prefsFileName is the name of a preference file to be saved by SavePackagePreferences. It should include an extension, typically ".bin".

prefsStruct is the structure containing the data to be saved in the preference file on disk.

recordID is a unique positive integer that you assign to each record that you store in the preferences file. If you store more than one structure in the file, you would use distinct *recordID*s to identify which structure you want to save. In the simple case you will store just one structure in the preference file and you can use 0 (or any positive integer of your choice) as the *recordID*.

Flags

/FLSH=*flush*	Controls when the data is actually written to the preference file:

flush=0: The data will be flushed to disk when the current experiment is saved, reverted or closed or when Igor quits. This is the default behavior used when /FLSH is omitted and is recommended for most purposes.

flush=1: The data is flushed to disk immediately.

/KILL	Instead of saving prefsStruct under the specified record ID, that record is deleted from the package's preference if it exists. If it does not exist, nothing is done and no error is returned.
/P=*pathName*	Specifies the directory in which to save the file specified by *prefsFileName*.

pathName is the name of an existing symbolic path. See **Symbolic Paths** on page II-22 for details.

`/P=$<empty string variable>` acts as if the /P flag were omitted.

Details
SavePackagePreferences sets the following output variables:

`V_flag`	Set to 0 if preferences were successfully saved or to a nonzero error code if they were not saved. The latter case is unlikely and would indicate some kind of corruption such as if Igor's preferences directory were deleted.
`V_structSize`	Set to the size in bytes of prefsStruct. This may be useful in handling structure version changes.

Example
See the example under **Saving Package Preferences in a Special-Format Binary File** on page IV-252.

See Also
LoadPackagePreferences.

SavePICT

SavePICT [*flags*] [**as** *fileNameStr*]

The SavePICT operation creates a picture file representing the top graph, table or layout. The picture file can be opened by many word processing, drawing, and page layout programs.

Parameters

The file to be written is specified by *fileNameStr* and /P=*pathName* where *pathName* is the name of an Igor symbolic path. *fileNameStr* can be a full path to the file, in which case /P is not needed, a partial path relative to the folder associated with *pathName*, or the name of a file in the folder associated with *pathName*. If Igor can not determine the location of the file from *fileNameStr* and *pathName*, it displays a dialog allowing you to specify the file.

If you use a full or partial path for *fileNameStr*, see **Path Separators** on page III-451 for details on forming the path.

If you omit *fileNameStr* but include /P=*pathName*, SavePICT writes the file using a default file name. The default file name is the window name followed by an extension, such as ".png", ".emf" or ".svg", that depends on the graphic format being exported.

If you specify the file name as "Clipboard", and do *not* specify a /P=*pathName*, Igor copies the picture to the Clipboard, rather than to a file. EPS is a file-only format and can not be stored in the clipboard.

If you specify the file name as "_string_" the output will be saved into a string variable named S_Value, which is used with the **ListBox** binary bitmap display mode.

If you use the special name _PictGallery_ with the /P flag, then the picture will be stored in Igor's picture gallery (see **Pictures** on page III-509) with the name you provide via *fileNameStr*. This feature was added in support of making movies using the /PICT flag with **NewMovie**.

Flags

/B=*dpi*   Controls image resolution in dots-per-inch (*dpi*). The legal values for *dpi* are $n*72$ where *n* can be from 1 to 8. The actual image *dpi* is not used. Igor calculates *n* from your value of *dpi* and then multiplies *n* by your computer's screen resolution. This is because bitmap images that are not an integer multiple of the screen resolution look quite bad.

Also see the /RES flag.

/C=*c*   Specifies color mode.

    c=0:   Black and white.

    c=1:   RGB color (default).

    c=2:   CMYK color (EPS and native TIFF only).

/D=*d*   Obsolete in Igor Pro 7 or later.

/E=*e*   Sets graphics format used when exporting a graphic. See **Details** for formats. See also Chapter III-5, **Exporting Graphics (Macintosh)**, or Chapter III-6, **Exporting Graphics (Windows)**, for a description of these modes and when to use them.

/EF= *e*   Sets font embedding.

    e=0:   No font embedding. Not honored in Igor Pro 7 or later.

    e=1:   Embed nonstandard fonts.

    e=2:   Embed all fonts.

/I   Specifies that /W coordinates are inches.

/M   Specifies that /W coordinates are centimeters.

/N=*winSpec*   /N is antiquated but still supported. Use /WIN instead.

/O   Overwrites file if it exists.

/P=*pathName*   Saves file into a folder specified by *pathName*, which is the name of an existing symbolic path.

/PGR=(*firstPage*, *lastPage*)

Controls which pages in a multi-page layout are saved.

firstPage and lastPage are one-based page numbers. All pages from *firstPage* to *lastPage* are saved if the file format supports it.

The special value 0 refers to the current page and -1 refers to the last page in the layout.

Currently only the PDF formats support saving multiple pages. Other file formats save only *firstPage* and ignore the value of *lastPage*.

/PGR was added in Igor Pro 7.00.

/PICT=*pict*   Saves specified named picture rather than the target window. Native format of the picture is used and all format flags are ignored.

/PLL=*p*	Specifies Postscript language level when used in conjunction with EPS export.	
	p=1:	For very old Postscript printers.
	p=2:	For all other uses (default).
/Q=*q*	Sets quality factor (0.0 is lowest, 1.0 is highest). Default is dependent on individual format. Used only by lossy formats such as JPEG.	
/R=*resID*	Obsolete in Igor Pro 7 or later.	
/RES=*dpi*	Controls the resolution of image formats in dots-per-inch. Unlike the similar /B flag, the value for /RES is the actual output resolution and is useful when your publisher demands a specific resolution.	
/S	Suppresses the preview that is normally included with an EPS file.	
	Obsolete in Igor Pro 7 or later.	
/SNAP=*s*	Saves a snapshot (screen dump) of a graph or panel window.	
	s=1:	Include all controls in capture.
	s=2:	Capture only window data content.
	Snapshot mode is available only for graphs and panels and only for bitmap export formats PNG, JPEG, and TIFF at screen resolution. When using /W to specify the size of a graph, the capture is sized to fit within the specified rectangle while maintaining the window aspect ratio. Coordinates used with /W are in pixels.	
/T=*t*	Obsolete QuickTime export type. Not supported in Igor Pro 7 or later.	
/TRAN[=1 *or* 0]	Makes white background areas transparent using an RGBA type PNG when used with native PNG export of graphs or page layouts.	
/W=(*left*,*top*,*right*,*bottom*)		
	Specifies the size of the picture when exporting a graph. If /W is omitted, it uses the graph window size.	
	When exporting a page layout, specifies the part of the page to export. Only objects that fall completely within the specified area are exported. If /W is omitted, the area of the layout containing objects is exported.	
	When exporting a page layout in Igor Pro 7.00 or later, you can specify /W=(0,0,0,0) to use the full page size.	
	Coordinates for /W are in points unless /I or /M are specified before /W.	
/WIN=*winSpec*	Saves the named window or subwindow. *winSpec* can be just a window name, or a window name following by a "#" character and the name of the subwindow, as in /WIN=Panel0#G0.	
/Z	Errors are not fatal. V_flag is set to zero if no error, else nonzero if error.	

Details

SavePICT sets the variable V_flag to 0 if the operation succeeds or to a nonzero error code if it fails.

If you specify a path using the /P=*pathName* flag, then Igor saves the file in the folder identified by the path. Note that *pathName* is the name of an Igor symbolic path, created via **NewPath**. It is not a file system path like "hd:Folder1:" or "C:\\Folder1\\". See **Symbolic Paths** on page II-22 for details. Otherwise, with no path specified, Igor presents a standard save dialog to let you specify where the file is to be saved.

Graphics formats, specified via /E, are as follows:

/E Value	Macintosh File Format	Windows File Format
-9	SVG file.	SVG file.
-8	PDF file.	PDF file.