```
    DFREF savedDF = GetDataFolderDFR()

    NewDataFolder/O/S :TempTransfer

    // Load all data from the unpacked folder.
    LoadData/D/Q/R/P=$path1 folderName

    // Save all data to the packed file.
    SaveData/R/P=$path2 fileName

    KillDataFolder :              // Kill TempTransfer

    SetDataFolder savedDF
End
```

See Also

The **LoadData** and **SaveGraphCopy** operations; the **SpecialDirPath** function. **Saving Package Preferences** on page IV-251; **Exporting Data** on page II-177; **The Data Browser** on page II-114.

SaveExperiment

SaveExperiment [**flags**] [**as** ***fileName***]

The SaveExperiment operation saves the current experiment.

Warning: SaveExperiment overwrites any previously-existing file named fileName.

Parameters

The optional *fileName* string contains the name of the experiment to be saved. *fileName* can be the currently open experiment, in which case it overwrites the experiment file.

If *fileName* and *pathName* are omitted and the experiment is Untitled, you will need to locate where the experiment file will be saved interactively via a dialog.

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

Flags

/C Saves an experiment copy (valid only when *fileName* or *pathName* is provided or both if experiment is Untitled).

/COMP={*minWaveElements*, *gzipLevel*, *shuffle*}

Specifies that compression is to be applied to numeric waves saved when saving as an HDF5 packed experiment file. The /COMP flag was added in Igor Pro 9.00.

minWaveElements is the minimum number of elements that a numeric wave must have to be eligible for compression. Waves with fewer than this many total elements are not compressed.

gzipLevel is a value from 0 to 9. 0 means no GZIP compression.

shuffle is 0 to turn shuffle off or 1 to turn shuffle on.

When compression is applied by SaveExperiment, the entire wave is saved in one chunk. See **HDF5 Layout Chunk Size** on page II-214 for background information and **SaveExperiment Compression** on page II-214 for details.

/F={*format*, *unpackedExpFolderNameStr*, *unpackedExpFolderMode*}

Specifies the experiment file format.

See ***Experiment File Format*** below for details.

/P=*pathName* Specifies folder in which to save the experiment. *pathName* is the name of an existing symbolic path.

Details

SaveExperiment acts like the Save menu command in the File menu. If the experiment is associated with an already saved file, then SaveExperiment with no parameters will simply save the current experiment. If the experiment resides only in memory and has not yet been saved, then a dialog will be presented unless the path and file name are specified.

If you use a full path in the name you will not need the /P flag. If instead 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.

Experiment File Format

For background information on experiment file formats, see **Experiments** on page II-16.

The /F flag provides control of the file format of a previously-unsaved experiment independent of the user's preferences as set in the Experiment Settings section of the Miscellaneous Settings dialog. It also allows you to save a previously-saved experiment using a different experiment file format.

If you just want to save the current experiment in its current format, you don't need to use /F.

If you use /F, you must fully-specify the location of the experiment file through the /P flag and the *fileName* parameter or through *fileName* alone if it contains a full path.

The format parameter controls the experiment file format used by SaveExperiment:

format =-1:	Default format
format =0:	Unpacked experiment file
format =1:	Packed experiment file
format =2:	HDF5 packed experiment file

If /F is omitted or if *format* is -1 then the experiment is saved in its current format or, if it was never saved to disk, as a packed experiment file (.pxp).

If *format* = 0, the experiment is saved in unpacked experiment file format. *fileName* must end with ".uxp" or ".uxt".

If *format* = 1, the experiment is saved in packed experiment file format. *fileName* must end with ".pxp" or ".pxt".

If *format* = 2, the experiment is saved in HDF5 packed experiment file format. *fileName* must end with ".h5xp" or ".h5xt". This format requires Igor Pro 9.00 or later.

Unpacked Experiment Folder

The unpacked experiment folder is the folder in which wave files, the history file, the variables file, and other experiment files are stored for an unpacked experiment. See **Saving as an Unpacked Experiment File** on page II-17 for details.

The /F *unpackedExpFolderNameStr* parameter specifies the name of the experiment folder for an unpacked experiment. It contains a folder name, not a full or partial path. It is ignored unless saving in unpacked experiment format.

The unpacked experiment folder is created in the same directory as the experiment file.

If /F=0 is used and *unpackedExpFolderNameStr* is "" then the experiment folder name is the same as the experiment file name with the extension removed and a space and "Folder" added.

If the specified unpacked experiment folder already exists and is the current experiment's unpacked experiment folder, it is reused. "Reuse" means that SaveExperiment saves files in the unpacked experiment folder, possibly overwriting files already in it, but does not delete any files or folders already in it.

The *unpackedExpFolderMode* parameter controls what happens if the folder to be used as the unpacked experiment folder already exists and is not the current experiment's unpacked experiment folder:

unpackedExpFolderMode=0 :	SaveExperiment returns an error.
unpackedExpFolderMode=1 :	SaveExperiment displays a dialog asking the user if it is OK to reuse the folder. If the user answers yes, the operation proceeds. Otherwise, it returns an error.
unpackedExpFolderMode=2 :	SaveExperiment reuses the folder without asking the user.

Warning: If you pass 2 for *unpackedExpFolderMode*, files and folders in the unpacked experiment folder may be overwritten without the user's express permission.