

The name of each picture is compared to *matchStr*, which is some combination of normal characters and the asterisk wildcard character that matches anything. For example:

"*"	Matches all picture names.
"xyz"	Matches picture name xyz only.
"*xyz"	Matches picture names which end with xyz.
"xyz*"	Matches picture names which begin with xyz.
"*xyz*"	Matches picture names which contain xyz.
"abc*xyz"	Matches picture names which begin with abc and end with xyz.

matchStr may begin with the ! character to return items that do not match the rest of *matchStr*. For example:

"!*xyz"	Matches picture names which do not end with xyz.
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The ! character is considered to be a normal character if it appears anywhere else, but there is no practical use for it except as the first character of *matchStr*.

optionsStr is used to further qualify the picture.

Use "" accept all pictures in the Pictures Dialog that are permitted by *matchStr*.

Use the WIN: keyword to limit the pictures to the named or target window:

"WIN:"	Match all pictures displayed in the top graph, panel, or layout.
"WIN:windowName"	Match all pictures displayed in the named graph, panel, or layout window.

Examples

PICTList ("*", ";", "")	Returns a list of all pictures in the Pictures Dialog.
PICTList ("*", ";", "WIN:")	Returns a list of all pictures displayed in the top panel, graph, or layout.
PICTList ("*_bkg", ";", "WIN:Layout0")	Returns a list of pictures whose names end in "_bkg" and which are displayed in Layout0.

See Also

The **ImageLoad** operation for loading PICT and other image file types into waves, and the **PICTInfo** function. Also the **StringFromList** function for retrieving items from lists.

See **Pictures** on page III-509 and **Pictures Dialog** on page III-510 for general information on picture handling.

Picture

Picture *pictureName*

The Picture keyword introduces an ASCII code picture definition of binary image data.

See Also

Proc Pictures on page IV-56 for further information.

PixelFromAxisVal

PixelFromAxisVal (*graphNameStr*, *axNameStr*, *val*)

The PixelFromAxisVal function returns the local graph pixel coordinate corresponding to the axis value in the graph window or subwindow.

Parameters

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