

AddWavesToBoxPlot

See Also

Movies on page IV-245, **NewMovie**, **AddMovieAudio**

AddWavesToBoxPlot

```
AddWavesToBoxPlot [/W=winName /T=traceName /INST=traceInstance] wave [, wave ]  
...
```

Adds additional 1D waves to a pre-existing box plot trace created by **AppendBoxPlot**.

AddWavesToBoxPlot was added in Igor Pro 8.00.

Because a box plot trace may require a number of waves to define each data set in the trace, and because wave names may be quite long, the **AddWavesToBoxPlot** operation is provided to add waves to a list begun by **AppendBoxPlot**.

Flags

/T=traceName

/INST=traceInstance

These flags specify the name and instance number of an existing box plot trace to which waves will be added. You can use */T* without */INST*, in which case a trace with instance number zero will be used. Do not use */INST* without */T*.

See **Creating Graphs** on page II-277 for information about trace names and trace instance numbers.

In the absence of both */T* and */INST*, the default is to use the top box plot trace found on the graph. That would be the most recently added box plot trace.

/W=winName

Appends to the named graph window or subwindow. When omitted, **AddWavesToBoxPlot** operates on 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

If your original **AppendBoxPlot** command included an X wave, the total number of waves in the list of box plot data set waves cannot be greater than the number of points in your X wave.

If the box plot trace is defined by a multicolumn wave, you cannot add additional waves using this operation.

See Also

Box Plots on page II-331, **AppendBoxPlot**, **ModifyBoxPlot**

AddWavesToViolinPlot

```
AddWavesToViolinPlot [/W=winName /T=traceName /INST=traceInstance] wave [, wave ] ...
```

Adds additional 1D waves to a pre-existing violin plot trace created by **AppendViolinPlot**.

AddWavesToViolinPlot was added in Igor Pro 8.00.

Because a violin plot trace may require a number of waves to define each data set in the trace, and because wave names may be quite long, the **AddWavesToViolinPlot** operation is provided to add waves to a list begun by **AppendViolinPlot**.

Flags

/T=traceName