

Commands that take a trace name as a parameter or in a keyword can use a string containing a trace name with the \$ operator to specify traceName. For instance, to change the display mode of a wave, you might use

```
ModifyGraph mode (myWave#1)=3
```

but

```
String myTraceName="myWave#1"
ModifyGraph mode ($myTraceName)=3
```

will also work.

Examples

```
Make/O jack,'jack # 2';Display jack,jack,'jack # 2','jack # 2'
Print TraceNameList("",",",1)
Prints: jack;jack#1;'jack # 2';'jack # 2'#1;

// Generate a list of hidden traces
Make/O jack,jill,joy;Display jack,jill,joy
ModifyGraph hideTrace(joy)=1// hide joy
// (hidden + visible) - visible = hidden
String visibleTraces=TraceNameList("",",",1+4)// only visible normal traces
String allNormalTraces=TraceNameList("",",",1)// hidden + visible normal traces
String hiddenTraces= RemoveFromList(visibleTraces,allNormalTraces)
Print hiddenTraces
// Prints: joy;
```

See Also

[Trace Names](#) on page II-282, [Programming With Trace Names](#) on page IV-87, [User-defined Trace Names](#) on page IV-89.

For other commands related to waves and traces: [WaveRefIndexed](#), [XWaveRefFromTrace](#), [TraceNameToWaveRef](#), [CsrWaveRef](#), and [CsrXWaveRef](#).

For a description of traces: [ModifyGraph](#). For a discussion of contour traces: [Contour Traces](#) on page II-370.

For commands referencing other waves in a graph: [ImageNameList](#), [ImageNameToWaveRef](#), [ContourNameList](#), and [ContourNameToWaveRef](#).

[ModifyGraph \(traces\)](#) and [Instance Notation](#) on page IV-20 for discussions of trace names and instance notation.

TraceNameToWaveRef

TraceNameToWaveRef (graphNameStr, traceNameStr)

The TraceNameToWaveRef function returns a wave reference to the Y wave corresponding to the given trace in the graph window or subwindow named by *graphNameStr*.

Parameters

graphNameStr can be "" to refer to the top graph window.

When identifying a subwindow with *graphNameStr*, see [Subwindow Syntax](#) on page III-92 for details on forming the window hierarchy.

The trace is identified by the string in *traceNameStr*, which could be a string determined using [TraceNameList](#). Note that the same trace name can refer to different waves in different graphs.

Use [Instance Notation](#) (see page IV-20) to choose from traces in a graph that represent waves of the same name. For example, if *traceNameStr* is "myWave#2", it refers to the third instance of wave "myWave" in the graph ("myWave#0" or just "myWave" is the first instance).

See Also

[Trace Names](#) on page II-282, [Programming With Trace Names](#) on page IV-87.

For other commands related to waves and traces: [WaveRefIndexed](#), [XWaveRefFromTrace](#), [TraceNameList](#), [CsrWaveRef](#), and [CsrXWaveRef](#).

For a description of traces: [ModifyGraph](#). For a discussion of contour traces, see [Contour Traces](#) on page II-370.

For a discussion of wave references, see [Wave Reference Functions](#) on page IV-197.