

LayoutMarquee

```
index = 0
do
    sprintf indexStr, "%d", index
    info = LayoutInfo(layoutName, indexStr)
    if (strlen(info) == 0)
        break      // No more objects
    endif

    selected = NumberByKey("SELECTED", info)
    if (selected)
        objectTypeStr = StringByKey("TYPE", info)
        if (CmpStr(objectTypeStr, "Graph") == 0)// This is a graph?
            graphNameStr = StringByKey("NAME", info)
            ModifyGraph/W=$graphNameStr wbRGB=(red,green,blue)
            ModifyGraph/W=$graphNameStr gbRGB=(red,green,blue)
        endif
    endif

    index += 1
while(1)
End
```

See Also

The **Layout** operation. See Chapter II-18, **Page Layouts**.

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LayoutMarquee is a procedure subtype keyword that puts the name of the procedure in the layout Marquee menu. See **Marquee Menu as Input Device** on page IV-163 for details.

See Also

See Chapter II-18, **Page Layouts**.

LayoutPageAction

LayoutPageAction [/W=winName] [keyword = value [, keyword = value ...]]

The LayoutPageAction operation adds, deletes, reorders, or adjusts the sizes of layout pages.

The LayoutPageAction operation was added in Igor Pro 7.00.

Parameters

appendPage Appends a new page.

insertPage=page Inserts a new page before *page*.

Page numbers start from 1. Pass 0 for *page* to insert before the first page.

page=page Makes *page* the active page.

Page numbers start from 1.

deletePage=page Deletes *page*. This action cannot be undone.

Page numbers start from 1.

reorderPages={anchorPage, page1, ...}

Reorders the pages so that *page1* and any others appear before *anchorPage*, in the same order as their appearance in the command.

Page numbers start from 1.

size=(width, height) Sets the global page dimensions for the layout to *width* and *height*, specified in units of points.

size(page)=(width, height)