



See Also

AppendViolinPlot, AddWavesToViolinPlot, ModifyGraph (traces)

Violin Plots on page II-337

## ModifyWaterfall

**ModifyWaterfall** [/W=*winName*] *keyword* = *value* [, *keyword* = *value* ...]

The ModifyWaterfall operation modifies the properties of the waterfall plot in the top or named graph.

### Parameters

*keyword* is one of the following:

- angle*=*a*                      Angle in degrees from horizontal of the angled Y axis (*a* =10 to 90).
- axlen*=*len*                      Relative length of angled Y axis. *len* is a fraction between 0.1 and 0.9.
- hidden*=*h*                      Controls the hidden line algorithm.
  - h*=0:      Turns hidden lines off.
  - h*=1:      Uses painter's algorithm.
  - h*=2:      True hidden.
  - h*=3:      Hides lines with bottom removed.
  - h*=4:      Hides lines using a different color for the bottom. When specified, the top color is the normal color for lines and the bottom color is set using `ModifyGraph negRGB=(r,g,b[,a])`.

Hidden lines are active only when the mode is lines between points.

### Flags

- /W= *winName*                      Modifies waterfall plot in the named graph window or subwindow. When omitted, action will affect the active window or subwindow.  
  
When identifying a subwindow with *winName*, see **Subwindow Syntax** on page III-92 for details on forming the window hierarchy.

### Details

Painter's algorithm draws the traces from back to front and erases hidden lines while modes 2, 3 and 4 detect which line segments are hidden and suppresses the drawing of these segments.

See Also

Waterfall Plots on page II-326.

The NewWaterfall and ModifyGraph operations.