

## MoveWindow

```
Wave w = root:wave0
MoveWave w, root:DF0:
End

// 3. Dest path with trailing colon and name: Moves wave0 and renames as wave1
Function Demo3()
  Setup()
  Wave w = root:wave0
  MoveWave w, root:DF0:wave1
End

// 4. DFREF dest without trailing colon: Moves wave0 without renaming
Function Demo4()
  Setup()
  Wave w = root:wave0
  DFREF dfr = root:DF0
  MoveWave w, dfr
End

// 5. DFREF dest with trailing colon: Generates error
Function Demo5()
  Setup()
  Wave w = root:wave0
  DFREF dfr = root:DF0
  MoveWave w, dfr:// Error - trailing colon not allowed
End

// 6. Dest path with trailing colon and name: Moves wave0 and renames as wave1
Function Demo6()
  Setup()
  Wave w = root:wave0
  DFREF dfr = root:DF0
  MoveWave w, dfr:wave1
End

// 7. Null DFREF as destination; moves to current data folder
Function Demo7()
  Setup()
  Wave w = root:wave0
  SetDataFolder root:DF0 // make DF0 the current data folder
  DFREF noDF = $"Doesnotexist"
  MoveWave w, noDF // moves to current DF
end

// 8. Use MoveWave to make a wave free (move it to no data folder)
Function Demo8()
  Setup()
  Wave w = root:wave0
  // Doesn't do it:
  //DFREF noDF = $"Doesnotexist"
  //MoveWave w, noDF // moves to current DF
  DFREF freedf = NewFreeDataFolder()
  MoveWave w, freedf
  KillDataFolder freedf
  // as long as wave reference w remains,
  // the wave will continue to exist, and is a free wave
end
```

### See Also

The **MoveString**, **MoveVariable**, and **Rename** operations; and Chapter II-8, **Data Folders**.

## MoveWindow

**MoveWindow** [*flags*] *left*, *top*, *right*, *bottom*

The MoveWindow operation moves the target or specified window to the given coordinates.

### Flags

- |    |   |
|----|---|
| /C | Moves Command window instead of the target window.  |
| /F | <i>Windows</i> : Moves the Igor Pro application “frame” and the frame is then adjusted so that no part is offscreen.<br><i>Macintosh</i> : Moves nothing. |