

## Constant

**Constant *kName* = *literalNumber***

**Constant/C *kName* = (*literalNumberReal*, *literalNumberImag*)**

The Constant declaration defines the number *literalNumber* under the name *kName* for use by other code, such as in a switch construct.

The complex form, using the /C flag to create a complex constant, requires Igor Pro 7.00 or later.

### See Also

The **StrConstant** keyword for string types, **Constants** on page IV-51 and **Switch Statements** on page IV-43.

## continue

**continue**

The continue flow control keyword returns execution to the beginning of a loop, bypassing the remainder of the loop's code.

### See Also

**Continue Statement** on page IV-48 and **Loops** on page IV-45 for usage details.

## ContourInfo

**ContourInfo(*graphNameStr*, *contourWaveNameStr*, *instanceNumber*)**

The ContourInfo function returns a string containing a semicolon-separated list of information about the specified contour plot in the named graph.

### Parameters

*graphNameStr* can be "" to refer to the top graph.

*contourWaveNameStr* is a string containing either the name of a wave displayed as a contour plot in the named graph, or a contour instance name (wave name with "#n" appended to distinguish the nth contour plot of the wave in the graph). You might get a contour instance name from the **ContourNameList** function.

If *contourWaveNameStr* contains a wave name, *instanceNumber* identifies which instance you want information about. *instanceNumber* is usually 0 because there is normally only one instance of a wave displayed as a contour plot in a graph. Set *instanceNumber* to 1 for information about the second contour plot of the wave, etc. If *contourWaveNameStr* is "", then information is returned on the *instanceNumber*th contour plot in the graph.

If *contourWaveNameStr* contains an instance name, and *instanceNumber* is zero, the instance is taken from *contourWaveNameStr*. If *instanceNumber* is greater than zero, the wave name is extracted from *contourWaveNameStr*, and information is returned concerning the *instanceNumber*th instance of the wave.

### Details

The string contains several groups of information. Each group is prefaced by a keyword and colon, and terminated with the semicolon. The keywords are as follows:

Keyword	Information Following Keyword
AXISFLAGS	Flags used to specify the axes. Usually blank because /L and /B (left and bottom axes) are the defaults.
DATAFORMAT	Either XYZ or Matrix.
LEVELS	A comma-separated list of the contour levels, including the final automatic levels, (or manual or from-wave levels), and the "more levels", all sorted into ascending Z order.
RECREATION	List of keyword commands as used by <b>ModifyContour</b> command. The format of these keyword commands is: <i>keyword (x)=modifyParameters;</i>
TRACESFORMAT	The format string used to name the contour traces (see <b>AppendMatrixContour</b> or <b>AppendXYZContour</b> ).