

SetDrawLayer

SetDrawLayer

SetDrawLayer [/K/W=*winName*] *layerName*

The SetDrawLayer operation makes all future drawing operations use the named layer.

Parameters

Valid *layerNames* for graphs:

ProgBack UserBack ProgAxes UserAxes ProgFront UserFront Overlay

Valid *layerNames* for page layouts:

ProgBack UserBack ProgFront UserFront Overlay

Valid *layerNames* for control panels:

ProgBack UserBack ProgFront UserFront Overlay

There are really only three layers for control panels. ProgFront is treated as an alias for ProgBack and UserFront is treated as an alias for UserBack.

Flags

/W=winName Sets the named window or subwindow for drawing. 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.

Details

The Overlay layer is drawn above all else. It is not included when printing or exporting graphics and is provided for programmers who wish to add user-interface drawing elements without disturbing graphics drawing elements. Overlay was added in Igor Pro 7.00.

The back-to-front order of the layers is shown by the layer pop-up menu obtained by clicking the Layer icon in the drawing palette:  A checkmark indicates the current layer. Non-drawing layers are indicated with gray text.

Output Variables

`SetDrawLayer` sets `S_Name` to the name of the previously-selected drawing layer. You can use this to restore the active drawing layer after programmatic drawing.

See Also

[Drawing Layers](#) on page III-68 and the `DrawAction` operation.

SetEnvironmentVariable

SetEnvironmentVariable(varName, varValue)

The SetEnvironmentVariable function creates an environment variable in Igor's process and sets its value to *varValue*. If a variable named *varName* already exists, its value is set to *varValue*.

The function returns 0 if it succeeds or a nonzero value if it fails.

The SetEnvironmentVariable function was added in Igor Pro 7.00.