

Commands that take a trace name as a parameter or in a keyword can use a string containing a trace name with the \$ operator to specify traceName. For instance, to change the display mode of a wave, you might use

```
ModifyGraph mode(myWave#1)=3
```

but

```
String myTraceName="myWave#1"
ModifyGraph mode($myTraceName)=3
```

will also work.

### Examples

```
Make/O jack,'jack # 2';Display jack,jack,'jack # 2','jack # 2'
Print TraceNameList("",",",1)
Prints: jack;jack#1;'jack # 2';'jack # 2'#1;

// Generate a list of hidden traces
Make/O jack,jill,joy;Display jack,jill,joy
ModifyGraph hideTrace(joy)=1// hide joy
// (hidden + visible) - visible = hidden
String visibleTraces=TraceNameList("",",",1+4)// only visible normal traces
String allNormalTraces=TraceNameList("",",",1)// hidden + visible normal traces
String hiddenTraces= RemoveFromList(visibleTraces,allNormalTraces)
Print hiddenTraces
// Prints: joy;
```

### See Also

**Trace Names** on page II-282, **Programming With Trace Names** on page IV-87, **User-defined Trace Names** on page IV-89.

For other commands related to waves and traces: **WaveRefIndexed**, **XWaveRefFromTrace**, **TraceNameToWaveRef**, **CsrWaveRef**, and **CsrXWaveRef**.

For a description of traces: **ModifyGraph**. For a discussion of contour traces: **Contour Traces** on page II-370.

For commands referencing other waves in a graph: **ImageNameList**, **ImageNameToWaveRef**, **ContourNameList**, and **ContourNameToWaveRef**.

**ModifyGraph (traces)** and **Instance Notation** on page IV-20 for discussions of trace names and instance notation.

## TraceNameToWaveRef

**TraceNameToWaveRef**(*graphNameStr*, *traceNameStr*)

The TraceNameToWaveRef function returns a wave reference to the Y wave corresponding to the given trace in the graph window or subwindow named 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 trace is identified by the string in *traceNameStr*, which could be a string determined using **TraceNameList**. Note that the same trace name can refer to different waves in different graphs.

Use **Instance Notation** (see page IV-20) to choose from traces in a graph that represent waves of the same name. For example, if *traceNameStr* is "myWave#2", it refers to the third instance of wave "myWave" in the graph ("myWave#0" or just "myWave" is the first instance).

### See Also

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

For other commands related to waves and traces: **WaveRefIndexed**, **XWaveRefFromTrace**, **TraceNameList**, **CsrWaveRef**, and **CsrXWaveRef**.

For a description of traces: **ModifyGraph**. For a discussion of contour traces, see **Contour Traces** on page II-370.

For a discussion of wave references, see **Wave Reference Functions** on page IV-197.