RemoveEnding

RemoveEnding(*str* [, *endingStr*])

The RemoveEnding function removes one character from the end of *str*, or it removes the *endingStr* from the end of *str*.

The RemoveEnding function returns *str* with *endingStr* removed from the end. If you omit *endingStr*, it returns *str* with one grapheme removed from the end.

Details

If you specify *endingStr*, RemoveEnding compares it to the end of *str* using case-insensitive comparison. If there is a match, RemoveEnding returns the contents of *str* up to *endingStr*. If there is no match, RemoveEnding returns the entirety of *str*.

If you omit *endingStr*, RemoveEnding returns *str* with the last grapheme removed. A grapheme is whatever visually appears to be one character even if it consists of more than one character. In "ABC", the last grapheme is "C" which is also the last character. In "ABÇ", "Ç" consists of two characters: a C character and a "combining cedilla" character; RemoveEnding removes "Ç" which is the last grapheme.

Examples

```
Print RemoveEnding("123")                 // Prints "12"
Print RemoveEnding("ABÇ")                 // Prints "AB"
Print RemoveEnding("no semi" , ";")       // Prints "no semi"
Print RemoveEnding("trailing semi;" , ";") // Prints "trailing semi"
Print RemoveEnding("file.txt" , ".TXT")   // Prints "file"
```

See Also

The **CmpStr** and **ParseFilePath** functions.

RemoveFromGizmo

RemoveFromGizmo [*flags*]

The RemoveFromGizmo operation removes the specified object from the specified list and optionally performs an update.

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

```
DisplayHelpTopic "RemoveFromGizmo"
```

RemoveFromGraph

RemoveFromGraph [*/W=winName*/**Z**] *traceName* [, *traceName*]...

The RemoveFromGraph operation removes the specified wave traces from the target or named graph. A trace is a representation of the data in a wave, usually connected line segments.

Parameters

traceName is usually just the name of a wave.

More generally, *traceName* is a wave name, optionally followed by the # character and an instance number - for example, wave0#1. See **Instance Notation** on page IV-20 for details.