

## GraphWaveEdit

/L/R/B/T	Specifies which axes to use (Left, Right, Bottom, Top). Bottom and Left axes are used by default. Can specify free axes using /L= <i>axis name</i> type notation. See <b>AppendToGraph</b> for details. If necessary, the specified axes will be created. If an axis is created its range is set to -1 to 1.
/M	Specifies that the curve being edited must be monotonic in the X dimension. The user is not allowed drag points so that they cross horizontally.
/O	Overwrites <i>yWave</i> and <i>xWave</i> if they already exist.
/W= <i>winName</i>	Draws in the named graph window or subwindow. When omitted, action will affect the active window or subwindow. This must be the first flag specified when used in a Proc or Macro or on the command line.  When identifying a subwindow with <i>winName</i> , see <b>Subwindow Syntax</b> on page III-92 for details on forming the window hierarchy.

### Details

Once drawing starts no other user actions are allowed.

In normal mode, drawing stops when you double-click or when you click the first point (in which case the last point is set equal to the first point). When drawing finishes, the edit mode is entered.

In freehand mode, drawing stops when the mouse is released or when 10000 points have been drawn.

If you include /O and the waves are already on the graph then the first trace instance on the graph displaying them is used even if the trace uses a different pair of axes than specified by /L, /R, /B, and /T.

### Output Variables

S_xWave	Path to the X wave relative to the current data folder. S_xWave is create in Igor Pro 9.00 and later.
S_yWave	Path to the X wave relative to the current data folder. S_yWave is create in Igor Pro 9.00 and later.

### See Also

The **GraphNormal**, **GraphWaveEdit** and **DrawAction** operations.

## GraphWaveEdit

**GraphWaveEdit [flags] *traceName***

The GraphWaveEdit operation initiates editing a wave trace in a graph. The wave trace must already be in the graph.

Normally, you would initiate editing by choosing ShowTools from the Graph menu and clicking in the appropriate tool rather than using GraphWaveEdit.

### Parameters

*traceName* is a wave name, optionally followed by the # character and an instance number: "myWave#1" is the second instance of myWave appended to the graph ("myWave" is the first).

If *traceName* is omitted then you get to pick the wave trace to edit by clicking it.

### Flags

/M	Specifies that the edited trace must be monotonic in the X dimension. You cannot drag points so that they cross horizontally.
/ND	Suppresses deletion of a data point when the user presses Option ( <i>Macintosh</i> ) or Alt ( <i>Windows</i> ) and clicks on the point.
/NI	Suppresses insertion of a new data point when the user clicks between points.