

Flags

/W=winName Directs action to a specific window or subwindow rather than the top graph window. When omitted, action will affect 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.

See Also

AppendImage and **RemoveImage**.

ModifyLayout

ModifyLayout [*flags*] **key** [(*objectName*)] =*value* [, **key** [(*objectName*)] =*value*]...

The ModifyLayout operation modifies objects in the top layout or in the layout specified by the */W* flag.

Parameters

Each *key* parameter may take an optional *objectName* enclosed in parentheses. If “(*objectName*)” is omitted, all objects in the layout are affected.

Though not shown in the syntax, the optional “(*objectName*)” may be replaced with “[*objectIndex*]”, where *objectIndex* is zero or a positive integer denoting the object to be modified. “[0]” denotes the first object appended to the layout, “[1]” denotes the second object, etc. This syntax is used for style macros, in conjunction with the */Z* flag.

The parameter descriptions below omit the optional “(*objectName*)”.

The “units”, “mag” and “bgRGB” keywords apply to the layout as a whole, not to a specific object and do not accept an *objectName*.

table {
bgRGB=(*r,g,b[,a]*)	Specifies the background color for the layout. *r*, *g*, *b*, and *a* specify the color and optional opacity as **RGBA Values**.
columns=*c*	Specifies the number of columns for a table object.
fidelity=*f*	Controls the drawing of layout objects. *f*=0: Low fidelity. *f*=1: High fidelity.
frame=*f*	Specifies the type of frame enclosing the object. *f*=0: No frame. *f*=1: Single frame (default). *f*=2: Double frame. *f*=3: Triple frame. *f*=4: Shadow frame.
gradient	See **Gradient Fills** on page III-498 for details.
gradientExtra	See **Gradient Fills** on page III-498 for details.
height=*h*	Sets the height of the object.
left=*l*	*l* is the horizontal coordinate of the left edge of the object relative to the left edge of the paper.
mag=*m*	Sets the on screen layout magnification where *m* is a value between 0.5 and 10. *m*=1 corresponds to 100%. Factors of two, such as *m*=.25, *m*=.5, *m*=1, *m*=2, tend to produce the best on screen graphics.
rows=*r*	Specifies the number of rows for table object.
top=*t*	*t* is the vertical coordinate of the top edge of the object relative to the top edge of the paper.