The SoundSaveWave operation was added in Igor Pro 7.00. 24-bit integer and 64-bit floating point support were added in Igor Pro 9.00.

Output Variables

SoundSaveWave sets these automatically created variables:

V_flag	Set to 0 if the wave was successfully saved to the file or to a non-zero error code.
S_fileName	Set to the name of the saved file.
S_path	Set to the full path to the file's directory.

Examples

```
// Create a simple sound (1000 Hz tone burst)
Make/O/N=10000 mySound                    // Single-precision wave, 10,000 values
SetScale/P x, 0, 1/8000, "" mySound       // 8000 Hz sampling frequency (1.25 seconds)
mySound= sin(2*pi*1000*x)                 // 1000 Hz tone
Hanning mySound                           // Fade in and out

// Save it to a file, chosen from the Save File dialog
SoundSaveWave "AIFC", mySound, "my sound.aif"

// Create a floating point stereo frequency sweep
Make/O/N=(20000,2) stereoSineSoundF32      // 32-bit float data
SetScale/P x,0,1e-4,stereoSineSoundF32     // Set sample rate to 10KHz
stereoSineSoundF32= sin(2*Pi*(1000 + (1-2*q)*150*x)*x)
NewPath sound                              // Create a symbolic path via dialog
SoundSaveWave/P=sound/O "WAVE", stereoSineSoundF32
```

See Also

SoundLoadWave, **PlaySound**, **WaveType**, **WaveInfo**

SpecialCharacterInfo

SpecialCharacterInfo(*notebookNameStr*, *specialCharacterNameStr*, *whichStr*)

The SpecialCharacterInfo function returns a string containing information about the named special character in the named notebook window.

Parameters

If *notebookNameStr* is "", the top visible notebook is used. Otherwise *notebookNameStr* contains either kwTopWin for the top notebook window, the name of a notebook window or a host-child specification (an hcSpec) such as Panel0#nb0. See **Subwindow Syntax** on page III-92 for details on host-child specifications.

specialCharacterNameStr is the name of a special character in the notebook.

If specialCharacterNameStr is "" and if exactly one special character is selected, the selected special character is used. If other than exactly one special character is selected, an error is returned.

whichStr identifies the information item you want. Because SpecialCharacterInfo can return several items that may contain semicolons, it does not return a semicolon-separated keyword-value list like other info functions. Instead it returns just one item as specified by *whichStr*.

Details

Here are the supported values for *whichStr*.

Keyword	Returned Information
NAME	The name of the special character.
FRAME	0: None 1: Single 2: Double 3: Triple 4: Shadow

SpecialCharacterInfo

Keyword	Returned Information
LOC	Paragraph and character position (e.g., 1,3).
SCALING	Horizontal and vertical scaling in units of one tenth of a percent (e.g., 1000,1000).
TYPE	Special character type is: Picture, Graph, Table, Layout, Action, ShortDate, LongDate, AbbreviatedDate, Time, Page, TotalPages, or WindowTitle.

These keywords apply to Igor-object pictures only. If the specified character is not an Igor-object picture, "" is returned.

Keyword	Returned Information
WINTYPE	1 for graphs, 2 for tables, 3 for layouts.
OBJECTNAME	The name of the window with which the special character is associated.

The remaining keywords apply to notebook action characters only. If the specified special character is not a notebook action character, "" is returned.

Keyword	Returned Information
BGRGB	Background color in RGB format (e.g., 65535,65534,49151).
COMMANDS	Command string.
ENABLEBGRGB	1 if the action's background color is enabled, 0 if not.
HELPTEXT	Help text string.
IGNOREERRORS	0 or 1.
LINKSTYLE	0 or 1.
PADDING	The value of the left, right, top, bottom and internal padding properties, in that order (.e.g, 4,4,4,4,8).
PICTURE	1 if the action has a picture, 0 if not.
PROCPICTNAME	The name of the action Proc Picture or "" if none.
QUIET	0 or 1.
SHOWMODE	1: Title only 2: Picture only 3: Picture below title 4: Picture above title 5: Picture to the left of title 6: Picture to the right of title
TITLE	Title string.

If *whichStr* is an unknown keyword, SpecialCharacterInfo returns "" but does not generate an error.

Examples

```
Function PrintSpecialCharacterInfo(notebookName, specialCharacterName)
    String notebookName, specialCharacterName

    String typeStr=SpecialCharacterInfo(notebookName, specialCharacterName, "TYPE")
    String locStr=SpecialCharacterInfo(notebookName, specialCharacterName, "LOC")

    Printf "TYPE: %s\r", typeStr
    Printf "LOC: %s\r", locStr
End
```

See Also

The **Notebook** and **NotebookAction** operations; the **SpecialCharacterList** function; **Using Igor-Object Pictures** on page III-18.