/M	Specifies coordinates in centimeters.
/O=*objTypes*	Adds objects of type(s) specified by bitwise mask to list of objects to be tiled:

Bit 0:	Tile graphs.
Bit 1:	Tile tables.
Bit 3:	Tile pictures.
Bit 5:	Tile textboxes.

See **Setting Bit Parameters** on page IV-12 for details about bit settings.

/PA[=*preserve*]	/PA and /PA=1 specify that you want to preserve the rough arrangement of the objects to be tiled. See **Preserving Your Rough Arrangement** on page II-490 for details. Added in Igor Pro 9.00.
/R	Specifies coordinates measured in percent of the printable page.
/S	Adds selected objects to objects to be tiled.
/W=(*left,top,right,bottom*)	
	Specifies page layout area in which to tile objects. Coordinates are in points unless /I, /M or /R are specified before /W. /BBOX overrides /W.

Details

If /A=(*rows,cols*) is not used, Tile uses an appropriate number of rows and columns. If /A=(*rows,cols*) is used, objects are tiled in a grid of that many rows and columns. If *rows* or *cols* is zero, it substitutes an appropriate number for the zero parameter.

Objects to be tiled are determined by the /S and /O=*objTypes* flags and by any *objectName*s.

If no /S or /O flags are present and there are no *objectName*s, then all objects in the layout are tiled.

Otherwise the objects to be tiled are determined as follows:

- All objects specified by *objectName*s are tiled.
- If the /S flag is present, the selected objects, if any, are also tiled.
- If the /O=*objTypes* flag is present then any objects specified by *objTypes* are also tiled. *objTypes* is a bitwise mask, so /O=3 tiles both graphs and tables.

See Also

The **Stack** operation.

TileWindows

TileWindows [*flags*] [*windowName* [*, windowName*]...]

The TileWindows operation tiles the specified windows on the desktop (*Macintosh*) or in the Igor frame window (*Windows*).

Flags

/A=(*rows,cols*)	Specifies number of rows/columns in which to tile windows.
/C	Adds the command window to the windows to be tiled.
/G=*grout*	Specifies grout, the spacing between tiles, in prevailing units (points unless /I or /M are used).
/I	Specifies coordinates in inches.
/M	Specifies coordinates in centimeters.
/O=*objTypes*	Adds windows of types specified by *objTypes* to windows to be tiled.