/P=*pathName* Specifies the directory to look in for the file specified by *prefsFileName*.

pathName is the name of an existing symbolic path. See **Symbolic Paths** on page II-22 for details.

/P=$<empty string variable> acts as if the /P flag were omitted.

Details

LoadPackagePreferences sets the following output variables:

V_flag	Set to 0 if no error occurred or to a nonzero error code. If the preference file does not exist, V_flag is set to zero so you must use V_bytesRead to detect that case.
V_bytesRead	Set to the number of bytes read from the file. This will be zero if the preference file does not exist.
V_structSize	Set to the size in bytes of *prefsStruct*. This may be useful in handling structure version changes.

After calling LoadPackagePreferences if V_flag is nonzero or V_bytesRead is zero then you need to create default preferences as illustrated by the example referenced below.

V_bytesRead, in conjunction with the /MIS flag, makes it possible to check for and deal with old versions of a preferences structure as it loads the version field (typically the first field) of an older or newer version structure. However in most cases it is sufficient to omit the /MIS flag and treat incompatible preference data the same as missing preference data.

Example

See the example under **Saving Package Preferences in a Special-Format Binary File** on page IV-252.

See Also

SavePackagePreferences.

LoadPICT

LoadPICT [***flags***] [***fileNameStr***][**, *pictName***]

The LoadPICT operation loads a picture from a file or from the Clipboard into Igor. Once you have loaded a picture, you can append it to graphs and page layouts.

Parameters

The file to be loaded is specified by *fileNameStr* and /P=*pathName* where *pathName* is the name of an Igor symbolic path. *fileNameStr* can be a full path to the file, in which case /P is not needed, a partial path relative to the folder associated with *pathName*, or the name of a file in the folder associated with *pathName*. If Igor can not determine the location of the file from *fileNameStr* and *pathName*, it displays a dialog allowing you to specify the file.

If you use a full or partial path for *fileNameStr*, see **Path Separators** on page III-451 for details on forming the path.

If you want to force a dialog to select the file, omit the *fileNameStr* parameter.

If *fileNameStr* is "Clipboard" and /P=*pathName* is omitted, LoadPICT loads its data from the Clipboard rather than from a file.

pictName is the name that you want to give to the newly loaded picture. You can refer to the picture by its name to append it to graphs and page layouts. LoadPICT generates an error if the name conflicts with some other type of object (e.g., wave or variable) or if the name conflicts with a built-in name (e.g., the name of an operation or function).

If you omit *pictName*, LoadPICT automatically names the picture as explained in **Details**.

Flags

/M=*promptStr* Specifies a prompt to use if LoadPICT needs to put up a dialog to find the file.

/O	Overwrites an existing picture with the same name. If /O is omitted and there is an existing picture with the same name, LoadPICT displays a dialog in which you can resolve the name conflict.
/P=*pathName*	Specifies the folder to look in for the file. *pathName* is the name of an existing symbolic path.
/Q	Quiet: suppresses the insertion of picture info into the history area.
/Z	Doesn't load the picture, just checks for its existence.

Details

If the picture file is not fully specified then LoadPICT presents a dialog from which you can select the file. "Fully specified" means that LoadPICT can determine the name of the file (from the *fileNameStr* parameter) and the folder containing the file (from the flag /P=*pathName* flag or from the *fileNameStr* parameter). If you want to force a dialog, omit the *fileNameStr* parameter.

If you use /P=*pathName*, note that it is the name of an Igor symbolic path, created via **NewPath**. It is not a file system path like "`hd:Folder1:`" or "`C:\\Folder1\\`". See **Symbolic Paths** on page II-22 for details.

If you omit *pictName*, LoadPICT automatically names the picture as follows:

If the picture was loaded from a file, LoadPICT uses the file name. If necessary, it makes it into a legal name by replacing illegal characters or shortening it.

Otherwise, LoadPICT uses a name of the form "PICT_*n*".

If the resulting name is in conflict with an existing picture name, Igor puts up a name conflict resolution dialog.

LoadPICT sets the variable V_flag to 1 if the picture exists and fits in available memory or to 0 otherwise.

It also sets the string variable S_info to a semicolon-separated list of values:

Keyword	Information Following Keyword
NAME	Name of the loaded PICT, often "PICT_0", etc.
SOURCE	"Data fork" or "Clipboard".
RESOURCENAME	Obsolete - always "".
RESOURCEID	Obsolete - always 0.
TYPE	One of the following types: DIB Encapsulated PostScript Enhanced metafile JPEG PDF PNG SVG TIFF Windows bitmap Windows metafile Unknown type
BYTES	Amount of memory used by the picture.
WIDTH	Width of the picture in pixels.