

### Overview

A notebook is a window in which you can store text and graphics, very much like a word processor document. Typical uses for a notebook are:

- Keeping a log of your work.
- Generating a report.
- Examining or editing a text file created by Igor or another program.
- Documenting an Igor experiment.

A notebook can also be used as a worksheet in which you execute Igor commands and store text output from them.

### Plain and Formatted Notebooks

There are two types of notebooks:

- Plain notebooks.
- Formatted notebooks.

Formatted notebooks can store text and graphics and are useful for reports. Plain notebooks can store text only. They are good for examining data files and other text files where line-wrapping and fancy formatting is not appropriate.

This table lists the properties of each type of notebook.

Property	Plain	Formatted
Can contain graphics	No	Yes
Allows multiple paragraph formats (margins, tabs, alignment, line spacing)	No	Yes
Allows multiple text formats (fonts, text styles, text sizes, text colors)	No	Yes
Does line wrapping	No	Yes
Has rulers	No	Yes
Has headers and footers	Yes	Yes
File name extension	.txt	.ifn
Can be opened by most other programs	Yes	No
Can be exported to word processors via Rich Text file	Yes	Yes

Plain text files can be opened by many programs, including virtually all word processors, spreadsheets and databases. The Igor formatted notebook file format is a proprietary WaveMetrics format that other applications can not open. However, you can save a formatted notebook as a Rich Text file, which is a file format that many word processors can open.

Igor does not store settings (font, size, style, etc.) for plain text files. When you open a file as a plain text notebook, these settings are determined by preferences. You can capture preferences by choosing Notebook→Capture Notebook Prefs.

### Notebook Text Encodings

Igor uses UTF-8, a form of Unicode, internally. Prior to Igor7, Igor used non-Unicode text encodings such as MacRoman, Windows-1252 and Shift JIS.