Setting Wave Names When Loading Data Files

In this section we show how to programmatically set the names of waves loaded from a delimited text file. For background information, see **LoadWave Generation of Wave Names** on page II-142.

We assume that the file contains three columns of numbers with no column labels and we want to create waves named Stimulus, CellA, and CellB. We use the LoadWave /B flag to set the wave names.

```
Function/S GetColumnInfoStr1()
   String columnInfoStr = ""
   columnInfoStr += "N='Stimulus';"
   columnInfoStr += "N='CellA';"
   columnInfoStr += "N='CellB';"
   return columnInfoStr
End

Function LoadAndSetNames1(pathName, fileName)
   String pathName      // Name of symbolic path or "" to get dialog
   String fileName      // Name of file or "" to get dialog

   String columnInfoStr = GetColumnInfoStr1()
   LoadWave/J/O/P=$pathName/B=columnInfoStr fileName
   if (V_Flag == 0)
      return -1         // Failure
   endif

   return 0             // Success
End
```

Next we include the name of the file being loaded, minus the file name extension, in the wave names. Given a file named "Data.txt", this creates waves named Data_Stimulus, Data_CellA, and Data_CellB.

```
Function/S GetColumnInfoStr2(String baseName)
   String columnInfoStr = ""
   columnInfoStr += "N='" + baseName + "_" + "Stimulus';"
   columnInfoStr += "N='" + baseName + "_" + "CellA';"
   columnInfoStr += "N='" + baseName + "_" + "CellB';"
   return columnInfoStr
End

Function LoadAndSetNames2(pathName, fileName)
   String pathName      // Name of symbolic path
   String fileName      // Name of file

   // This version does requires that you provide the actual symbolic path
   // and file name.
   if (strlen(pathName)==0 || strlen(fileName)==0)
      return -1         // Failure
   endif

   String fileNameMinusExtension = ParseFilePath(3, fileName, ":", 0, 0)
   String baseName = CleanupName(fileNameMinusExtension, 0)

   String columnInfoStr = GetColumnInfoStr2(baseName)
   LoadWave/J/A/O/P=$pathName/B=columnInfoStr fileName
   if (V_Flag == 0)
      return -1         // Failure
   endif

   return 0             // Success
End
```