

GetFormula

GetFormula (*objName*)

The GetFormula function returns a string containing the named object's dependency formula. The named object must be a wave, numeric variable or string variable.

Details

Normally an object will have an empty dependency formula and GetFormula will return an empty string (""). If you assign an expression to an object using the := operator or the SetFormula operation, the text on the right side of the := or the parameter to SetFormula is the object's dependency formula and this is what GetFormula will return.

Examples

```
Variable/G dependsOnIt
Make/O wave0 := dependsOnIt*2      //wave0 changes when dependsOnIt does
Print GetFormula(wave0)
```

Prints the following in the history area:

```
dependsOnIt*2
```

See Also

See **Dependency Formulas** on page IV-230, and the **SetFormula** operation.

GetGizmo

GetGizmo [*flags*] *keyword* [=*value*]

The GetGizmo operation provides information about a Gizmo display window.

Documentation for the GetGizmo operation is available in the Igor online help files only. In Igor, execute:

```
DisplayHelpTopic "GetGizmo"
```

GetIndependentModuleName

GetIndependentModuleName ()

The GetIndependentModuleName function returns the name of the currently running Independent Module. If no independent module is running, it returns "ProcGlobal".

See Also

Independent Modules on page IV-238.

IndependentModuleList.

GetIndexedObjName

GetIndexedObjName (*sourceFolderStr*, *objectType*, *index*)

The GetIndexedObjName function returns a string containing the name of the indexth object of the specified type in the data folder specified by the string expression.

GetIndexedObjNameDFR is preferred.

Parameters

sourceFolderStr can be either ":" or "" to specify the current data folder. You can also use a full or partial data folder path. *index* starts from zero. If no such object exists a zero length string ("") is returned. *objectType* is one of the following values:

<i>objectType</i>	What You Get
1	Waves
2	Numeric variables
3	String variables
4	Data folders