- Global picture names
- Page setup names
- FIFOs
- FIFO channels

If you do not create objects with names longer than 31 bytes, wave and experiment files that you create will be compatible with earlier versions of Igor. However, if you do create objects with long names, older versions of Igor will report errors when opening wave and experiment files containing long names.

NOTE: If you use long names, your wave and experiment files will require Igor Pro 8.00 or later and will return errors when opened by earlier versions of Igor.

You can choose File→Experiment Info to determine if the current experiment uses long object names or has waves with long dimension labels. You can also use the **ExperimentInfo** operation programmatically. These check only wave, variable, data folder, target window, and symbolic path names, and wave dimension labels. They do not check axis, annotation, control, procedure or other names.

If you attempt to save an experiment file that uses long wave, variable, data folder, target window or symbolic path names, or that has waves with long dimension labels, Igor displays a warning dialog telling you that the experiment will require Igor Pro 8.00 or later. The warning dialog is presented only when you save an experiment interactively, not if you save it programmatically using SaveExperiment. You can suppress the dialog by clicking the "Do not show this message again" checkbox.

Global picture names (see **The Picture Gallery** on page III-510) are limited to 31 bytes but names of Proc Pictures (**Proc Pictures** on page IV-56) are not.

Page setup names are used behind the scenes to save a page setup record for each page layout window. The experiment file format limits the name of a page setup record to 31 bytes. If a layout window name exceeds 31 bytes, when you save the experiment, the page setup record for that window is not written to the experiment file. When you reopen the experiment, the layout window receives a default page setup. Since long page layout names are rare and page setups affect printing but not the dimensions of the page (see **Page Layout Page Sizes** on page II-478), this issue will have little impact.

An XOP name is the name of the XOP file without the ".xop" extension. In Igor8, XOP names can be up to 255 bytes. However, if an XOP name exceeds 31 bytes, Igor does not send the SAVESETTINGS message to the XOP. Most XOP names are shorter than 31 bytes and most XOPs do not save experiment settings, so this is not likely to cause a problem.

Long Object Names With Old Igor Versions

If you use long names, your wave and experiment files will require Igor Pro 8.00 or later and will return errors when opened by earlier versions of Igor.

You can choose File→Experiment Info to determine if the current experiment uses long object names or has waves with long dimension labels. You can also use the **ExperimentInfo** operation programmatically.

If you open an experiment file that uses long wave, variable, data folder, window or symbolic path names while running Igor Pro 7.xx, where xx is 01 or later, the old Igor version displays an error dialog explaining that the experiment requires Igor Pro 8.00 or later. This mechanism for informing you that a later version of Igor is required works for long wave, variable, data folder, window and symbolic path names only. It does not work for long axis, annotation, control, special character, procedure or XOP names. For those object types, you will get an error later, when the old version of Igor first encounters the long name.

If you open an experiment file that uses long names of any kind in Igor Pro 7.00 or before, you will get an error such as "name too long" or "incompatible Igor binary version" or some other error.

In Igor Pro 6.38 and Igor Pro 7.01, a bug was fixed that cause Igor to crash if you load a file containing long wave names and the file contains wave reference waves or data folder reference waves. You are very unlikely to have such files.