See Also

See **Pictures** on page III-509 for general information on how Igor handles pictures.

KillStrings

KillStrings [**/A/Z**] [*stringName* [**,** *stringName*]…]

The KillStrings operation discards the named global strings.

Flags

/A   Kills all global strings in the current data folder. If you use /A, omit *stringName*.

/Z   Does not generate an error if a global string to be killed does not exist. To kill all global strings in the current data folder, use KillStrings/A/Z.

KillVariables

KillVariables [**/A/Z**] [*variableName* [**,** *variableName*]…]

The KillVariables operation discards the named global numeric variables.

Flags

/A   Kills all global variables in the current data folder. If you use /A, omit *variableName*.

/Z   Does not generate an error if a global variable to be killed does not exist. To kill all global variables in the current data folder, use KillVariables/A/Z.

KillWaves

KillWaves [*flags*] *waveName* [**,** *waveName*]…

The KillWaves operation destroys the named waves.

Flags

/A   Kills all waves in the current data folder. If you use /A, omit *waveName*s.

/F   Deletes the Igor binary wave file from which *waveName* was loaded.

/Z   Does not generate an error if a wave to be killed is in use or does not exist.

Details

The memory the waves occupied becomes available for other uses. You can't kill a wave used in a graph or table or which is reserved by an XOP.

XOPs reserve a wave by sending the OBJINUSE message.

For functions compiled with the obsolete rtGlobals=0 setting, you also can't kill a wave referenced from a user-defined function.

Examples
```
KillWaves/A/Z        // kill waves not in use in current data folder
```

KillWindow

KillWindow [*flags*] *winName*

The KillWindow operation kills or closes a specified window or subwindow without saving a recreation macro.

Parameters

winName is the name of an existing window or subwindow.

When identifying a subwindow with *winName*, see **Subwindow Syntax** on page III-92 for details on forming the window hierarchy.