInfo

LayoutInfo(*winNameStr*, *itemNameStr*)

The LayoutInfo function returns a string containing a semicolon-separated list of keywords and values that describe an object in the active page of a page layout or overall properties of the layout. The main purpose of LayoutInfo is to allow an advanced Igor programmer to write a procedure which formats or arranges objects.

winNameStr is the name of an existing page layout window or "" to refer to the top layout.

itemNameStr is a string expression containing one of the following:

- The name (e.g., "Graph0") of a layout object in the active page to get information about that object.
- An object instance (e.g., "Graph0#0" or "Graph0#1") to get information about a particular instance of an object in the active page. This is of use only in the unusual situation when the same object appears in the active page multiple times. "Graph0#0" is equivalent to "Graph0". "Graph0#1" is the second occurrence of Graph0 in the active page.
- An integer object index starting from zero to get information about an object referenced by its position in the active page in the layout. Zero refers to the first object going from back to front in the page.
- The word "Layout" to get overall information about the layout.

Details

In cases 1, 2 and 3 above, where *itemNameStr* references an object, the returned string contains the following keywords, with a semicolon after each keyword-value pair.

Keyword	Information Following Keyword
FIDELITY	Object fidelity expressed as a code usable in a ModifyLayout fidelity command.
FRAME	Object frame expressed as a code usable in a ModifyLayout frame command.
HEIGHT	Object height in points.

Keyword	Information Following Keyword
INDEX	Object position in back-to-front order in the active page of the layout, starting from zero.
LEFT	Object left position in points.
NAME	The name of the object.
SELECTED	Zero if the object is not selected or nonzero if it is selected.
TOP	Object top position in points.
TRANS	Object transparency expressed as a code usable in a ModifyLayout trans command.
TYPE	Object type which is one of: Graph, Table, Picture, or Textbox.
WIDTH	Object width in points.

In case 4 above, where *itemNameStr* is "Layout", the returned string contains the following keywords, with a semicolon after each keyword-value pair.

Keyword	Information Following Keyword
BGRGB	Layout background color expressed as <red>, <green>, <blue> where each color is a value from 0 to 65535.
MAG	Layout magnification: 0.25, 0.5, 1.0, or 2.0.
NUMOBJECTS	Total number of objects in the active page of the layout.
NUMSELECTED	Number of selected objects in the active page of the layout.
PAGE	A rectangle defining the part of the paper that is inside the margins, expressed in points. The format is <left>, <top>, <right>, <bottom>.
CURRENTPAGENUM	One-based page number of the currently active page. Added in Igor Pro 7.00.
NUMPAGES	Total number of pages in the layout. Added in Igor Pro 7.00.
PAPER	A rectangle defining the bounds of the paper, expressed in points. The format is <left>, <top>, <right>, <bottom>.
SELECTED	A comma-separated list of the names of selected objects in the active page of the layout.
UNITS	Units used to display object locations and sizes. This will be one of the following: 0 for points, 1 for inches, 2 for centimeters.

LayoutInfo returns "" in the following situations:

- *winNameStr* is "" and there are no layout windows.
- *winNameStr* is a name but there are no layout windows with that name.
- *itemNameStr* is not "Layout" and is not the name or index of an existing object.

Examples

This example sets the background color of all selected graphs in the active page of a particular page layout to the color specified by red, green, and blue, which are numbers from 0 to 65535.

```
Function SetLayoutGraphsBackgroundColor(layoutName,red,green,blue)
   String layoutName      // Name of layout or "" for top layout.
   Variable red, green, blue

   Variable index
   String info
   Variable selected
   String indexStr
   String objectTypeStr
   String graphNameStr
```