

AddWavesToBoxPlot

See Also

Movies on page IV-245, NewMovie, AddMovieAudio

AddWavesToBoxPlot

```
AddWavesToBoxPlot [/W=winName /T=traceName /INST=traceInstance] wave [, wave ]  
...
```

Adds additional 1D waves to a pre-existing box plot trace created by AppendBoxPlot.

AddWavesToBoxPlot was added in Igor Pro 8.00.

Because a box plot trace may require a number of waves to define each data set in the trace, and because wave names may be quite long, the AddWavesToBoxPlot operation is provided to add waves to a list begun by AppendBoxPlot.

Flags

/T=*traceName*

/INST=*traceInstance*

These flags specify the name and instance number of an existing box plot trace to which waves will be added. You can use /T without /INST, in which case a trace with instance number zero will be used. Do not use /INST without /T.

See **Creating Graphs** on page II-277 for information about trace names and trace instance numbers.

In the absence of both /T and /INST, the default is to use the top box plot trace found on the graph. That would be the most recently added box plot trace.

/W=*winName*

Appends to the named graph window or subwindow. When omitted, AddWavesToBoxPlot operates on the active window or subwindow.

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

Details

If your original AppendBoxPlot command included an X wave, the total number of waves in the list of box plot data set waves cannot be greater than the number of points in your X wave.

If the box plot trace is defined by a multicolored wave, you cannot add additional waves using this operation.

See Also

Box Plots on page II-331, AppendBoxPlot, ModifyBoxPlot

AddWavesToViolinPlot

```
AddWavesToViolinPlot [/W=winName /T=traceName /INST=traceInstance] wave [, wave ] ...
```

Adds additional 1D waves to a pre-existing violin plot trace created by AppendViolinPlot.

AddWavesToViolinPlot was added in Igor Pro 8.00.

Because a violin plot trace may require a number of waves to define each data set in the trace, and because wave names may be quite long, the AddWavesToViolinPlot operation is provided to add waves to a list begun by AppendViolinPlot.

Flags

/T=*traceName*