

## GetFormula

### **GetFormula (objName)**

The GetFormula function returns a string containing the named object's dependency formula. The named object must be a wave, numeric variable or string variable.

#### Details

Normally an object will have an empty dependency formula and GetFormula will return an empty string (""). If you assign a expression to an object using the := operator or the SetFormula operation, the text on the right side of the := or the parameter to SetFormula is the object's dependency formula and this is what GetFormula will return.

#### Examples

```
Variable/G dependsOnIt
Make/O wave0 := dependsOnIt*2      //wave0 changes when dependsOnIt does
Print GetFormula(wave0)
```

Prints the following in the history area:

```
dependsOnIt*2
```

#### See Also

See **Dependency Formulas** on page IV-230, and the **SetFormula** operation.

## GetGizmo

### **GetGizmo [flags] keyword [=value]**

The GetGizmo operation provides information about a Gizmo display window.

Documentation for the GetGizmo operation is available in the Igor online help files only. In Igor, execute:

```
DisplayHelpTopic "GetGizmo"
```

## GetIndependentModuleName

### **GetIndependentModuleName ()**

The GetIndependentModuleName function returns the name of the currently running Independent Module. If no independent module is running, it returns "ProcGlobal".

#### See Also

**Independent Modules** on page IV-238.

**IndependentModuleList**.

## GetIndexedObjName

### **GetIndexedObjName (sourceFolderStr, objectType, index)**

The GetIndexedObjName function returns a string containing the name of the indexth object of the specified type in the data folder specified by the string expression.

**GetIndexedObjNameDFR** is preferred.

#### Parameters

*sourceFolderStr* can be either ":" or "" to specify the current data folder. You can also use a full or partial data folder path. *index* starts from zero. If no such object exists a zero length string ("") is returned. *objectType* is one of the following values:

<i>objectType</i>	What You Get
1	Waves
2	Numeric variables
3	String variables
4	Data folders