

```
Print AddListItem("z", "b,c", ",", "", Inf)      // prints "b,c,z,"
Print AddListItem("", "b-c-", "-")                // prints "-b-c-"
```

See Also

The **FindListItem**, **FunctionList**, **ItemsInList**, **RemoveByKey**, **RemoveFromList**, **RemoveListItem**, **StringFromList**, **StringList**, **TraceNameList**, **VariableList**, and **WaveList** functions.

AddMovieAudio

AddMovieAudio *soundWave*

The AddMovieAudio operation adds audio samples to the audio track of the currently open movie.

In Igor Pro 7.00 and later, this operation is not supported on Macintosh.

Parameters

soundWave contains audio samples with an amplitude from -128 to +127 and with the same time scale as the prototype *soundWave* used to open the movie.

Flags

/Z Suppresses error reporting. If you use */Z*, check the *V_Flag* output variable to see if the operation succeeded.

Details

You can create movies with 16-bit and stereo sound by providing a sound wave in the appropriate format. To specify 16-bit sound, the wave type must be signed 16-bit integer (*/W* flag in **Make** or **Redimension**). To specify stereo, use a wave with two columns (or any other number of channels as desired).

Output Variables

V_Flag Set to 0 if the operation succeeded or to a non-zero error code.
V_Flag is set only if you use the */Z* flag.

See Also

Movies on page IV-245, **NewMovie**, **AddMovieFrame**

AddMovieFrame

AddMovieFrame [*/PICT=pictName*]

The AddMovieFrame operation adds the top graph, page layout, Gizmo window, or the specified picture to the currently open movie.

Support for page layout and Gizmo windows was added in Igor Pro 7.00.

When you write a procedure to generate a movie, you need to call the **DoUpdate** operation after all modifications to the target window and before calling AddMovieFrame. This allows Igor to process any changes you have made to the window.

In Igor7 or later, the target window at the time you call NewMovie is remembered and is used by AddMovieFrame even if it is not the target window when you call AddMovieFrame.

If the */PICT* flag is provided, then the specified picture from the picture gallery (see **Pictures** on page III-509) is used in place of the target window.

Flags

/Z Suppresses error reporting. If you use */Z*, check the *V_Flag* output variable to see if the operation succeeded.

Output Variables

V_Flag Set to 0 if the operation succeeded or to a non-zero error code.
V_Flag is set only if you use the */Z* flag.