Flags

/AUTO=*mode*   Controls the axis settings that are used when generating the output waves:

mode = 0	Computed manual tick settings are used.
mode = 1	The automatic tick settings are used (default).
mode = 2	Either computed manual ticks or auto ticks are used, depending on the current setting of the graph.

If you use /AUTO=0 and the graph is currently in auto mode, the results could be surprising if you haven't actually set the computed manual ticks settings.

/AUTO was added in Igor Pro 9.00.

/DEST={*textWaveName*, *numericWaveName*}

Specifies custom names for the generated waves. *textWaveName* is the name of the text wave containing the tick labels. *numericWaveName* is the name of the numeric wave containing the axis position values for the ticks. If the waves don't already exist, they are created.

You may use data folder syntax as long as the data folders already exist.

The operation may create wave references for the destination waves if called in a user-defined function. See **Automatic Creation of WAVE References** on page IV-72 for details.

/O   Tells TickWavesFromAxis that it can overwrite existing waves.

Igor returns an error if you attempt to overwrite a numeric wave with a text wave or a text wave with a numeric wave.

/W=winName   Specifies the graph containing the axis. This may be a subwindow path. If you omit /W, the top graph window is used.

Details

The TickWavesFromAxis operation depends on drawing the axis to generate the list of ticks. It causes a screen refresh, equivalent to calling **DoUpdate**, twice during its execution.

The TickWavesFromAxis operation honors your axis format settings and manual range. It works on regular numeric axes, log axes and date/time axes. At this time it does not work on category axes or axes using user ticks from waves.

See Also

User Ticks from Waves on page II-313 , **ModifyGraph (axes)** UserTicks, ManTicks and ManMinor keywords

Tile

```
Tile [flags] [objectName [, objectName]…]
```
The Tile operation tiles the specified objects in the top page layout.

Parameters

objectName is the name of a graph, table, picture or annotation object in the top page layout.

Flags

/A=(*rows*,*cols*)   Specifies number of rows/columns in which to tile objects.

/BBOX[=*ubb*]   Specifies that you want to use the bounding box of the objects to be tiled as the tiling area. /BBOX overrides /W. See **Specifying the Tiling Area** on page II-489 for details. Added in Igor Pro 9.00.

/G=*grout*   Specifies grout, the spacing between window tiles, in prevailing coordinates (points unless preceded by /I, /M or /R).

/I   Specifies coordinates in inches.