

# TraceNameList

```
String yRange= StringByKey("YRANGE", TraceInfo("", "", 0))
Print yRange // prints "[30,40:2]"
yRange= ReplaceString(":", yRange, ";")
Print yRange // prints "[30,40;2]"
```

The next example shows the trace information for the second instance of the wave “data” (which has an instance number of 1) displayed in the top graph:

```
Make/O data=x;Display/L/T data,data // two instances of data: 0 and 1
Print TraceInfo("", "data", 1) [0, 64]
Print TraceInfo("", "data", 1) [65, 128]
```

Prints the following in the history area:

```
XWAVE:;YAXIS:left;XAXIS:top;AXISFLAGS:/T;AXISZ:NaN;XWAVEDF:;YRANG
E:[*];XRANGE:;TYPE:0;ERRORBARS:;RECREATION:zColor(x)=0;zColorMax
```

Following is a function that returns the marker code from the given instance of a named wave in the top graph. This example uses the convenient `GetNumFromModifyStr()` function provided by the `#include <Readback ModifyStr>` procedures, which are useful for parsing strings returned by `TraceInfo`.

```
#include <Readback ModifyStr>
Function MarkerOfWave(wv, instance)
    Wave wv
    Variable instance

    Variable marker
    String info = TraceInfo("", NameOfWave(wv), instance)

    marker = GetNumFromModifyStr(info, "marker", "", 0)
    return marker
End
```

## See Also

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

The **Execute** operation.

# TraceNameList

**TraceNameList**(*graphNameStr*, *separatorStr*, *optionsFlag*)

The `TraceNameList` function returns a string containing a list of trace names in the graph window or subwindow identified by *graphNameStr*.

## Parameters

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

When identifying a subwindow with *graphNameStr*, see **Subwindow Syntax** on page III-92 for details on forming the window hierarchy.

The parameter *separatorStr* should contain a single ASCII character such as “,” or “;” to separate the names.

## Details

The bits of *optionsFlag* have the following meanings:

Bit Number	Bit Value	Meaning
0	1	Include normal graph traces
1	2	Include contour traces
2	4	Omit hidden traces (the default is to list even hidden traces)
3	8	Include box plot traces
4	16	Include violin plot traces

See **Setting Bit Parameters** on page IV-12 for details about bit settings.

A trace name is defined as the name of the Y wave that defines the trace with an optional #ddd suffix that distinguishes between two or more traces that have the same wave name. It may also be a user-defined trace name. Since the trace name has to be parsed, it is quoted if necessary.