

Flags

<i>/W=winName</i>	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 <i>winName</i> , see Subwindow Syntax on page III-92 for details on forming the window hierarchy.
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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.

ParametersEach *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*.

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