

$$\alpha^{\frac{1}{\gamma}} \Gamma\left(1 + \frac{1}{\gamma}\right),$$

and the variance is

$$\alpha^{\frac{2}{\gamma}} \Gamma\left(1 + \frac{2}{\gamma}\right) - \alpha^{\frac{2}{\gamma}} \left[\Gamma\left(1 + \frac{1}{\gamma}\right) \right]^2.$$

Note that this definition of the PDF uses different scaling than the one used in StatsWeibullPDF. To match the scaling of StatsWeibullPDF multiply the result from Wnoise by the factor $\text{scale}^{(1-1/\text{shape})}$.

The random number generator initializes using the system clock when Igor Pro starts. This almost guarantees that you will never repeat a sequence. For repeatable “random” numbers, use **SetRandomSeed**. The algorithm uses the Mersenne Twister random number generator.

See Also

The **SetRandomSeed** operation.

Noise Functions on page III-390.

Chapter III-12, **Statistics** for a function and operation overview.

x

x

The x function returns the scaled row index for the current point of the destination wave in a wave assignment statement. This is the same as the X value if the destination wave is a vector (1D wave).

Details

Outside of a wave assignment statement, x acts like a normal variable. That is, you can assign a value to it and use it in an expression.

See Also

The **p** function and **Waveform Arithmetic and Assignments** on page II-74.

x2pnt

x2pnt(*waveName*, *x1*)

The x2pnt function returns the integer point number on the wave whose X value is closest to *x1*.

For higher dimensions, use **ScaleToIndex**.

See Also

DimDelta, **DimOffset**, **pnt2x**, **ScaleToIndex**

For an explanation of waves and X scaling, see **Changing Dimension and Data Scaling** on page II-68.

xcsr

xcsr(*cursorName* [, *graphNameStr*])

The xcsr function returns the X value of the point which the named cursor (A through J) is on in the top or named graph.

Parameters

cursorName identifies the cursor, which can be cursor A through J.

graphNameStr specifies the graph window or subwindow.

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