

namePrefix and *nameSuffix* can be empty (""), literal text like "Run1_ ", the special pattern ".filename:" or a combination of literal text and the special pattern like ":filename:_". LoadWave replaces the special pattern ".filename:" with the name of the file being loaded minus the file name extension. If both *namePrefix* and *nameSuffix* are empty, LoadWave acts as if the /NAME flag were omitted.

<normal name> refers to the wave name that would be used if /NAME were omitted.

The rest of this section discusses the *nameOptions* bitwise parameter (see **Setting Bit Parameters** on page IV-12) which provides flexibility in naming across various scenarios. In the abstract, *nameOptions* may be confusing; examples shown in subsequent sections should clarify its meaning and use.

If bit 0 of *nameOptions* is set, LoadWave includes <normal name>. If cleared, it omits <normal name>.

Bits 1, 2, and 3 control the use of suffix numbers. A suffix number is a number like 0, 1, 2, and so on, used to make the wave names unique. When loading a single wave, LoadWave includes <suffix number> if bit 1 of *nameOptions* is set unless it is suppressed by bit 3 as explained below. When loading multiple waves, LoadWave includes <suffix number> if bit 2 of *nameOptions* is set unless it is suppressed by bit 3 as explained below. Often you want to include suffix numbers when loading multiple waves, because the numbers are necessary to distinguish the names of the waves you are loading, but you want to exclude the suffix number when loading a single wave. For that case you would leave bit 1 cleared and set bits 2 and 3.

Bit 3 of *nameOptions* overrides bits 1 and 2 to prevent appending suffix numbers if they are not needed to prevent name conflicts. When loading a single wave, bit 3 overrides bit 1 to prevent appending a suffix number if there is no name conflict. When loading multiple waves, bit 3 overrides bit 2 to prevent appending a suffix numbers if there are no name conflicts.

If bit 4 of *nameOptions* is set, LoadWave chooses the suffix number, if enabled, to avoid conflicts with existing waves and other objects. If it is cleared, the suffix number, if enabled, starts from 0 and increments for each wave being loaded.

If bit 5 of *nameOptions* is cleared, LoadWave cleans up the wave name to make it a standard name. Otherwise it allows liberal names. We recommend standard names because programming with liberal names is tricky. See **Object Names** on page III-501 for details.

Loading a Single Wave Using the File Name

In this section, we assume that we are loading a file named "Data.txt" and that we are loading a single wave from the file.

```
// nameOptions=0 means omit the normal name  
/NAME={"filename:", "", 0}
```

LoadWave creates a wave named Data if it does not already exist. If it exists and you include the /O (overwrite) flag, Data is overwritten. If it exists and you omit /O, LoadWave displays a dialog in which you can enter a unique name.

```
// nameOptions=26 means include a unique suffix number  
// but only if there is a name conflict  
/NAME={"filename:", "", 26}           // 26 = 2 | 8 | 16 (bits 1, 3, and 4 set)
```

LoadWave creates a wave named Data if it does not already exist. If it exists LoadWave creates a wave named Data0, or Data1, or ... where the suffix number is chosen so that the resulting wave name is unique.

Loading Multiple Waves Using the File Name

In this section, we assume that we are loading a file named "Data.txt" and that we are loading three waves from the file.

```
// nameOptions=0 means omit the normal name  
/NAME={"filename:", "", 0}
```