

PlayMovie

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

If the specified axis is not found and if the name is “left” or “bottom” then the first vertical or horizontal axis will be used.

If *graphNameStr* references a subwindow, the returned pixel value is relative to top left corner of base window, not the subwindow.

Axis ranges and other graph properties are computed when the graph is redrawn. Since automatic screen updates are suppressed while a user-defined function is running, if the graph was recently created or modified, you must call DoUpdate to redraw the graph so you get accurate axis information.

See Also

The **AxisValFromPixel** and **TraceFromPixel** functions.

PlayMovie

PlayMovie [flags] [as fileNameStr]

The PlayMovie operation opens a movie file in a window and plays it.

Parameters

The file to be opened is specified by *fileNameStr* and /P=*pathName* where *pathName* is the name of an Igor symbolic path. *fileNameStr* can be a full path to the file, in which case /P is not needed, a partial path relative to the folder associated with *pathName*, or the name of a file in the folder associated with *pathName*. If Igor can not determine the location of the file from *fileNameStr* and *pathName*, it displays a dialog allowing you to specify the file.

If you use a full or partial path for *fileNameStr*, see **Path Separators** on page III-451 for details on forming the path.

The file is passed to the operating system to be opened with the default program for the given filename extension and the /W flag is ignored.

On Macintosh, prior to Mac OS 10.15 (Catalina,) QuickTime could be used to play a movie in an Igor window and could be controlled using **PlayMovieAction**. Since QuickTime is no longer available, movies no longer open in Igor windows on any operating system and PlayMovieAction after PlayMovie is no longer of use.

Flags

/I	This flag is obsolete and is ignored.
/M	This flag is obsolete and is ignored.
/P= <i>pathName</i>	Specifies the folder to look in for the file. <i>pathName</i> is the name of an existing symbolic path.
/W=(<i>left,top,right,bottom</i>)	This flag is obsolete and is ignored.
/Z	No error reporting; an error is indicated by nonzero value of the variable V_flag. If the user clicks the cancel button in the Open File dialog, V_flag is set to -1.

Details

If the movie file to be played is not fully specified by /P and *fileNameStr*, PlayMovie displays an Open File dialog to let you choose a movie file. See **Symbolic Paths** on page II-22 and **Path Separators** on page III-451 for details.

See Also

Movies on page IV-245.

The **PlayMovieAction** operation.