

10. Reboot your machine twice. To get the best results, you must reboot your machine 2 times after any changes to the display settings.
11. After your machine restarts twice, start Igor. Except for occasional minor glitches, it should work properly.

If the preceding instructions do not give useable results, you may find it necessary to fall back to standard resolution for the high-resolution display. To do this, set Resolution to standard resolution and set Scale and Layout to 100%. Standard resolution is usually half the recommended resolution - for example 1920 x 1080 instead of 3140 x 2160. If you do this, you can make either display the main display.

Pictures

Igor can import pictures from other programs for display in graphs, page layouts and notebooks. It can also export pictures from graphs, page layouts and tables for use in other programs. Exporting is discussed in Chapter III-5, **Exporting Graphics (Macintosh)**, and Chapter III-6, **Exporting Graphics (Windows)**. This section discusses how you can import pictures into Igor, what you can do with them and how Igor stores them.

For information on importing images as data rather than as graphics, see **Loading Image Files** on page II-157.

Importing Pictures

There are three ways to import a picture.

- Pasting from the Clipboard into a graph, layout, or notebook
- Using the Pictures dialog (Misc menu) to import a picture from a file or from the Clipboard
- Using the **LoadPICT** operation (see page V-506) to import a picture from a file or from the Clipboard

Each of these methods, except for pasting into a notebook, creates a *named*, global picture object that you can use in one or more graphs or layouts. Pasting into a notebook creates a picture that is local to the notebook.

This table shows the types of graphics formats from which Igor can import pictures:

Format	Notes
PDF (Portable Document Format)	Macintosh: Supported in native graphics only. Windows: Supported in Igor Pro 9.00 and later. See Importing PDF Pictures .
EMF (Enhanced Metafile)	Supported in Windows native graphics only. See Graphics Technology on Windows on page III-506 for information about different types of EMF pictures.
BMP (Windows bitmap)	Supported in on Windows only. BMP is sometimes called DIB (Device Independent Bitmap).
PNG (Portable Network Graphics)	Lossless cross-platform bitmap format
JPEG	Lossy cross-platform bitmap format
TIFF (Tagged Image File Format)	Lossless cross-platform bitmap format