



Scripting Guide

Tecplot 360 EX 2022 Release 2

Tecplot 360 EX Scripting Guide is for use with Tecplot 360 EX 2022 R2.

Copyright © 1988-2022 Tecplot, Inc. All rights reserved worldwide. Except for personal use, this manual may not be reproduced, transmitted, transcribed, stored in a retrieval system, or translated in any form, in whole or in part, without the express written permission of Tecplot, Inc., 3535 Factoria Blvd, Ste. 550; Bellevue, WA 98006 U.S.A.

The software discussed in this documentation and the documentation itself are furnished under license for utilization and duplication only according to the license terms. The copyright for the software is held by Tecplot, Inc. Documentation is provided for information only. It is subject to change without notice. It should not be interpreted as a commitment by Tecplot, Inc. Tecplot, Inc. assumes no liability or responsibility for documentation errors or inaccuracies.

Tecplot, Inc.
Post Office Box 52708
Bellevue, WA 98015-2708 U.S.A.

Tel: 1.800.763.7005 (within the U.S. or Canada), 00 1 (425) 653-1200 (internationally)

E-mail: sales@tecplot.com, support@tecplot.com
Questions, comments or concerns regarding this document: support@tecplot.com

For more information, visit <http://www.tecplot.com>

Tecplot®, Tecplot 360,™ Tecplot 360 EX,™ Tecplot Focus, the Tecplot product logos, Preplot,™ Enjoy the View,™ Master the View,™ SZL,™ Sizzle,™ and Framer™ are registered trademarks or trademarks of Tecplot, Inc. in the United States and other countries. All other product names mentioned herein are trademarks or registered trademarks of their respective owners.

NOTICE TO U.S. GOVERNMENT END-USERS

Use, duplication, or disclosure by the U.S. Government is subject to restrictions as set forth in subparagraphs (a) through (d) of the Commercial Computer-Restricted Rights clause at FAR 52.227-19 when applicable, or in subparagraph (c)(1)(ii) of the Rights in Technical Data and Computer Software clause at DFARS 252.227-7013, and/or in similar or successor clauses in the DOD or NASA FAR Supplement. Contractor/manufacturer is Tecplot, Inc., 3535 Factoria Blvd, Ste. 550; Bellevue, WA 98006 U.S.A.

Part Number: 22-360-07-2 Build Revision 18706

Released: 12/2022

For third-party trademark and copyright information, see the Tecplot 360 EX User's Manual.

Table of Contents

1	<i>Introduction</i>	5
2	<i>Introduction to Macro Commands</i>	6
3	<i>Managing Macros</i>	7
	Macros vs. Macro Functions vs. Macro Commands.....	7
	Running Macros from the Command Line.....	7
	Running Macros from the Tecplot 360 Interface.....	7
	Running Macros from the Quick Macro Panel.....	8
4	<i>Writing Forward Compatible Macros</i>	9
5	<i>Debugging Macros</i>	11
6	<i>Macro Command Syntax</i>	13
7	<i>Macro Variables</i>	15
	Intrinsic Variables.....	16
	System Environment Variables.....	18
	Assigning Values to Macro Variables	19
	Assigning a String to a Macro Variable.....	20
	Replacement Text Use.....	20
	Macro Function Variables.....	20
	Using Formats in Macro Variables	21

8	<i>Macro Preprocessor Directives</i>	23
9	<i>Macro Command Summary</i>	24
10	<i>Macro Commands</i>	54
11	<i>Extended Macro Commands</i>	226
	CFD Analyzer.....	226
	Extend Macro.....	243
12	<i>Parameter Subcommands</i>	247
13	<i>Parameter Assignment Values, Expressions, and Operators</i>	270
	Assignment Value Table.....	270
	Assignment Value Expressions	278
14	<i>Raw Data</i>	282
15	<i>Macro Language Limitations</i>	285
	<i>Index</i>	287

1

Introduction

Tecplot 360 is a powerful tool for visualizing a wide range of technical data. It offers line plotting, 2D and 3D surface plots in a variety of formats, and 3D volumetric visualization. The user documentation for Tecplot 360 is divided into the following books:

- [Scripting Guide](#) (this document) - Provides Tecplot macro command syntax and information on working with macro files and commands.
- [User's Manual](#) - Provides a complete description of working with Tecplot 360 features.
- [Getting Started Manual](#) - New users are encouraged to work through the tutorial provided in the Getting Started Manual to learn how to work with key product features.
- [Quick Reference Guide](#) - Provides syntax for zone header files, macro variables, keyboard shortcuts, and more.
- [Data Format Guide](#) - Provides information on outputting your simulator data into Tecplot 360 file format.
- [Installation Instructions](#) - Provides detailed instructions on how to install Tecplot 360 on your machine.
- [Release Notes](#) - Provides information about new and/or updated Tecplot 360 features.

Macro programming capabilities are included in your Tecplot 360 distribution. Macro language syntax and usage are provided in this Scripting Guide. Macros can be accessed via the **Scripting** menu and from the **Quick Macro Panel** (also accessed via the **Scripting** menu).

2

Introduction to Macro Commands

A Tecplot 360 macro is a set of instructions, called macro commands, which perform actions in Tecplot 360. Macro commands can be used to accomplish virtually any task that can be done via the Tecplot 360 interface, offering an easy way to automate Tecplot 360 processes. The only things you can do interactively that cannot be done with macro commands are those actions that have no effect on a final, printed plot (such as resizing the Tecplot 360 process window). To augment this ability, there are macro commands which have no corresponding interactive control, such as looping and conditional commands. These commands typically go hand in hand with the execution of a macro.

You can create macros by recording them from the Tecplot 360 interface using the **Macro Recorder** (accessed via the **Scripting>Record Macro** menu), or create them from scratch using any ASCII text editor. In most cases, the most effective approach to creating a macro is the following hybrid approach:

1. Run Tecplot 360 and choose to record a macro to a file. Perform tasks similar to those you are trying to capture in the final macro.
2. Close the recording session and examine the macro file. The commands generated by Tecplot 360 should be fairly readable and easy to understand.
3. Make minor modifications to the recorded macro. Typical modifications involve adding loops, adding variables, or adding commands that, for example, prompt the user to enter a file name.

One of the main reasons for using the approach above is the large number of commands and permutations of parameters. This manual provides an exhaustive listing of the available macro commands. However, it is often easier to have Tecplot 360 perform the action and record the relevant command than look up individual commands and their required parameters.

3

Managing Macros

Tecplot 360 macros are stored in files. These files are processed by loading them into Tecplot 360 and running them.

3 - 1 Macros vs. Macro Functions vs. Macro Commands

A Tecplot 360 macro is a file containing one or more macro commands. These files start with the following special comment line to notify Tecplot 360 that what follows is a Tecplot 360 macro:

```
#!MC 1410
```

Any number of macro commands or comments may follow.

Tecplot 360 macro functions are defined in Tecplot 360 macros by using the `$!MACROFUNCTION`-`$!ENDMACROFUNCTION` commands. Between the `$!MACROFUNCTION` and `$!ENDMACROFUNCTION` commands you may use any valid macro command (except `$!MACROFUNCTION`). When a Tecplot 360 macro is loaded, all macro functions are extracted and the attached commands are not executed until a `$!RUNMACROFUNCTION` command is encountered.

Macro functions may be retained if desired. A retained macro function remains defined in Tecplot 360 even if the macro in which it was defined is replaced by another macro. Retained macro functions may be called by other macros that are loaded at a later time.

3 - 2 Running Macros from the Command Line

See the Command Line chapter of the User's Manual for information on running macros on the command line. For issues relating to troubleshooting batch mode, see the Troubleshooting Appendix of the User's Manual.

3 - 3 Running Macros from the Tecplot 360 Interface

You can run a macro file by going to **Scripting>Play Macro/Script**. A dialog appears; choose the macro to play.

If you want to debug a macro file, go to the **Scripting** menu and select the "View/Debug Macro" option. The **Macro Debugger** dialog appears so you can load in a macro. When the macro is loaded, Tecplot 360

waits at the first macro command for you to step through the commands. See the [User's Manual](#) for complete details on how to use the Macro Debugger.

3 - 4 Running Macros from the Quick Macro Panel

Macros that you use frequently or want rapid access to may be defined as macro functions within a special file called *tecplot.mcr* in the current directory, your user home directory, or the Tecplot 360 home directory. When Tecplot 360 starts, it looks for this file in each of those directories in turn. If Tecplot 360 finds the file, it loads the macro definitions and creates an entry on the Quick Macro Panel ([Scripting>Quick Macros](#)) for each function in the file.

You can have Tecplot 360 load your own macro function file by using the `-qm` flag on the command line. The following command runs Tecplot 360 and installs the macro functions in the file *myteccmd.mcr* into the Quick Macro sidebar:

```
tec360 -qm myteccmd.mcr
```

By default, all macro functions defined in the *tecplot.mcr* file are listed in the Quick Macro Panel. See the [`\$!MACROFUNCTION...\$!ENDMACROFUNCTION`](#) command for more information on defining functions.



If *tecplot.mcr* does not contain any function definitions, nothing will appear the **Quick Macro Panel**.

If you want Tecplot 360 to display the Quick Macro Panel at startup, include the `-showpanel` flag on the command line.

To see an example of a macro function file, look at the file *tecplot.mcr* located in the Tecplot 360 home directory. This is where the default Quick Macro Panel entries are stored, for example 3D Rotation Animation and Reset Center of Rotation.

4

Writing Forward Compatible Macros

In order to ensure forward compatibility of your macro commands, please keep the following guidelines in mind. These guidelines will allow you to create macros that will work for years, on many machines and platforms.

1. Begin your macro by opening a layout.

This will ensure that the final plot is consistent between versions of Tecplot 360 (even if the default style settings for Tecplot 360 have changed).



An alternative to using a layout is to load data and then load a frame style file into each frame.

If your macro will be used for more than one layout, you can ensure forward compatibility by:

- Using the `!PromptForFileName` command. This will allow the user to interactively specify the layout file.

-or-

- Launching Tecplot 360 from the command line, specifying the layout and the macro:
`tecplot mylayout.lay mydatafile mymacro.mcr`

2. Store associated files and graphics in the same folder as the macro file.

If your macro loads files or inserts images without allowing the user to choose them, it is a good practice to store them in the same folder as the macro file that uses them. After recording, edit the macro, and replace the path to the file with the intrinsic macro variable `|macrofilepath|`.

Example:

```
$!OpenLayout "|macrofilepath|\Density.lpk"
```

This allows the macro to work without editing in any location as long as the entire folder of files was copied there.

3. Avoid using a `!Pick` command in your macro.

Changes to the aspect ratio can cause a recorded \$!Pick command to fail when the macro is run on another machine or in another version of Tecplot 360.

- In a plot with multiple frames, you cannot use \$!Pick to change the active frame. Instead, give each frame a meaningful name such as “Full View” and “Zoom Frame” in the layout. Then use the command:

```
$!FrameControl ActivateByName Name = "Full View"
```

to access the frame you want. This will also simplify later changes to the macro.

- If you must pick an item, make the pick as precise as possible. For example, clicking on the center, not the edge, of a zone or slice will increase the chances that the pick will be successful when the macro is replayed.

When selecting text or geometries while recording a macro, click and drag in the widest possible area around the objects to select. The command will be recorded as

```
$!PICK ADDALLINRECT  
SELECTTEXT = YES  
X1 = 1.56075949367  
X2 = 3.97088607595  
Y1 = 2.29556962025  
Y2 = 3.91582278481
```

The x and y ranges can be expanded if needed.

4. Use plenty of comments in your macro so that when you need to modify it, you understand what it does.

5

Debugging Macros

In general, the best way to debug a macro is to use the **Macro Debugger**, and find which command is causing the problem. Here are some tips for specific problems:

Problem: The macro was created with an earlier version of Tecplot 360, Tecplot 360 EX, or Tecplot Focus to make the plot needed. With a newer version, the macro runs without error, but the plot looks different.

Solution: Run the macro with the old version of the product, then save a frame style to a file. Begin your macro by loading the data, then pasting the frame style from a file. This will ensure that the final plot will be consistent from one version to the next, even if the default style settings have changed.

Problem: The macro gives you errors such as “File does not exist” or “Cannot open file”, but you can locate the file.

Solution: Copy the file to the same folder as the macro file that uses the file. Edit the macro, and replace the path to the file with the intrinsic macro variable `|macrofilepath|`.

Example: `$!Openlayout "|macrofilepath|\Density.lpk"`

This allows the macro to work without editing in any location as long as the entire folder of files was copied there.

Problem: Running the macro causes unusual error messages, such as: “No objects to cut or the objects selected not allowed to be cut” or “Not allowed to adjust zones or mappings when the mouse mode is set to SELECTOR”. When you run the macro in the Macro Debugger, you see that the problem occurs with when a `$!Pick` command is run.

Solution: Avoid using the `$!Pick` command in your macro. Changes to the aspect ratio can cause a recorded `$!Pick` command to fail when the macro is run on another machine or in another version of Tecplot 360 EX.

To fix the problem in an existing macro, follow these steps to make the coordinates more precise:

1. Run the macro on the machine where the error message is generated.

2. Via the Macro Debugger or editor, identify the preceding `$!PICK ADDATPOSITION` or similar select type pick command. Note the X,Y coordinates of the command. A good way to do this is:
 - a. Run the macro until you get the “No Objects to Shift” error message.
 - b. Click Ok on the dialog.
 - c. Bring up the Macro Debugger: **Scripting>View/Debug Macro**.
 - d. Find the nearest `$!PICK ADDATPOSITION` command above the current command and put a break point on that command.
 - e. Press “Reset” to reset the macro and then run the macro.



If the problem only occurs when running in batch mode, try to determine the macro command by examining the *batch.log* file.

- f. Insert a `$!Pause` command in your macro just before the `$!Pick Add` command that precedes the offending command. Now run Tecplot 360 interactively from the Macro Debugger. You can then see the line number where you need to put the break.
3. Back in Tecplot 360 EX, select the zoom tool.
4. Hold the shift key down and notice that the running coordinates in the lower right corner now show “`PX = xxxxx PY = yyyy`”. `xxxxx` and `yyyy` are the paper coordinates of the hot spot of the zoom tool. (If you see `X` and `Y` for grid coordinates, or `FX` and `FY` for frame coordinates, you need to hold down the Shift key. Pick commands always use paper coordinates.)
5. Move the zoom tool until `xxxxx` and `yyyy` are close to the coordinates noted in step 2.
6. Note where the pick occurred. It is likely the pick occurred some distance away from the actual edge of the object to pick. Move the zoom tool to a “better” location for the pick and note the coordinates.

Edit the macro file and replace the old X,Y pick coordinates with those determined in step 6.

6

Macro Command Syntax

A macro file consists of one or more macro commands. Comments may be inserted anywhere in the file, except within a character string. Comments start with an “#” (octothorp) and extend to the end of the line. The first line of a macro file contains a special comment that identifies the version number of the macro file. For Tecplot 360, this line is: `#!MC 1410`.

A Tecplot 360 macro file has the form:

```
#!MC 1410
<macrocommand>
<macrocommand>
...

```

Each *macrocommand*, in turn, has the form:

```
$!commandname [commandspecificmodifiers]
[mandatoryparameters]
[optionalparameters]
```

where

<i>commandspecificmodifiers</i>	These are optional command-specific modifiers. An example of a command that uses this is the <code>\$!FIELDMAP</code> command. The <code>\$!FIELDMAP</code> command can be followed by a “set.” If it is not followed by a set, the <code>\$!FIELDMAP</code> command applies to all enabled zones. A supplied set in this case is used to limit the zones to which the <code>\$!FIELDMAP</code> command applies.
<i>mandatoryparameters</i>	commandparameter commandparameter...
<i>optionalparameters</i>	commandparameter commandparameter...
<i>commandparameter</i>	parameterassignment or parametersubcommand.
<i>parameterassignment</i>	parametername op value.
<i>op</i>	= or -= or += or *= or /=.
<i>parametersubcommand</i>	parametername {optionalparameters}.
<i>commandname</i>	The name of a major command, such as REDRAW.

Macro Command Syntax

<i>parametername</i>	The name of a valid parameter for the previously named major command. For example, the \$!REDRAW major command has an optional parameter called DOFULLDRAWING.
<i>value</i>	number, expression, or enumeratedvalue.
<i>number</i>	Any valid integer or double value representation.
<i>expression</i>	Any valid infix notation expression. The entire expression must itself be enclosed in parenthesis. For example (3+5).
<i>enumeratedvalue</i>	A key word that is unique to the variable being assigned a value. For example, if the variable being assigned a value is a basic color then the enumerated value can be one of the following: BLACK, RED, GREEN, BLUE, CYAN, YELLOW, PURPLE, WHITE, CUSTOM1 through CUSTOM56.

Spacing and capitalization for macro commands are, for the most part, not important. The following examples show different ways to enter the same macro command to set the width and height for the custom1 paper:

Example 1:

```
$!PAGE  
PAPERSIZEINFO  
{  
    CUSTOM1  
    {  
        WIDTH = 3  
    }  
}
```

Example 2:

```
$!PAGE PAPERSIZEINFO  
{CUSTOM1  
    {WIDTH = 3}  
}
```

Example 3:

```
$!PAGE papersizeinfo {custom1 {width = 3}}
```

7

Macro Variables

Macro variables are identified by a sequence of characters surrounded by vertical bars ("|"). Some examples are:

```
|myvariable|
|loop|
|1|
|$HOME|
```

Macro variables can be placed anywhere within a macro command. Upper case and lower case characters are treated the same. For example |ABC| and |aBc| represent the same variable.

Macro variables will be expanded to their value at the time the macro statement is processed. The value of the variable is substituted into the command in place of the variable identifier. The result must be a syntactically valid Tecplot macro expression or command.

Examples:

The following macro commands will result in a rotation of the data about the X-axis by 10 degrees:

```
$!VARSET |a1| = 10
$!ROTATEDATA
    ANGLE = |a1|
    XVar = 1
    YVar = 2
    ZVar = 3
    NormalX = 1
    NormalY = 0
    NormalZ = 0
```

In the following macro command, the variable |message| contains a string (text). To produce a valid Tecplot macro command when the variable's value is substituted in, the variable reference must be surrounded by quote marks.

```
$!VARSET |message| = "Hello, world!"
$!ATTACHTEXT
    TEXT = "|message|"
```

The following, then, is an error:

Macro Variables

```
$!ATTACHTEXT  
TEXT = |message|
```

When the value of `|message|` is substituted into the command, it reads `TEXT = Hello World`, which is an error because it lacks the quote marks required for a string parameter.

7 - 1 Intrinsic Variables

The following table lists variables maintained by Tecplot 360 that may be referenced by macro commands. Since these variables are maintained by Tecplot 360, you cannot assign values to them.

For intrinsic variables that represent an attribute of a Tecplot 360 object of which Tecplot 360 supports multiple instances (such as a frame, a dataset, or a zone), the variable by default refers to the current or active instance: for example, to the active frame if the variable refers to an attribute of frames. If there is no obvious default instance, the variable name by itself usually refers to the first instance.

For such variables, you may specify the desired instance of the referenced type of object by enclosing an index in square brackets immediately following the variable name. For example, `|AUXZONE[3]:BC|` refers to the zone auxiliary data named `BC` in the third zone.

In most cases, the index may also be written as `ACTIVEOFFSET=n` to specify the *n*th active instance of an object type. For example, `|ENDSLICEPOS[ACTIVEOFFSET=2]|` refers to the end position of the second active slice group.

Variables	Notes
<code> AUXDATASET:Auxname </code>	Retrieves auxiliary data named <i>Auxname</i> from a dataset. For example, <code> AUXDATASET:Reynolds </code> retrieves auxiliary data "Reynolds".
<code> AUXFRAME:Auxname </code>	Retrieves auxiliary data named <i>Auxname</i> from a frame. For example, <code> AUXFRAME:MyFrame </code> retrieves auxiliary data "MyFrame" from the active frame.
<code> AUXZONE:Auxname </code>	Retrieves auxiliary data named <i>Auxname</i> from a specific zone. For example, <code> AUXZONE[3]:BC </code> retrieves auxiliary data "BC" from zone 3.
<code> AXISMAXn </code>	Maximum value of the <i>n</i> -axis range, where <i>n</i> is one of: A ^a , R, X, Y or Z.
<code> AXISMINn </code>	Minimum value of the <i>n</i> -axis range, where <i>n</i> is one of: A ^a , R, X, Y or Z.
<code> BYTEORDERING </code>	Returns the byte ordering (INTEL or MOTOROLA).
<code> DATASETFNAME[nnn] </code>	Contains full path to loaded data file. If multiple data files have been loaded, use e.g. <code> DATASETFNAME[2] </code> to specify the desired path (indexing by load order).
<code> DATASETTITLE </code>	Returns the title of the dataset, or "No Data Set" if a dataset does not exist.
<code> DATE </code>	Returns the date in the form of <i>dd Mmm yyyy</i> .
<code> ENDSLICEPOS </code>	Returns the position of the last slice in a group. (Not available for arbitrary slices.)
<code> EXPORTISRECORDING </code>	Returns YES/NO to help macros complete record commands in the proper order.
<code> FRAMENAME </code>	Returns the name of the active frame.
<code> INBATCHMODE </code>	Returns 1 if in batch mode, 0 if in interactive mode.
<code> ISDATASETAVAILABLE </code>	Returns 1 if a dataset exists, and 0 otherwise.

Variables	Notes
ISOSURFACELEVEL	Returns the current iso-surface's iso-value.
LAYOUTFNAME	Returns the current layout file name.
LOOP	Innermost loop counter.
MACROFILEPATH	Returns the path to the directory containing the most recently opened macro file.
MAXB	Maximum value of the blanking variable in the active zones.
MAXC	Maximum value of the contour variable in the active zones.
MAXI , MAXJ , MAXK	[I, J, K]-dimension of the first active zone. For finite-element zones, MAXI is the number of nodes, MAXJ is the number of elements, and MAXK is the number of nodes per element (cell-based) or total number of faces (face-based).
MAXn	Maximum value of the variable assigned to the <i>n</i> -axis, where <i>n</i> is one of: A ^a , R, X, Y, or Z.
MAXS	Maximum value of the scatter sizing variable in the active zones.
MAXU , MAXV , MAXW	Maximum value of the variable assigned to the [X, Y, Z]-vector component of the active zones.
MAXVAR[nnn]	Maximum value of the variable <i>nnn</i> in the active zones.
MINB	Minimum value of the blanking variable in the active zones.
MINC	Minimum value of the contour variable in the active zones.
MINS	Minimum value of the scatter sizing variable in the active zones.
MINU , INV , MINW	Minimum value of the variable assigned to the [X, Y, Z]-vector component in the active zones.
MINVAR[nnn]	Minimum value of the variable <i>nnn</i> in the active zones.
MINn	Minimum value of the variable assigned to the <i>n</i> -axis, where <i>n</i> is one of: A ^a , R, X, Y, or Z.
NUMFRAMES	Number of frames.
NUMPAGES	Number of pages.
NUMFIELDMAPS	Number of fieldmaps assigned to the active frame.
NUMLINEMAPS	Number of linemaps assigned to the active frame.
NUMPROCESSORSUSED	Number of processors that Tecplot 360 uses. This may differ from the total number in the machine if the \$!Limits MaxAvailableProcessors configures usage differently. By default, Tecplot 360 uses all available processors in the machine.
NUMVARS	Number of variables in the current dataset.
NUMZONES	Number of zones in the current dataset.
OPSYS	Returns 1=Linux/Macintosh, 2=Windows.
PAPERHEIGHT	The height of the paper (in inches).
PAPERSIZE	The size of the paper (e.g. Letter or A4).

Variables	Notes
PAPERWIDTH	The width of the paper (in inches).
PLATFORMNAME	Returns the type of platform (e.g. SGI or Windows).
PLOTTYPE	Returns the plot type of a frame. 0 = Sketch, 1 = XY Line, 2 = 2D, 3 = 3D, 4 = Polar Line.
PRIMARYSLICEPOS	Returns the position of the primary slice. (Not available for arbitrary slices.)
PRINTFNAME	Returns the file name of the last file sent for printing.
SLICEPLANETYPE	Plane type to which slices are assigned.
SOLUTIONTIME	The current solution time for the specified zone, fieldmap, or linemap.
STARTSLICEPOS	Returns the position of the first slice in a group. (Not available for arbitrary slices.)
STREAMSTARTPOS [nnn]	Indicates the starting position in X, Y, Z coordinates of streamtrace number <i>nnn</i> . For example, to indicate the starting position of the first streamtrace, use STREAMSTARTPOS[1] .
STREAMTYPE	Returns streamtrace type, such as "Surface Line" or "Surface Ribbon".
TECHOME	Path to the home directory.
TECPLOTMINORREVISION	Returns the minor revision number of the Tecplot product. This number is the last of the four numbers presented in the full version number. This number always increases and can be relied on to determine the exact revision.
TECPLOTVERSION	The version number of the Tecplot product.
TIME	The current time in the form of <i>hh:mm:ss</i> .
VARNAME	The name of a variable specified by index.
ZONEMESHCOLOR[nnn]	Returns the color of the mesh for zone <i>nnn</i> .
ZONENAME[nnn]	Returns the name of zone <i>nnn</i> .

a. where A represents the theta (or angle) axis variable in Polar Line plots.

7 - 2 System Environment Variables

System environment variables can be accessed directly from within Tecplot 360 by preceding an environment variable name with a "\$" and surrounding it with vertical bars ("|"). Using environment variables within Tecplot 360 adds another degree of flexibility to macros by taking advantage of each user's customized environment.

If an environment variable is missing, an error is generated and macro processing is terminated.

7 - 2.1 Example 1

To compare a macro variable with an environment variable:

```
$!IF |SESSION_COEFF| == |$DEFAULT_COEFF|
    # (perform some default processing here)
$!ENDIF
```

Where the DEFAULT_COEFF environment variable was set to some specified value of type double before starting Tecplot 360.

7 - 2.2 Example 2

To create a string from an environment variable:

User Defined Variables

```
$!VARSET |AUTHOR| = "Author: |$LOGNAME|"
```

User-defined variables are written using the macro variable name surrounded by vertical bars ("|"). The variable name can be up to 32 characters in length. If a macro variable is defined (using the \$!VARSET command) and it is named the same as an existing intrinsic macro variable, then the user-defined variable takes precedence and the intrinsic value is not effected. The intrinsic macro variable can be recovered if you remove the user-defined variable using \$!REMOVEVAR.

7 - 3 Assigning Values to Macro Variables

The \$!VARSET command is used to assign a value to a macro variable. The \$!VARSET command has the following syntax:

```
$!VARSET <macrovar> <op> <double>
```

where <op> can be one of =, -=, +=, *=, or /=.

Examples:

Example 1:

Add 2 to the macro variable |ABC|:

```
$!VARSET |ABC| += 2
```

Example 2:

Set |ABC| to be equal to 37:

```
$!VARSET |ABC| = 37
```

Example 3:

Multiply |ABC| by 1.5:

```
$!VARSET |ABC| *= 1.5
```

Example 4:

Set |ABC| to the result of an expression involving other variables and a constant; the expression must be enclosed in parentheses:

```
$!VARSET |ABC| = (|A| + |B| * |C| / 2)
```

7 - 4 Assigning a String to a Macro Variable

Macro variables can be assigned to strings as well as to values. When using strings, only the “=” operator may be used.

Example:

Assign the string “myfile.plt” to the variable |FNAME|. Use |FNAME| in the \$!READDATASET command:

```
$!VARSET |FNAME| = "myfile.plt"  
$!READDATASET "|FNAME|"
```

Note that double quotes (“”) had to be used in the \$!READDATASET command even though |FNAME| represents a string.

7 - 5 Replacement Text Use

You can assign replacement text to a macro variable. This is useful for handling cases where a macro variable may not be initialized. A macro variable with |AAAA:=XXXX| will produce XXXX if AAAA is not defined. This does not work with intrinsic variables.

Example:

Read in a data file assigned to the variable FNAME. If FNAME is unassigned, read in “t.dat”:

```
$!READDATASET "|FNAME:=t.dat|"  
"|FNAME:=t.dat|"
```

7 - 6 Macro Function Variables

Macro function variables are written using a number *n*, surrounded by vertical bars (“|”). The number represents the *n*th parameter from the \$!RUNMACROFUNCTION command.

Examples:

Example 1:

The following commands define a macro function that uses two parameters and a command to run the macro function. The first parameter to the macro function is the amount to rotate about the X-axis and the second parameter is the amount to rotate about the Y-axis:

The command to run the macro function will cause a rotation of 10 degrees about the X-axis and 20 degrees about the Y-axis.

```
#!MC 1410  
$!MACROFUNCTION NAME = "3D Rotation Animation"  
$!EXPORTSETUP EXPORTFORMAT = AVI  
$!EXPORTSETUP IMAGEWIDTH = 546  
$!EXPORTSETUP EXPORTFNAME = "|1|AxisRotation.avi"  
$!EXPORTSTART  
$!LOOP |2|  
$!ROTATE3DVIEW PSI  
ANGLE = |3|  
$!REDRAW  
$!EXPORTNEXTFRAME  
$!ENDLOOP
```

```
$!EXPORTFINISH
$!ENDMACROFUNCTION
$!RUNMACROFUNCTION "3D Rotation Animation" ("Theta", 6, 30)
```

Example 2:

The following commands define a macro function that opens two layout files:

```
$!MACROFUNCTION
NAME = "OL2"
$!OPENLAYOUT "|1|"
$!OPENLAYOUT "|2|"
APPEND = TRUE
$!ENDMACROFUNCTION
.
.
.
$!RUNMACROFUNCTION "OL2" ("g1.lay", "g2.lay")
```

7 - 7 Using Formats in Macro Variables

When a macro variable is expanded and the macro variable is a numeric value, it is expanded using a “best float” format. It tries to make the number look as simple as possible while still retaining as much accuracy as possible. If you want the number to be formatted in a specific way then you can include C-style number formatting strings in the macro variable specification.

The syntax for including a format string is:

|macrovariable%formatstring|

The *formatstring* should be in the following format. Note the flags, width, and precision are all optional; only the specifier is required. The brackets shown are not part of the format string:

[flags][width][.precision]specifier

The following flags are available:

- - - Left-justify (default is right-justified).
- + - Precede positive numbers with a + (default is to sign only negative numbers).
- space - A blank space will be written in place of the sign if the number is positive.
- 0 - Left-pads numbers with zeroes to fill the specified width (rather than spaces)

The width specifies the minimum number of characters to be printed. If the dynamic text string is shorter than this length, it is padded with spaces. The string is not truncated if it is longer than this length.

The following specifiers are available:

- s - string of characters
- d - signed integer
- e - scientific notation with a lowercase “e”
- E - scientific notation with an uppercase “E”
- f - floating point
- g - use %e or %f, whichever is shorter
- G - use %E or %f, whichever is shorter
- u - unsigned integer, written out in decimal format
- o - unsigned integer, written out in octal format
- x - unsigned integer, written out in hexadecimal (where a - f are lowercase)

Macro Variables

- **X**- unsigned integer, written out in hexadecimal (where A - F are uppercase)

Example 1:

Suppose you want to pause a macro and display the message "Maximum contour value is: *xxxxxx*" where *xxxxxx* only has two digits to the right of the decimal place. You would use:

```
$!Pause "Maximum contour value is: |MAXC%.2f|"
```

If |MAXC| currently has a value of 356.84206 then the dialog would show:

"Maximum contour value is: 356.84"

Example 2:

If, in the above example, you wanted to use exponential format you could use:

```
$!Pause "Maximum contour value is: |MAXC%12.6e|"
```

Here the result would be:

"Maximum contour value is: 3.568421e+02"

8

Macro Preprocessor Directives

There can be times when you need to maintain a macro that will run differently for different versions of 360. One example is a custom tecplot.cfg file. You may want to add instructions that only work for the latest version of 360. These newer commands will make your tecplot.cfg file fail when running an older version. To alleviate this problem, use the following preprocessing instructions:

```
#if TecplotVersion op yyyy.r  
#endif
```

Where *op* can be one of <, >, ==, >= or <=.

Example:

```
#if TecplotVersion >= 2019.1  
    # Commands that only work with 2019.1 or newer ...  
    !$!SomeCommand  
    !$!SomeCommand  
    !$!SomeCommand  
#endif
```

Note: This capability was introduced in Tecplot 360 2019 R1 and thus is only useful when running versions \geq to that version.

9

Macro Command Summary

This chapter presents a brief list of the major macro commands in Tecplot 360. All major macro commands are preceded by "\$!" (dollar sign, exclamation mark).

\$!ACTIVEFIELDMAPS 54

A SetValue command that changes the set of active field maps (thus changing the active zones) considered for plotting.

\$!ACTIVELINEMAPS 55

A SetValue command that changes the set of line mappings considered for plotting.

\$!ADDMACROPANELTITLE 55

Add a title to the **Quick Macro Panel**.

\$!ALTERDATA 55

The ALTERDATA function operates on a data set within Tecplot 360 using FORTRAN-like equations. See the [User's Manual](#) for more information on using equations in Tecplot 360. The <zonelist> parameter specifies the set of zones on which to operate, where zonelist is a list of zones or zone ranges separated by a comma (","). Zone ranges are separated by a hyphen ("-"). If <zonelist> is omitted, all zones are affected. NOTE: the values for the <zonelist> parameter must be enclosed in square brackets. (For example, use \$!ALTERDATA [1,3] to apply ALTERDATA to zones 1 and 3).

\$!ANIMATECONTOURLEVELS 57

Produce an animation of a contour line plot by showing a single level at a time. The animation varies according to the currently defined contour levels and is limited by the values in the START, END, and SKIP parameters. To create a movie file, add \$!EXPORTSETUP commands before this command.

\$!ANIMATEIJKBLANKING..........58

Produce an animation of different IJK-blankings in your plot. The animation starts at one IJK-blanking setting and marches through intermediate steps to a second setting. To create a movie file, add \$!EXPORTSETUP commands before this command.

\$!ANIMATEIJKPLANES60

Produce an animation that cycles through I-, J-, or K-planes in an IJK-ordered data set. To create a movie file, add \$!EXPORTSETUP commands before this command.

\$!ANIMATEISOSURFACES60

The macro command \$!ANIMATEISOSURFACES produces an animation of a series of iso-surfaces beginning with the iso-surface defined by STARTVALUE and ending with the iso-surface defined by ENDVALUE. To create a movie file, add \$!EXPORTSETUP commands before this command.

\$!ANIMATELINEMAPS61

Produce an animation of one Line-mapping at a time. To create a movie file, add \$!EXPORTSETUP commands before this command.

\$!ANIMATESLICES62

The macro command \$!ANIMATESLICES uses the currently defined start and end slice position. Use \$!SLICE-ATTRIBUTES to set these positions; \$!ANIMATESLICES then redefines how many intermediate slices are to be used, then animates a sub-set of those slices. To create a movie file, add \$!EXPORTSETUP commands before this command.

\$!ANIMATESTREAM63

Produce an animation of stream markers or dashes, moving along the currently defined streamtrace paths. To create a movie file, add \$!EXPORTSETUP commands before this command.

\$!ANIMATETIME64

Produce an animation of transient data. To create a movie file, add \$!EXPORTSETUP commands before this command.

\$!ANIMATEZONES65

Produce an animation showing one zone at a time. To create a movie file, add \$!EXPORTSETUP commands before this command. This command will not work if the active frame contains a transient data set.

\$!ATTACHDATASET65

Attach the active frame to the data set of another frame. Use PAGENUM, if the other frame is on a difference page. This command is usually found only in layout files generated by Tecplot 360. Note that the \$!PLOTTYPE command automatically executes an \$!ATTACHDATASET command if a frame mode is requested in a frame that does not have an attached data set. Tecplot 360 attaches the data set from the closest frame (in drawing order) having an attached data set.

\$!ATTACHGEOM66

Attach a geometry to the active frame.

\$!ATTACHTEXT	69
----------------------------	----

Attach text to the active frame

\$!AXIALDUPLICATE	71
--------------------------------	----

Using the right-hand rule, make the specified number of duplicates of the specified set of zones, rotating the specified axis variables and/or vector variables successively by the given angle. You may optionally specify the origin and axis of rotation. See also [\\$!ROTATEDATA](#).

\$!BASICCOLOR	73
----------------------------	----

A SetValue command that sets the red, green and blue components for any of the basic colors in Tecplot 360.

\$!BASICCOLORLEGEND	73
----------------------------------	----

A SetValue command that allows you to create and set the style of a legend for the basic colors in Tecplot 360. The legend can be used to display any attribute of the plot represented by a basic color (for example, materials). Each frame maintains a mapping of basic colors to names. Each basic color actually used in selected layers of the plot appears in the legend unless it is excluded.

\$!BASICSIZE	75
---------------------------	----

A SetValue command that sets sizes of various objects like line thicknesses, line pattern length, font height, and so forth. Sizes can be assigned when interacting with Tecplot 360 by either entering an exact value or by choosing from a preset list of values. The \$!BASICSIZE command allows you to change the values in the preset lists.

\$!BLANKING	76
--------------------------	----

A SetValue command that changes settings for IJK- or value-blanking.

\$!BRANCHCONNECTIVITY	78
------------------------------------	----

For zones where connectivity is shared, this command allows for branching of connectivity information from the specified zone.

\$!BRANCHFIELDATAVAR	79
-----------------------------------	----

Allows for branching of specified variable in the specified zone for zones that share variables.

\$!BREAK	79
-----------------------	----

Jump out of the current \$!LOOP-ENDLOOP or \$!WHILE-\$!ENDWHILE.

\$!COLORMAPATTRIBUTES	79
------------------------------------	----

Sets the control point attributes of a custom color map. The named color map must exist and be a custom color map.

\$!COMPATIBILITY	80
-------------------------------	----

Allow datasharing access and setting, without warning.

\$!CONTINUE	80
Transfer control back to nearest \$!LOOP or \$!WHILE.	
\$!CONTOURLABELS [Required-Control Option]	80
The different commands in the CONTOURLABELS compound function family are described separately in the following sections.	
\$!CONTOURLABELS ADD	81
Add contour labels to your plot.	
\$!CONTOURLABELS DELETEALL	81
Delete all currently defined contour labels.	
\$!CONTOURLEVELS [Required-Control Option]	82
The different commands in the CONTOURLEVELS compound function family are described separately in the following sections.	
\$!CONTOURLEVELS ADD	82
Add a new set of contour levels to the existing set of contour levels.	
\$!CONTOURLEVELS DELETENEAREST	83
Delete the contour level whose value is nearest the value supplied in the RANGEMIN parameter.	
\$!CONTOURLEVELS DELETERANGE	83
Delete all contour levels between a minimum and maximum contour value (inclusive).	
\$!CONTOURLEVELS NEW	83
Replace the current set of contour levels with a new set.	
\$!CONTOURLEVELS RESET	84
Reset the contour levels to a set of evenly distributed values spanning the entire range of the currently selected contouring variable.	
\$!CONTOURLEVELS RESETTONICE	84
Reset the contour levels to a set of evenly distributed, nice values spanning the entire range of the currently selected contouring variable, with a specified number of entries.	
\$!CREATECIRCULARZONE	85
Create a circular (or cylindrical) IJ- or IJK-ordered zone.	

\$!CREATECOLORMAP86

Defines a color map. Only the name is required; it must be a valid non-zero-length string.

Color map names are case-insensitive, although the case used when creating the color map is retained for display. Leading and trailing spaces are stripped.

If the named color map does not exist, it is created and initialized to SOURCECOLORMAP if provided; otherwise to "Small Rainbow." If the named colormap exists, and is not a built-in colormap, it will be overwritten by SOURCECOLORMAP, or by "Small Rainbow" if SOURCECOLORMAP is not provided.

\$!CREATECONTOURLINEZONES..........87

Create zones from the currently-defined contour lines. One zone can be created from each contour level in that plot, or one zone for every polyline can be generated.

\$!CREATEFEBOUNDARY87

Zone edges for finite element data cannot be turned on or off using the edge plot layer in Tecplot 360. You can, however, create a separate zone which is the boundary of a finite element zone. This new zone can then be turned on or off.

\$!CREATEFESURFACEFROMIORDERED88

A FE-Surface zone can be generated from two or more I-Ordered zones. To get the best possible output, it is recommended that the source zones should have their nodes arranged in a similar manner so that the connecting lines between points are as straightforward as possible. For this reason, indices from source zones should increase in the same direction.

\$!CREATELINEMAP88

Create a new Line-mapping.

\$!CREATEMIRRORZONES..........89

Create new zones that are mirror images of the source zones

\$!CREATENEWFRAME89

Creates a new frame.

\$!CREATERECTANGULARZONE..........90

Create a rectangular zone. If no data set exists when this command is executed, a data set is created with variables X, Y (and Z, if KMax > 1). If a data set exists prior to this command, the non-coordinate variables for the zone created are initialized to zero.

\$!CREATESIMPLEZONE91

Create a new zone by specifying only a list of data. Rows represent the individual data points and columns the variables at each point.

You cannot specify more variables than the dataset already contains.

\$!CREATESPHERICALZONE	91
Create a spherical IJK-ordered zone.		
\$!DATASETUP	92
A SetValue command that sets miscellaneous parameters related to data.		
\$!DEFAULTGEOM	93
A SetValue command that sets the attributes for the default geometry. When a geometry is created interactively, its color, line thickness, and so forth, are preset based on the default geometry. This command is usually used only in the Tecplot 360 configuration file.		
\$!DEFAULTTEXT	94
A SetValue command that sets the attributes for the default text. When text is added to a plot interactively, its font, color, size, and so forth, are based on the default text. This command is used only in the Tecplot 360 configuration file.		
\$!DELAY	95
Delay Tecplot 360 execution for <code><integer></code> seconds.		
\$!DELETEAUXDATA	95
Delete Auxiliary Data in the form of name/value pairs from zones, frames or datasets.		
\$!DELETECOLORMAP	96
Deletes the specified custom color map, which must exist.		
\$!DELETELINEMAPS	96
Delete one or more line mappings. If <code><set></code> is omitted then all line mappings are deleted.		
\$!DELETEVARS	96
Delete one or more variables.		
Delete variables 4 and 10:		
\$!DELETEZONES	97
Delete one or more zones.		
Delete zones 3, 7, 8, 9 and 11:		
\$!DOUBLEBUFFER [Required-Control Option]	97
The different commands in the DOUBLEBUFFER compound function family are described separately in the following sections.		
The DOUBLEBUFFER compound functions are:		

\$!DOUBLEBUFFER OFF 97

Turn off double buffering; use this command once at the end of a sequence of using the double buffer.

See [\\$!DOUBLEBUFFER SWAP](#)

\$!DOUBLEBUFFER ON 97

Turn on double buffering; use this command once at the beginning of a sequence of using the double buffer. While double buffering is turned on all drawing is sent to the back buffer.

See [\\$!DOUBLEBUFFER SWAP](#)

\$!DOUBLEBUFFER SWAP 97

Swap the back buffer to the front. In other words, copy the image in the back buffer to the front.

\$!DRAWGRAPHICS 98

Turn on or off all graphics drawing. Turning off all graphics during preliminary portions of a macro file can greatly increase the efficiency of the macro.

Turn off all graphics drawing:

\$!DUPLICATELINEMAP 98

Copy attributes from an existing line mapping to another.

\$!DUPLICATEZONES 98

Make a copy of an existing zone or zones. You can use index ranges to create new zone(s) from a subset of the source zone(s). You may also specify a destination zone to overwrite existing zone(s).

Initially, the duplicate zone shares all variables with the source zone. To branch some or all variables in the destination zone(s), use [\\$!BRANCHFIELDVAR](#).

\$!ELSE 100

Conditionally handle macro commands. Used when an \$!IF statement is FALSE.

\$!ELSEIF 100

Conditionally handle macro commands. Used to create multiple options for statements should an \$!IF statement be FALSE.

\$!EXPORT 101

Export an image file from Tecplot 360. See the [\\$!EXPORTSETUP](#) command for details on setting up the exported image type. The \$!EXPORT command is not valid for animation formats.

\$!EXPORTCANCEL 101

Cancel out of the current export animation sequence. The animation file being generated is removed.

\$!EXPORTFINISH.....102

Signals the completion of an animation sequence and causes the animation file to be created. You must call \$!EXPORTSTART prior to using \$!EXPORTFINISH. This command is only valid for animation formats. You may use the |EXPORTISRECORDING| intrinsic variable to make sure that an animation sequence has been initiated.

\$!EXPORTNEXTFRAME102

Records the next frame of an animation. You must call \$!EXPORTSTART prior to calling \$!EXPORTNEXTFRAME. This command is only valid for animation formats. You may use the |EXPORTISRECORDING| intrinsic variable to make sure that an animation sequence has been initiated.)

\$!EXPORTSETUP102

A SetValue command that sets the attributes for exporting image files from Tecplot 360. Exporting is usually intended as a means to transfer images from Tecplot 360 to be imported by other applications. See [\\$!PRINTSETUP](#) and [\\$!PRINT](#) for generating output intended for printers and plotters.

\$!EXPORTSTART.....103

Signals the start of an animation sequence and records the first frame of the animation. This command is only valid for animation formats.

\$!EXTENDEDCOMMAND104

Send a command to an add-on. The add-on registers the name of a function that will be called when an \$!EXTENDEDCOMMAND is processed. Tecplot 360 knows which registered function to call based on the COMMANDPROCESSORID string.

\$!EXTRACTCONNECTEDREGIONS105

Extract a separate zone from each isolated region of connected cells in one or more finite element zones.

\$!EXTRACTFROMGEOM.....105

Extract data from a 2- or 3D field plot. The locations at which to extract the data come from a polyline geometry that must be picked prior to issuing this command.

\$!EXTRACTFROMPOLYLINE106

Extract data from a 2- or 3D field plot. The locations of where to extract the data come from a supplied polyline in the form of [<xyzrawdata>](#).

\$!EXTRACTISOSURFACES.....106

Extracts the currently defined iso-surfaces or the iso-surfaces of the specified groups to zones. By default the resulting zones will be automatically assigned strands and are given the solution time of the current time step from which they are extracted.

\$!EXTRACTSLICES107

Extracts the currently defined slices or the slices of the specified groups to zones. By default the resulting zones will be automatically assigned strands and are given the solution time of the current time step from which they are extracted. If the start and end position for the slice style is active then the zones are extracted in position order from the start position to the end position with the primary value slice, if active, in its position order.

\$!EXTRACTSLICETOZONES109

Create a new zone from a plane through existing data. This function allows you to extract slices through time and to define value blanking constraints to limit the region of the slice. This function is independent of the current plot style and similarly will not change the style of your plot. If you want to extract slices that are defined by [\\$!SLICEATTRIBUTES](#), use [\\$!EXTRACTSLICES](#).

\$!EXTRACTSTREAMTRACES112

Extract the currently defined streamtraces to zones. By default the resulting zones will be automatically assigned strands and are given the solution time the current time step from which they are extracted. If directed Tecplot will concatenate all streamtraces of the same type together.

\$!FIELDLAYERS112

A SetValue command that turns field plot layers on or off, or sets the 2D draw order.

\$!FIELDMAP113

A SetValue command that assigns zone attributes for field plots. The [`<set>`](#) parameter immediately following the [\\$!FIELDMAP](#) command is optional. If [`<set>`](#) is omitted then the assignment is applied to all zones. Otherwise the assignment is applied only to the zones specified in [`<set>`](#).

\$!FILECONFIG116

A SetValue command that sets file path information in Tecplot 360.

\$!FONTADJUST118

A SetValue command that sets character spacing and sizing for fonts in Tecplot 360. These parameters rarely change.

\$!FOURIERTRANSFORM119

Performs a Fourier transform for each dependent variable for each source zone. A new zone containing the resulting frequency, amplitude, and phase variables (three for each dependent variable) is created for each source zone. If the independent variable is non-uniform, the resulting frequency is a modification of the original data (see discussion below for the INDEPENDENTVAR and OBEYSOURCEZONEBLANKING parameters). Resulting zones are assigned new time strands using the same groupings as the source zones if they belong to time stands; otherwise, the resulting zones are static.

Fourier transform result zones are named "Fourier Transform" followed by a mixture of text indicating the source zone, independent variable, and window function used. Similarly, the three variables created are given the names "Frequency", "Amplitude", and "Phase" followed by the dependent variable used. Newly-created zones are assigned passive variables for all variables that previously existed in the data set, and all previously-existing zones are assigned passive variables for all new variables created by the Fourier transform.

Perform a Fourier transform on variables 2 through 11 of zones 1 through 10 obeying source zone blanking, applying the Hann window function and excluding conjugates from the output.

\$!FRAMECONTROL [Required Control Option]120

The different commands in the FRAMECONTROL compound function family are described separately in the following sections. When working with the FRAMECONTROL commands, it may help to realize that a command

containing "Activate" changes the active frame; a command containing "MoveTo" changes the frame drawing order.

\$!FRAMECONTROL ACTIVATETOP 121

Changes the active frame to the frame that is topmost in the frame drawing order.

\$!FRAMECONTROL ACTIVATENEXT 121

Changes the active frame to the next one up in the frame drawing order, or to the bottom frame if the active frame is at the top.

\$!FRAMECONTROL ACTIVATEPREVIOUS 121

Changes the active frame to the next one down in the frame drawing order, or to the top frame if the active frame is at the bottom.

\$!FRAMECONTROL ACTIVATEATPOSITION 121

Activates the topmost frame at the specified position. X and Y are in paper coordinates.

\$!FRAMECONTROL ACTIVATEBYNAME 122

Changes the active frame to the specified frame. If no frame name is given, this will activate the bottom frame.

\$!FRAMECONTROL ACTIVATEBYNUMBER 122

Changes the active frame to the specified frame.

\$!FRAMECONTROL MOVETOTOPACTIVE 122

Moves the active frame to the top of the drawing order.

\$!FRAMECONTROL MOVETOTOPBYNAME 123

Moves the frame specified by name to the top of the frame drawing order.

\$!FRAMECONTROL MOVETOTOPBYNUMBER 123

Moves the frame specified by number to the top of the frame drawing order. If no frame number is specified, this command will move the bottom frame to the top of the frame drawing order.

\$!FRAMECONTROL MOVETOBOTTOMACTIVE 123

Moves the active frame to the bottom of the frame drawing order.

\$!FRAMECONTROL MOVETOBOTTOMBYNAME 123

Moves the frame specified by name to the bottom of the frame drawing order.

\$!FRAMECONTROL MOVETOBOTTOMBYNUMBER 124

Moves the frame specified by number to the bottom of the frame drawing order.

\$!FRAMECONTROL DELETEACTIVE 124

Delete the active frame.

\$!FRAMECONTROL FITALLTOPAPER 124

Resize all frames so that they fit inside the hardclip limits of the paper.

\$!FRAMELAYOUT 124

A SetValue command that sets the position, border, and background attributes for the active frame. Use the \$!FRAMECONTROL action command to push and pop frames if you want to change the settings for a frame other than the active frame.

\$!FRAMENAME 125

Set the name for the active frame.

\$!FRAMESETUP 125

A SetValue command that sets parameters used to preset dynamic frame attributes when a frame is initialized.

\$!GETAUXDATA 127

Retrieve Auxiliary Data in the form of name/value pairs from the given location and store it in the macro variable.

\$!GETCONNECTIVITYREFCOUNT 127

Fetch the count of how many zones share connectivity with the specified zone. Count includes specified zone.

\$!GETCURFRAMENAME 128

Query Tecplot 360 for the name of the active frame. The [`<macrovar>`](#) represents the macro variable to receive the results.

\$!GETFIELDVALUE 128

Fetch the field value (data set value) at the specified point index and assign the value to [`<macrovar>`](#). If the zone referenced is IJ- or IJK-ordered, then the point index is calculated by treating the 2- or 3Dimensional array as a 1-D array.

\$!GETFIELDVALUEREFCOUNT 128

Get the count of how many zones share the indicated variable with the specified zone. Count includes the specified zone.

\$!GETNODEINDEX 129

This function only works for finite-element zones. Query for the node index in the specified location as described by the ZONE, ELEMENT, and CORNER parameters.

\$!GETVARLOCATION 130

Returns the location of the variable in the zone as either CELLCENTERED or NODAL and saves in the macro variable.

\$!GETVARNUMBYNAME 130

Given a variable name, get the number for that variable. This variable number can then be used to assign attributes, such as what variable to use for contouring.

\$!GETZONETYPE 130

Query for the zone type of the specified zone. The zone type will be assigned to [<macrovar>](#).

\$!GLOBALCONTOUR 131

A SetValue command that changes global attributes associated with contour plots or contour levels. The optional parameter <contourgroup> refers to the defined contour groups, 1-8, allowed in Tecplot 360, and takes an integer value of one through eight. The <contourgroup> parameter is optional, and if omitted, Tecplot 360 will use contour group 1. If you would like the settings in these commands to persist, add them to your *tecplot.cfg* file, located in your installation directory. The NUMBERFORMAT setting for LABELS also controls the number format in the legend.

\$!GLOBALEdge 133

A SetValue command that sets attributes which sets the minimum crease angle for edges.

\$!GLOBALFRAME 134

A SetValue command that sets attributes which apply to all frames. If you would like the settings in this command to persist, add it to your *tecplot.cfg* file, located in your installation directory.

\$!GLOBALLINEPLOT 134

A SetValue command that changes global attributes associated with Line-plots. If you would like the settings in these commands to persist, add it to your *tecplot.cfg* file, located in your installation directory.

\$!GLOBALPAPER 136

A SetValue command that sets the paper size characteristics. If you would like the settings in this command to persist, add it to your *tecplot.cfg* file, located in your installation directory.

\$!GLOBALPOLAR 136

Allows polar plots to have curved lines that are interpolated along the R-Axis between data points.

\$!GLOBALRGB 137

Allows RGB coloring for plots which have RGB values specified at each vertex. This coloring option is valuable for plots with entities such as Gas, Oil and Water. RGB Coloring can be assigned to field plot objects such as zones, iso-surfaces and slices

\$!GLOBALSCATTER	138
A SetValue command that changes global attributes associated with scatter plots.	
\$!GLOBALTHREED	140
A SetValue command that changes global attributes associated with 3D plots.	
\$!GLOBALTHREEVECTOR	141
A SetValue command that changes global attributes associated with 3D vector plots.	
\$!GLOBALTIME	142
A SetValue command for frames (2D and 3D ONLY). Different frames can have different values of \$!GLOBALTIME. If you would like the settings in this command to persist, add them to yours <i>tecplot.cfg</i> file (located in your installation directory).	
\$!GLOBALTWODVECTOR	143
A SetValue command that changes global attributes associated with 2D vector plots.	
\$!IF...\$!ENDIF	144
Conditionally process macro commands.	
\$!INCLUDEMACRO	145
Insert commands from another macro file. Note that any macro variables used within the string must either pre-exist loading of this macro or be macro variables that reference environment variables. Macro variables that are defined within the loaded macro are not assigned until execution of the macro and thus will not expand.	
\$!INTERFACE	145
A SetValue command that sets attributes related to the Tecplot 360 interface.	
\$!INVERSEDISTINTERPOLATE	151
Interpolate selected variables from one or more zones onto a destination zone using the inverse distance method.	
\$!ISOSURFACEATTRIBUTES	152
A SetValue command which changes attributes associated with iso-surfaces. The optional group parameter can range from 1-8 and defaults to 1 when absent.	
\$!ISOSURFACELAYERS	154
Turn iso-surfaces on or off.	
\$!KRIG	155
Interpolate selected variables from a set of source zones to a destination zone using the kriging method.	

\$!LATEX 156

Set configuration attributes for using LaTeX expressions in Tecplot plots. By default LaTeX configuration attributes are read from a tecplot_latex.mcr file placed in standard search locations such as the home folder.

\$!LIMITS 156

A SetValue command that sets some of the internal limits in Tecplot 360. See the [User's Manual](#) for additional information. The \$!LIMITS command can only be used in the Tecplot 360 configuration file.

\$!LINEARINTERPOLATE 157

Interpolate selected variables from a set of source zones to a destination zone using linear interpolation. The source zones cannot be I-ordered. Values assigned to the destination zone are equivalent to the results of using the probe tool in Tecplot 360.

\$!LINEMAP 158

A SetValue command that assigns attributes for individual line mappings. The [`<set>`](#) parameter immediately following the \$!LINEMAP command is optional. If [`<set>`](#) is omitted then the assignment is applied to all line mappings, otherwise the assignment is applied only to the line mappings specified in [`<set>`](#).

\$!LINEPLOTLAYERS 161

A SetValue command that turns on or off Line-plot layers.

\$!LINKING 161

Link attributes in two or more frames so that changes to attributes of one frame effect all linked frames.

\$!LOADADDON 162

Load an add-on into Tecplot 360. The [`<string>`](#) is the library name of the add-on to load. See the [User's Manual](#) for instructions on how to specify the add-on's library name ("libname").

\$!LOADCOLORMAP 163

Load a color map file. The [`<string>`](#) is the name of the file to load.

\$!LOOP...\$!ENDLOOP 163

Process macro commands in a loop. Within the loop you may access the current loop counter using the intrinsic macro variable `|Loop|`. Loops may be nested up to 10 levels deep.

\$!MACROFUNCTION...\$!ENDMACROFUNCTION 163

Define a macro function. All commands between a \$!MACROFUNCTION and the \$!ENDMACROFUNCTION are associated with the macro function NAME. These commands are not executed when they are defined but are executed when a \$!RUNMACROFUNCTION command is processed. Parameters can be passed to a macro function. Use `|n|` to reference the *n*th parameter. (See [\\$!RUNMACROFUNCTION](#)). In the user-interface, [Ctrl]-M must be pressed, before using the keyboard shortcut specified by the KEYSTROKE option. For example, if the KEYSTROKE option is set to "P", the user must press [CTRL]-M-P.

\$!NEWLAYOUT.....164

Clear the current layout and start again.

\$!OPENLAYOUT.....164

Open and read in a new layout file. The [<string>](#) is the name of the file to open.

\$!PAGE.....165

A SetValue command that sets the paper characteristics.

\$!PAGECONTROL [Required-Control Option].....166

The different commands in the PAGECONTROL compound function family are described separately in the following sections.

\$!PAGECONTROL CREATE.....167

Create a new page. The created page will include an initial frame.

\$!PAGECONTROL SETCURRENTTONEXT.....167

Set the next page to be the current page.

\$!PAGECONTROL SETCURRENTTOPREV.....167

Set the previous page to be the current page.

\$!PAGECONTROL SETCURRENTBYNAME.....167

Set the current page to the page specified.

\$!PAGECONTROL DELETE.....167

Delete the current page. If the command is operated on the only page, then an initial page is created with an initial frame.

\$!PAGECONTROL CLEAR.....167

Clears all frames in the current page and creates a default initial frame.

\$!PAGEGETNAME.....168

Action command to get the name of the current page.

\$!PAGENAME.....168

Set the name of the page.

\$!PAUSE.....168

Stop execution of a macro and optionally display a dialog with a message. If [<string>](#) is set to "" then no dialog is displayed and the user must click in the work area to continue.

Pause and display the message This is the first example plot:

\$!PICK [Required-Control Option] 168

The different commands in the PICK compound function family are described separately in the following sections.

\$!PICK ADDATPOSITION 168

Attempt to pick an object at a specific location on the paper. Does not pop or activate frames.

\$!PICK ADDALL 169

Add all objects of a certain type to the list of picked objects.

\$!PICK ADDALLINRECT 170

Add objects defined within a specified region to the list of picked objects. The region is defined in terms of the paper coordinate system. Optional filters can be used to restrict the objects selected. The region is defined by the two corner points (X1, Y1) and (X2, Y2).

\$!PICK CLEAR 171

Delete all objects that are currently picked. (These objects cannot be retrieved.)

\$!PICK COPY 172

Copy all objects that are currently picked to the paste buffer.

\$!PICK CUT 172

Copy all objects that are currently picked to the paste buffer and then delete them.

\$!PICK EDIT 172

Perform a global edit operation on the currently picked objects. Only one edit operation is allowed per \$!PICK EDIT command. Objects are edited only if the supplied parameter is relevant. Actions taken using the Quick Edit dialog in Tecplot 360 generate these commands.

\$!PICK MAGNIFY 174

Magnify all picked objects. The objects will also be translated proportional to the distance between their anchor position and the anchor position of the first object picked.

\$!PICK PASTE 174

Paste the currently picked objects from the paste buffer to the work area.

\$!PICK POP 175

Change the order in which objects are drawn by popping the currently picked objects to the front. Only frames, text, geometries, and the grid area for 2D plots are allowed.

\$!PICK PUSH 175

Change the order in which objects are drawn by pushing the currently picked objects back. Only frames, text, geometries, and the grid area for 2D plots are allowed.

\$!PICK SETMOUSEMODE 175

Prepare to pick objects by setting the mouse mode to SELECT, ADJUST, or ADVANCEADJUST. ADVANCEADJUST is a combination of SELECT and ADJUST that allows an object's control points to be adjusted by dragging, or the entire object to be selected by clicking away from the control points. This command also clears the list of picked objects (that is, unpicks all picked objects).

\$!PICK SHIFT 175

Shift the currently picked objects that are allowed to shift. Picked objects such as zones or linemaps cannot be moved when using the selector mouse mode (these can however be moved when using the adjuster mouse mode).

Objects are shifted relative to their starting position. X and Y shift amounts are in paper units (inches). If snapping is in effect then it is applied after shifting in X and Y. (See the SetValue commands [\\$!GLOBALFRAME SNAPTOGRID](#) and [\\$!GLOBALFRAME SNAPTOPAPER](#).)

\$!PLOTTYPE 176

Changes plot types between valid Tecplot 360 modes such as XYLine and Cartesian2D. Valid options shown below.

\$!POLARAXIS 176

A SetValue command that assigns attributes for axes in a polar frame.

\$!POLARTORECTANGULAR 177

Treat the variables currently assigned to X and Y as referring to R and q and convert them to X and Y. In 3D, X, Y and Z refer to R, q, and y. Tecplot 360 has additional capabilities for transforming coordinates, please see [\\$!TRANSFORMCOORDINATES](#).

\$!POLARVIEW 177

Sets the viewing style for polar plots in a layout.

\$!PolarWatermark 178

Set the size and placement of watermarks for Polar plots for a specific frame.

\$!PRINT 178

Print the current layout to a printer or send the print instructions to a file. Use the \$!PRINTSETUP SetValue command to configure printing.

\$!PRINTSETUP 178

A SetValue command that sets the attributes for printing. Use \$!PRINT to do the actual printing. See [\\$!EXPORTSETUP](#) and [\\$!EXPORT](#) if you intend to create image files destined for desktop publishing programs.

\$!PROMPTFORFILENAME 180

Instruct Tecplot 360 to launch a file selection dialog. The resulting file name will be placed in [\\$!macrovar](#). If the user cancels out of the dialog then [\\$!macrovar](#) will be empty (see the example below).

\$!PROMPTFORTEXTSTRING.....180

Instruct Tecplot 360 to launch a dialog containing a single line text field and optional instructions. The user enters text into the text field and the resulting string is assigned to [<macrovar>](#).

\$!PROMPTFORYESNO181

Instruct Tecplot 360 to launch a dialog containing two buttons, one labeled Yes and the other No. The [<macrovar>](#) is assigned the string Yes or No depending on the selection.

\$!PROPAGATELINKING.....181

Link multiple frames, either within frame or between frames.

\$!PUBLISH181

Create an HTML file displaying one or more images. A linked layout with packaged data may be included. You must provide the file name.

\$!QUIT182

Terminate the execution of the Tecplot 360 program.

\$!RAWCOLORMAP182

Assign the RGB values that define the Raw user-defined color map. This does not choose the Raw user-defined color map for use in a contour group. Use \$!GLOBALCONTOUR COLORMAPNAME to set the color map used by a contour group.

\$!READDATASET.....183

The \$!READDATASET macro command has two separate uses. The parameters available for the command are dependent upon the intended use. It may either be used to load data in Tecplot 360's file format (*.plt or *.dat) or in a foreign data file format. To load data in Tecplot 360's file format, use the parameters listed in [Table 10 - 2](#). To load data in a foreign file format, use the parameters listed in [Table 10 - 1](#) along with a set of name/value pairs. The name/value pairs are specific to the data loader and described in the [User's Manual](#).

\$!READSTYLESHEET185

Read in a stylesheet file. The [<string>](#) is the name of the file to read.

\$!REDISTRIBUTE COLORMAP CONTROLPOINTS186

Redistributes control points for the named color map, which must exist and must be a custom color map (not a built-in color map such as "Small Rainbow").

\$!REDRAW186

Redraw the active frame.

\$!REDRAWALL186

Redraw all frames.

\$!REMOVEVAR	186
---------------------------	-----

Remove a user-defined macro variable. This frees up space so another user-defined macro variable can be defined.

\$!RENAMECOLORMAP	187
--------------------------------	-----

Renames a custom color map.

\$!RENAMEDATASETVAR	187
----------------------------------	-----

Rename a data set variable in Tecplot 360.

\$!RENAMEDATASETZONE	187
-----------------------------------	-----

Rename a data set zone in Tecplot 360.

\$!RESET3DAXES.....	188
----------------------------	-----

Reset the ranges on the 3D axes.

\$!RESET3DORIGIN	188
-------------------------------	-----

Reposition the rotation origin in 3D to be at the specified location.

\$!RESET3DSCALEFACTORS.....	188
------------------------------------	-----

Recalculate the scale factors for the 3D axes. Aspect ratio limits are taken into account.

\$!RESETRAWUSERDEFINEDCOLORMAP	189
---	-----

Resets the raw user-defined color map to the color map named by SOURCECOLORMAP.

\$!RESETVECTORLENGTH.....	189
----------------------------------	-----

Reset the length of the vectors. Tecplot 360 will find the vector with the largest magnitude and set the scaling factor so it will appear on the screen using the length specified by \$!FRAMESETUP VECTDEFLEN.

\$!RESETVECTORSPACING	189
------------------------------------	-----

Reset the spacing between evenly spaced vectors to an appropriate value for the current plot.

Tecplot 360 EX uses \$!FRAMESETUP VECTORDEFAULTSPACINGCOUNT along with the current view to reset the spacing in each of the axial directions.

\$!ROTATE2DDATA.....	189
-----------------------------	-----

Rotate field data in 2D about any point. See also [\\$!ROTATEDATA](#).

\$!ROTATE3DVIEW	190
------------------------------	-----

Do a 3D rotation about a given axis. The [*<rotateaxis>*](#) must be supplied.

\$!ROTATEDATA 190

Using the right-hand rule, rotate the axis variables and/or vector variables in the specified set of zones. You may optionally specify the origin and axis of rotation. See also [\\$!ROTATE2DDATA](#) and [\\$!AXIALDUPLICATE](#).

\$!RUNMACROFUNCTION 191

Execute commands defined in a macro function. The [`<string>`](#) references the name of the macro function to run. If the macro command requires parameters, then include them (within parentheses) after the macro command name.

\$!SAVELAYOUT 192

Save the current layout to a file. You must supply the file name. Note that variable assignments will use either integers or variable names depending on the current value of [\\$!COMPATIBILITY UseNamesForVariableAssignments](#) (if set to TRUE then variable names will be used otherwise integers).

\$!SET3DEYEDISTANCE 192

Sets the distance from the viewer to the plane of the current center of rotation.

\$!SETARBITRARYSLICEUSINGTHREEPOINTS 192

Set the orientation of an arbitrarily-oriented slice by specifying the X, Y, and Z coordinates of three points on a plane. The three points must not be coincident or collinear. The slice's origin is set to the third point and its normal is recalculated such that the cutting plane passes through all three points.

\$!SETAUXDATA 193

Add Auxiliary Data in the form of name/value pairs to layouts, zones, frames or datasets. The name must begin with an underscore or letter, and may be followed by one or more underscore, period, letter, or digit characters.

\$!SETDATASETTITLE 194

Set the title for the current data set.

\$!SETFIELDVALUE 194

Specify a field value (data set value) at a specified point index. If the zone referenced is IJ- or IJK-ordered then the point index is calculated by treating the 2- or 3D array as a 1-D array.

\$!SETFRAMEBACKGROUNDCOLOR 194

Sets the frame background to the specified color and surveys all basic color assignments in Tecplot 360, converting the all basic colors using the following rules to achieve the best contrast:

\$!SETSOLUTIONTIMECLUSTERING 195

Sets the solution time clustering options for the dataset that specify how Tecplot gathers together solution times when forming time steps from the dataset's zones.

\$!SETSTYLEBASE..........195

Instruct Tecplot 360 on how to initialize frame style values when a new frame is created. During normal operation, Tecplot 360 bases the style of a new frame on the factory defaults plus any changes assigned in the Tecplot 360 configuration file. Layout files and stylesheet files, however, rely on Tecplot 360 basing new frames only on the factory defaults. This command is typically not used by the casual user.

\$!SHARECONNECTIVITY..........196

Share the nodemap between the source and destination zones, presuming that the zones are FE and have the same element type and number of nodes.

\$!SHAREFIELDDATAVAR196

Allows sharing of the specified variable from the source zone to the destination zone. Zone must be of the same type (ordered or FE) and dimensions. Cell centered variables in FE must have the same number of cells. Sharing is not allowed if either zone has global face neighbors.

\$!SHIFTLINEMAPSTOBOTTOM..........196

Shift a list of Line-mappings to the bottom of the Line-mapping list. This in effect causes the selected Line-mappings to be drawn last.

\$!SHIFTLINEMAPSTOTOP197

Shift a list of Line-maps to the top of the Line-map list. This in effect causes the selected Line-maps to be drawn first.

\$!SHOWMOUSEPOINTER197

The mouse icon may be deactivated within a macro to enhance the on-screen animation. It must be reactivated before exiting the macro.

\$!SKETCHAXIS197

A SetValue command that assigns attributes for axes in a sketch mode frame. Axes are rarely used in sketch frames.

\$!SKETCHWATERMARK198

Set the size and placement of watermarks for Sketch plots for a specific frame.

\$!SLICEATTRIBUTES198

A SetValue command that changes global attributes associated with slices.

\$!SLICELAYERS201

Turn slicing on or off.

\$!SMOOTH201

Smooth data (reduce the spikes) for selected variables in selected zones.

\$!STREAMATTRIBUTES	202
A SetValue command that changes global attributes associated with streamtraces.	
\$!STREAMTRACE [Required-Control Option].....	204
The different commands in the STREAMTRACE compound function family are described separately in the following sections.	
\$!STREAMTRACE ADD	204
Add a single streamtrace or a rake of streamtraces to the active frame. The frame must be a 2D or 3D field plot.	
\$!STREAMTRACE DELETEALL	206
Deletes all streamtraces in the active frame. If the frame mode is 2D, all 2D streamtraces are deleted. If the frame mode is 3D, all 3D streamtraces are deleted.	
\$!STREAMTRACE DELETERANGE	206
Delete a range of streamtraces. Streamtraces are numbered sequentially in the order they were created.	
\$!STREAMTRACE RESETDELTATIME	206
Reset the time delta for dashed streamtraces. The delta time is reset such that a stream dash in the vicinity of the maximum vector magnitude will have a length approximately equal to 10 percent of the frame width.	
\$!STREAMTRACE SETTERMINATIONLINE	206
Set the position of the termination line for streamtraces.	
\$!STREAMTRACELAYERS	207
Turn streamtraces on or off.	
\$!SYSTEM.....	207
Instruct Tecplot 360 to submit a command to the operating system. For security reasons, execution of the \$!SYSTEM command can be disabled to prevent unauthorized execution of system commands via macros. Use the OKTOEXECUTE SYSTEMCOMMAND option to the \$!INTERFACE macro command.	
\$!THREEDAXIS.....	208
A SetValue command that assigns attributes for axes in a 3D frame.	
\$!THREEDVIEW	209
A SetValue command that changes global attributes associated with the 3D view.	
\$!THREEDWATERMARK	209
Set the size and placement of watermarks for 3D Cartesian plots for a specific frame.	

\$!TRANSFORMCOORDINATES.....210

Transforms all points in one or more zones from one coordinate system to another.

\$!TRIANGULATE.....211

Create a new zone by forming triangles from data points in existing zones.

\$!TWODAXIS.....211

A SetValue command that assigns attributes for axes in a 2D frame.

\$!TWODWATERMARK.....212

Set the size and placement of watermarks for 2D Cartesian plots for a specific frame.

\$!VARSET.....212

Assign a value to a macro variable. If the macro variable did not exist prior to this command, then it is defined here. A macro variable can be assigned a numeric value or a string. If the value is to be calculated from an expression, the expression must be enclosed in parentheses.

\$!VIEW [Required-Control Option].....213

The different commands in the VIEW compound function family are described separately in the following sections.

\$!VIEW AXISFIT.....214

Reset the range on a specific axis so that it equals the minimum and maximum of the data being plotted. If the axis dependency is not independent then this action may also affect the range on another axis.

\$!VIEW AXISMAKECURRENTVALUESNICE.....214

Reset the axis-line label values such that all currently displayed values are set to have the smallest number of significant digits possible.

\$!VIEW AXISNICEFIT.....214

Reset the range on a specific axis so that it equals the minimum and maximum of the data being plotted, but makes the axis values “nice” by setting labels to have the smallest number of significant digits possible. If the axis dependency is not independent then this action may also affect the range on another axis.

\$!VIEW CENTER.....215

Center the data within the axis grid area.

\$!VIEW COPY.....215

Copy the current view to the view paste buffer. See also [\\$!VIEW PASTE](#).

\$!VIEW DATAFIT.....215

Fit the current set of data zones or line mappings being plotted within the grid area. This does not take into consideration text or geometries.

\$!VIEW FIT 216

Fit the entire plot to the grid area. This also takes into consideration text and geometries that are plotted using the grid coordinate system. In 3D, this also includes the axes.

\$!VIEW FITSURFACES 216

Fits active plot surfaces to the grid area. 3D volume zones are excluded when surfaces to plot are set to none. See [\\$!FIELDMAP](#) for more information on setting surfaces to plot.

\$!VIEW LAST 216

Retrieve the previous view from the view stack. Each frame mode within each frame maintains its own view stack. **\$!VIEW LAST** will not reverse alterations to data.

\$!VIEW MAKECURRENTVIEWNICE 216

Shifts axis to make axis-line values nice without changing the extents of the window. Only works in Sketch/XY/2D.

\$!VIEW NICEFIT 217

Change view to make the extents of the frame neatly hold the plot with integer values for axis labels. Only works in Sketch/XY/2D.

\$!VIEW PASTE 217

Retrieve the view from the view paste buffer and assign it to the active frame.

\$!VIEW PUSH 217

Instruct Tecplot 360 to push the current view onto the view stack. A view will not be pushed if the current view is the same as the top view on the stack. Note that commands **VIEW AXISFIT**, **VIEW CENTER**, **VIEW DATAFIT**, **VIEW FIT**, and **VIEW ZOOM** automatically push a view onto the stack. Tecplot 360 automatically pushes the current view onto the stack when a **\$!REDRAW** command is issued and the current view is different from the top view on the view stack.

\$!VIEW RESETTOENTIRECIRCLE 217

Reset the Theta-R Axis to initial settings. For Polar plots only.

\$!VIEW SETMAGNIFICATION 217

Set the magnification for the data being plotted. A magnification of 1 will size the plot so it can fit within the grid area.

\$!VIEW TRANSLATE 218

Shift the data being plotted in the X- and/or Y-direction. The amount translated is in frame units.

\$!VIEW ZOOM 218

Change the view by “zooming” into the data. In Sketch, XY, and 2D frame mode plots, Tecplot 360 will adjust the ranges on the axis to view the region defined by the rectangle with corners at (X1, Y1) and (X2, Y2). For 3D orthographic plots, the view is translated and scaled to fit the region. For 3D perspective plots,

the view is rotated about the viewer and scaled to fit the region. X1 and so forth are measured in grid coordinates.

\$!WATERMARK.....219

Change the overall state of watermarks in 360. In particular, the assignment of watermark images and the ability to turn watermarks on or off.

\$!WHILE...\$!ENDWHILE.....220

Continue to execute a set of commands until a conditional expression is NO.

\$!WORKSPACEVIEW [Required-Control Option].....220

The different commands in the WORKSPACEVIEW compound function family are described separately in the following sections.

\$!WORKSPACEVIEW FITALLFRAMES.....220

Change the view in the workspace so all frames are fit just inside the edges of the workspace.

\$!WORKSPACEVIEW FITPAPER220

Change the view in the workspace so the entire paper is fit just inside the edges of the workspace.

\$!WORKSPACEVIEW FITSELECTEDFRAMES220

Change the view in the workspace so the currently selected frames (that is, the frames with pick handles) are fit just inside the edges of the workspace.

\$!WORKSPACEVIEW LASTVIEW221

Return to the previous workspace view.

\$!WORKSPACEVIEW MAXIMIZE221

Temporarily expand the work area as large as possible. The maximized work area occupies the entire Tecplot 360 process window.

\$!WORKSPACEVIEW TRANSLATE221

Shift the view of the workspace. This has no effect on the local view within any frame in your layout.

\$!WORKSPACEVIEW UNMAXIMIZE221

Returns the workspace to its normal size after it has been expanded after \$!WORKSPACE MAXIMIZE has been used.

\$!WORKSPACEVIEW ZOOM.....221

Change the view into the work area. This has no effect on the local view within any frame in your layout.

\$!WRITECOLORMAP222

Write all custom color maps to a file. The <string> is the name of the file to write to.

\$!WRITECURVEINFO222

Write out the curve details or the calculated data points for the equation(s) used to draw the curve for a selected line mapping. The [<string>](#) is the name of the file to write to.

\$!WRITEDATASET223

Write the data set attached to the active frame to a file. The [<string>](#) is the name of the file to write to.

\$!WRITESTYLESHEET224

Write the style for the active frame to a file. The [<string>](#) is the name of the file to write to. Note that variable assignments will use either integers or variable names depending on the current value of [\\$!COMPATIBILITY](#) UseNamesForVariableAssignments (if set to TRUE then variable names will be used otherwise integers).

\$!XYLINEAXIS224

A SetValue command that assigns attributes for axes in an XY Line plot.

Set the axis mode to be independent for the XY-axes (note that this affects only X1 versus Y1):

\$!XYLINEWATERMARK225

Set the size and placement of watermarks for XY Line plots for a specific frame.

ANIMATESTREAKLINES228

Animates previously calculated streaklines to the screen or to a file.

ATTACHINTEGRATIONRESULTS228

Attach the text results of the previous integration as a text field in the active frame.

CALCPARTICLEPATH228

Calculate particle paths or streaklines, starting from existing Tecplot 360 streamtraces.

CALCTURBULENCEFUNCTION231

Calculate a turbulence-related function from two variables in the current data set. Add the result to the data set as a new variable using the function's name, or overwrite the variable if it already exists.

CALCULATE231

Calculate a Tecplot 360 variable using the specified function and add it to the current data set. If the variable already exists in the current data set, it will be recalculated.

CALCULATEACCURACY232

Calculate the order accuracy of the solution contained in the listed zones. Optionally, plot the overall accuracy versus grid spacing and plot the accuracy at each grid node.

DISPLAYBOUNDARIES.....233

Displays boundaries corresponding to a geometry and boundaries specification without actually setting the geometry and boundaries. This macro is generally not useful for those writing macro files, but is recorded when the user clicks the Display Boundaries button in the Geometry and Boundaries dialog in order to duplicate the actions of Tecplot 360 that happen in response to that action. See [Section “SETGEOMETRYANDBOUNDARIES”](#) on page 240 for a description of the parameters for this macro.

EXTRACTFLOWFEATURE.....233

Extract and display shock surfaces, vortex cores, or separation and attachment lines. Shock surfaces are displayed as iso-surfaces of a new variable, ShockSurface, while vortex cores and separation and attachment lines are displayed as new zones.

EXTRAPOLATESOLUTION234

Perform Richardson extrapolation to estimate the true solution from three input solutions on grids of successively finer resolution. Two new zones are added to the current data set. The first contains the extrapolated solution, while the second contains the estimated error.

INTEGRATE234

Perform an integration over the specified zones (or time strands, if INTEGRATEBY is set to TIMESTRANDS). If <set> is not specified, the integration will be performed over all zones (or time strands). If PLOTAS is set to TRUE, the integration results will be plotted in a new frame.

SAVEINTEGRATIONRESULTS.....237

Saves the most recently calculated integration results to a text file.

SETFIELDVARIABLES237

Identifies variables in your data, such as velocity, pressure and temperature, for use in analysis.

SETFLUIDPROPERTIES238

Set the fluid properties for use by other commands.

SETGEOMETRYANDBOUNDARIES240

Specify whether the data represent an axisymmetric flow solution (2D Cartesian plots only), whether adjacent zones should be considered to be connected at coincident faces, and specify zone boundaries and their corresponding boundary conditions. Each line of the RAWDATA describes one boundary, and appears in the same format as on the Geometry and Boundaries dialog. For all boundaries, list the boundary condition and the set of zones, separated by a comma. The index range-type boundary follows this with the boundary face, the first starting index, the first ending index, the second starting index and the second ending index. All entries are separated by commas. The boundary condition is one of INFLOW, OUTFLOW, WALL, SLIPWALL, SYMMETRY, EXTRAPOLATED. The boundary face is one of I=1, I=IMAX, J=1, J=JMAX, K=1, and K=KMAX. Refer to the [User’s Manual](#) for more information on boundaries.

SETREFERENCEVALUES240

Specify the reference (free-stream) properties of the solution, identify two variables in the current data set for use with other commands.

SETUNSTEADYFLOWOPTIONS	241
-------------------------------	-------	-----

Identifies time levels for unsteady flow, or specifies that the solution is steady-state. If the flow is unsteady, the solution time levels are specified in the RAWDATA section. The first line of the RAWDATA section must consist of a single integer indicating the number of solution time levels. This must be followed by the time levels themselves. Each time level must be on a separate line and must consist of a floating-point number (the solution time), as well as one or more integers (the zone numbers for that solution time).

<<anchorpos>>	247
----------------------------------	-------	-----

Assign attributes for positioning of objects.

<<areastyle>>	248
----------------------------------	-------	-----

Change settings for the axis grid area.

<<axisdetail>>	249
-----------------------------------	-------	-----

Assign attributes for axes.

<<axisline>>	250
---------------------------------	-------	-----

Assign attributes for axis lines.

<<axistitle>>	250
----------------------------------	-------	-----

Assign attributes for titles.

<<basiccolorcontrol>>	251
--	-------	-----

Assign name to a basic color.

<<basicsizelist>>	251
--------------------------------------	-------	-----

Assign basic sizes. The units for the values assigned here are dependent on the parent command. Assignments here do not affect the plot. These assignments are used only to configure drop-down menus in the interface so the user can make quick selections.

<<colormapcontrolpoints>>	252
--	-------	-----

All contour color maps except the Raw user-defined color map make use of control points to determine the color distribution. Each control point has a position and a left and right color. The **<<colormapcontrolpoints>>** subcommand can contain more than one CONTROLPOINT subcommand.

<<colormapoverride>>	252
---	-------	-----

Change settings for a color map override. Color map overrides are used to replace a specific band in a contour color map with one of the 16 basic colors.

<<continuouscolor>>	253
--	-------	-----

Change settings for continuous color.

<<gridarea>>	254
---------------------------------	-------	-----

Change settings for the axis grid area.

<<gridlinedetail>>	255
Change settings for axis gridlines.	
<<header>>	255
Set value commands for the legend header	
<<ijk>>	256
Set an I-, J-, or K-index.	
<<indexrange>>	257
Set an index range.	
<<numberformat>>	258
Set the format used to draw a number.	
<<papersize>>	258
Change dimensions or hardclip offsets for LETTER, DOUBLE, A3, A4, CUSTOM1 and CUSTOM2 paper sizes.	
<<precisegrid>>	259
Change settings for the precise dot grid.	
<<rect>>	260
Change settings for a rectangle. The rectangle is defined using two points (X1,Y1) and (X2,Y2).	
<<refscatsymbol>>	260
Set the attributes for the reference scatter symbol.	
<<renderconfig>>	261
Set the attributes for OpenGL rendering.	
<<rgb>>	262
Set a color value by assigning values to its red, green, and blue components.	
<<shademap>>	263
Map colors on the screen to shades of gray for monochrome hardcopy output.	
<<symbolshape>>	263
Set a symbol shape. Symbols can be a geometric shape (circle, square, and so forth) or an ASCII character.	
<<textbox>>	264
Change settings for the optional box around a text label.	

<<textshape>>	265
Change settings related to text font and character height.		
<<ticklabeldetail>>	266
Change settings for the text used to label axis tick marks.		
<<tickmarkdetail>>	267
Assign attributes for axis tick marks.		
<<volumeobjectstoplot>>	267
Specifies what volume objects are to be displayed.		
<<xy>>	268
Change settings for an (X, Y) position.		
<<xyz>>	268
Change settings for an (X, Y, Z) triplet.		
<<zebrashade>>	269
Change zebra shading attributes.		

10

Macro Commands

This chapter lists Tecplot 360's macro commands alphabetically. Optional parameters are enclosed within square brackets ([]). Items within double angle brackets (<<>>) represent parameter sub-commands listed and described in [Chapter 12: "Parameter Subcommands"](#).

A

\$!ACTIVEFIELDMAPS

Syntax: \$!ACTIVEFIELDMAPS <op> <set>
[no optional parameters]

Description: A SetValue command that changes the set of active field maps (thus changing the active zones) considered for plotting.

Examples:

Example 1:

Make only field maps 1, 3, 4 and 5 active for plotting:

```
$!ACTIVEFIELDMAPS = [1,3-5]
```

Example 2:

Add zones 33, 34, 35, and 36 to the set of active field maps:

```
$!ACTIVEFIELDMAPS += [33-36]
```

Example 3:

Remove zones 1, 2, 3, 9, 10 and 11 from the set of active field maps:

```
$!ACTIVEFIELDMAPS -= [1-3,9-11]
```

\$!ACTIVEFIELDMAPS

Syntax: \$!ACTIVEFIELDMAPS [<op>](#) [<set>](#)
[no optional parameters]

Description: A SetValue command that changes the set of line mappings considered for plotting.

Examples:

Example 1:

Make only line-mappings 1, 3, 4 and 5 active for plotting:

```
$!ACTIVEFIELDMAPS = [1,3-5]
```

Example 2:

Add line-maps 33, 34, 35 and 36 to the set of active line-mappings:

```
$!ACTIVEFIELDMAPS += [33-36]
```

Example 3:

Remove line-maps 1, 2, 3, 9, 10 and 11 from the set of active line-mappings:

```
$!ACTIVEFIELDMAPS -= [1-3,9-11]
```

\$!ADDMACROPANELTITLE

Syntax: \$!ADDMACROPANELTITLE [<string>](#)
[no optional parameters]

Description: Add a title to the **Quick Macro Panel**.

Example: The following example adds the title “Bar Charts” to the **Quick Macro Panel**.

```
$!ADDMACROPANELTITLE "Bar Charts"
```

\$!ALTERDATA

Syntax: \$!ALTERDATA [\[zonelist\]](#)
EQUATION = [<string>](#)
[optional parameters]

Description: The ALTERDATA function operates on a data set within Tecplot 360 using FORTRAN-like equations. See the [User's Manual](#) for more information on using equations in Tecplot 360. The [<zonelist>](#) parameter specifies the set of zones on which to operate, where zonelist is a list of zones

\$!ALTERDATA

or zone ranges separated by a comma (","). Zone ranges are separated by a hyphen ("-"). If <zonelist> is omitted, all zones are affected. NOTE: the values for the <zonelist> parameter must be enclosed in square brackets. (For example, use \$!ALTERDATA [1,3] to apply ALTERDATA to zones 1 and 3).

Required Parameters

Parameter	Syntax	Default	Notes
EQUATION	= <string>		This assigns the equation to use to operate on the data.

Optional Parameters

Parameter	Syntax	Default	Notes
DATATYPE	= <datatype>	SINGLE	Assign the precision given to the destination variable (that is, the variable on the left hand side of the equation). This only applies if the equation creates a new variable. (See Example 2 .)
IGNOREDIVIDEZERO	= <boolean>	NO	If YES, the equation will be processed even if it includes a division by zero. 0/0 will result in 0, while other divisions will return the largest or smallest possible result depending on the sign of the dividend. If NO, an equation with a division by zero will not be processed at all.
IRANGE { MIN MAX SKIP } JRANGE { MIN MAX SKIP } KRANGE { MIN MAX SKIP }			See Range Parameters , following, for information on specifying range index values.
VALUENAME	= <valuelocation>	AUTO	See Range Parameters , following, for information on specifying range index values.
VALUENAME	= <valuelocation>	AUTO	Assign the location to destination variable.

Range Parameters

The IRANGE, JRANGE, and KRANGE parameters limit the data altered by the equation. The specification of range indices follow these rules:

- All indices start with 1 and go to some maximum index m .
- The number 0 can be used to represent the maximum index m . If the maximum index $m = 15$, specifying 0 sets the range index to 15.
- Negative values represent the offset from the maximum index. If a value of -2 is specified, and the maximum index m is 14, the value used is 14-2, or 12.

Examples:

Example 1:

The following example adds one to X for zones 1 and 3 for every data point:

```
$!ALTERDATA [1,3]
EQUATION = "x = x+1"
```

Example 2:

The following example creates a new, double precision variable called DIST:

```
$!ALTERDATA
EQUATION = "{DIST} = SQRT(X**2 + Y**2)"
DATATYPE = DOUBLE
```

Example 3:

The following equations set a variable called P to zero along the boundary of an IJ-ordered zone:

```
$!ALTERDATA
EQUATION = "{P} = 0"
IRANGE {MAX = 1}
$!ALTERDATA
EQUATION = "{P} = 0"
IRANGE {MIN = 0}
$!ALTERDATA
EQUATION = "{P} = 0"
JRANGE {MAX = 1}
$!ALTERDATA
EQUATION = "{P} = 0"
JRANGE {MIN = 0}
```

Example 4:

By following a variable reference with brackets "[" and "]" you may designate a specific zone from which to get the variable value. For example:

```
V3 = V3 -V3[1]
X = (X[1] + X[2] + X[3]) / 3
{TempAdj} = {Temp}[7] - {Adj}
V7 = V1[19] - 2*C[21] + {R/T}[18]
```

The zone number must be a positive integer constant less than or equal to the number of zones. The zone designated must have the same structure (finite-element, I-, IJ-, or IJK-ordered) and dimensions (number of nodes and so forth)

\$!ANIMATECONTOURLEVELS

Syntax: `$!ANIMATECONTOURLEVELS`
`START = <integer>`
`END = <integer>`
`[optional parameters]`

Description: Produce an animation of a contour line plot by showing a single level at a time. The animation varies according to the currently defined contour levels and is limited by the values in the START, END, and SKIP parameters. To create a movie file, add `$!EXPORTSETUP` commands before this

\$!ANIMATEIJKBLANKING

command.

Required Parameters

Parameter	Syntax	Default	Notes
START	= <integer>		Starting contour level number to animate.
END	= <integer>		Ending contour level number to animate.

Optional Parameters

Parameter	Syntax	Default	Notes
CREATEMOVIEFILE	= <boolean>	NO	If YES, must be preceded by \$!EXPORTSETUP commands.
SKIP	= <integer>	1	Level skip.

Example: The following command animates the first four contour levels to an AVI file:

```
$!EXPORTSETUP EXPORTFORMAT = AVI
$!EXPORTSETUP EXPORTFNAME = "contourlevels.avi"
$!ANIMATECONTOURLEVELS
    START = 1
    END   = 4
    CREATEMOVIEFILE = YES
```

\$!ANIMATEIJKBLANKING

Syntax: \$!ANIMATEIJKBLANKING
NUMSTEPS = <integer>
[optional parameters]

Description: Produce an animation of different IJK-blankings in your plot. The animation starts at one IJK-blanking setting and marches through intermediate steps to a second setting. To create a movie file, add \$!EXPORTSETUP commands before this command.

Required Parameter

Parameter	Syntax	Default	Notes
NUMSTEPS	= <integer>		Number of intermediate steps for the animation.

Optional Parameters

Parameter	Syntax	Default	Notes
IMINFRAC	= <dexp>	0.1	Minimum fraction for blanking at the start of animation for the I-index. Actual I-index is equal to IMINFRAC*IMAX.
JMINFRAC	= <dexp>	0.1	Minimum fraction for blanking at the start of animation for the J-index. Actual J-index is equal to JMINFRAC*JMAX.
KMINFRAC	= <dexp>	0.1	Minimum fraction for blanking at the start of animation for the K-index. Actual K-index is equal to KMINFRAC*KMAX.
IMAXFRAC	= <dexp>	1.0	Maximum fraction for blanking at the start of animation for the I-index. Actual I-index is equal to IMAXFRAC*IMAX.
JMAXFRAC	= <dexp>	1.0	Maximum fraction for blanking at the start of animation for the J-index. Actual J-index is equal to JMAXFRAC*JMAX.
KMAXFRAC	= <dexp>	1.0	Maximum fraction for blanking at the start of animation for the K-index. Actual K-index is equal to KMAXFRAC*KMAX.
IMINFRAC2	= <dexp>	0.8	Minimum fraction for blanking at the end of animation for the I-index. Actual I-index is equal to IMINFRAC*IMAX.
JMINFRAC2	= <dexp>	0.8	Minimum fraction for blanking at the end of animation for the J-index. Actual J-index is equal to JMINFRAC*JMAX.
KMINFRAC2	= <dexp>	0.8	Minimum fraction for blanking at the end of animation for the K-index. Actual K-index is equal to KMINFRAC*KMAX.
IMAXFRAC2	= <dexp>	1.0	Maximum fraction for blanking at the end of animation for the I-index. Actual I-index is equal to IMAXFRAC*IMAX.
JMAXFRAC2	= <dexp>	1.0	Maximum fraction for blanking at the end of animation for the J-index. Actual J-index is equal to JMAXFRAC*JMAX.
KMAXFRAC2	= <dexp>	1.0	Maximum fraction for blanking at the end of animation for the K-index. Actual K-index is equal to KMAXFRAC*KMAX.
CREATEMOVIEFILE	= <boolean>	NO	If YES, must be preceded by \$!EXPORTSETUP commands.
LIMITSCREENSPEED	= <boolean>	NO	Whether to limit the maximum number of frames per second for animations displayed on the screen. See MAXSCREENSPEED.
MAXSCREENSPEED	= <double>		If LIMITSCREENSPEED is true, sets the maximum number of frames per second for animations displayed on the screen. If CREATEMOVIEFILE is true, this setting is ignored.

Example:

The following example produces an animation showing a band of I-planes traversing the entire data field:

```
$!ANIMATEIJKBLANKING
NUMSTEPS = 6
IMINFRAC = 0.1
JMINFRAC = 0.0
KMINFRAC = 0.0
IMAXFRAC = 1.0
JMAXFRAC = 1.0
KMAXFRAC = 1.0
IMINFRAC2 = 1.0
JMINFRAC2 = 0.0
KMINFRAC2 = 0.0
IMAXFRAC2 = 1.0
JMAXFRAC2 = 1.0
KMAXFRAC2 = 1.0
```

\$!ANIMATEIJKPLANES

Syntax: \$!ANIMATEIJKPLANES

```
START = <integer>
END   = <integer>
[optional parameters]
```

Description: Produce an animation that cycles through I-, J-, or K-planes in an IJK-ordered data set. To create a movie file, add \$!EXPORTSETUP commands before this command.**Required Parameters**

Parameter	Syntax	Default	Notes
START	= <integer>		Starting plane index
END	= <integer>		Ending plane index

Optional Parameters

Parameter	Syntax	Default	Notes
CREATEMOVIEFILE	= <boolean>	NO	If YES, must be preceded by \$!EXPORTSETUP commands
LIMITSCREENSPEED	= <boolean>	NO	Whether to limit the maximum number of frames per second for animations displayed on the screen. See MAXSCREENSPEED.
MAXSCREENSPEED	= <double>		If LIMITSCREENSPEED is true, sets the maximum number of frames per second for animations displayed on the screen. If CREATEMOVIEFILE is true, this setting is ignored.
PLANES	= <ijkplane>	I	Specify I, J or K
SKIP	= <integer>	1	Index skip

Example: The following example generates an animation of the I-planes 1, 3, 5, 7, and 9:

```
$!ANIMATEIJKPLANES
PLANES = I
START = 1
END   = 9
SKIP   = 2
```

\$!ANIMATEISOSURFACES

Syntax: \$!ANIMATEISOSURFACES

```
STARTVALUE = <double>
ENDVALUE = <double>
[optional parameters]
```

Description: The macro command \$!ANIMATEISOSURFACES produces an animation of a series of iso-surfaces beginning with the iso-surface defined by STARTVALUE and ending with the iso-surface defined by ENDVALUE. To create a movie file, add \$!EXPORTSETUP commands before this command.

Required Parameters

Parameter	Syntax	Default	Notes
ENDVALUE	= <integer>		ENDVALUE is the value of the contour variable for the last iso-surface in the animation.
NUMSTEPS	= <integer>	2	Number of iso-surfaces to distribute between the start and end iso-surfaces values.
STARTVALUE	= <integer>		STARTVALUE is the value of the contour variable for the first iso-surface in the animation.

Optional Parameters

Parameter	Syntax	Default	Notes
CREATEMOVIEFILE	= <boolean>	NO	If YES, must be preceded by \$!EXPORTSETUP commands.
GROUP	= <integer>	1	values 1- 8
LIMITSCREENSPEED	= <boolean>	NO	Whether to limit the maximum number of frames per second for animations displayed on the screen. See MAXSCREENSPEED.
MAXSCREENSPEED	= <double>		If LIMITSCREENSPEED is true, sets the maximum number of frames per second for animations displayed on the screen. If CREATEMOVIEFILE is true, this setting is ignored.

Go To, Loop, Bounce, Forward, and Backward are only used by the interface. Forward and Backward can be simulated using appropriate values STARTVALUE and ENDVALUE. If ENDVALUE < STARTVALUE, the animation goes 'backward'. If ENDVALUE > STARTVALUE, the animation goes 'forward'. Goto can be simulated if ENDVALUE == STARTVALUE. That is, it can be simulated if the animation goes 'one step'. Loop and Bounce can be accomplished by animating the file multiple times.



When recording, the macro recorded contains exactly the animation done in the interface. So if you bounce three times through the data, you will record three sets of forward and backwards commands. Similarly, if you use the "one step" options a lot, you will record a lot of individual macro commands. If you interrupt part way through an animation, you will record a partial animation macro of those steps you did animate through.

Example: The following example creates an animation of iso-surfaces:

```
$!ANIMATEISOSURFACES
STARTVALUE = 1
ENDVALUE = 30
NUMSTEPS = 30
```

\$!ANIMATELINEMAPS

Syntax: \$!ANIMATELINEMAPS

```
START = <integer>
END = <integer>
[optional parameters]
```

Description: Produce an animation of one Line-mapping at a time. To create a movie file, add \$!EXPORTSETUP commands before this command.

Required Parameters

Parameter	Syntax	Default	Notes
START	= <integer>		Starting Line-map number
END	= <integer>		Ending Line-map number

Optional Parameters

Parameter	Syntax	Default	Notes
CREATEMOVIEFILE	= <boolean>	NO	If YES, must be preceded by \$!EXPORTSETUP commands
LIMITSCREENSPEED	= <boolean>	NO	Whether to limit the maximum number of frames per second for animations displayed on the screen. See MAXSCREENSPEED.
MAXSCREENSPEED	= <integer>		If LIMITSCREENSPEED is true, sets the maximum number of frames per second for animations displayed on the screen. If CREATEMOVIEFILE is true, this setting is ignored.
SKIP	= <integer>	1	Line-map skip

Example:

The following example creates an animation showing plots of Line-maps 2, 4, 6, 8 and 10:

```
$!ANIMATELINEMAPS
START = 2
END   = 10
SKIP  = 2
```

\$!ANIMATESLICES

Syntax: \$!ANIMATESLICES [Group]
 START = <integer>
 END = <integer>
 [optional parameters]

Description: The macro command \$!ANIMATESLICES uses the currently defined start and end slice position.

Use \$!SLICEATTRIBUTES to set these positions; \$!ANIMATESLICES then redefines how many intermediate slices are to be used, then animates a sub-set of those slices. To create a movie file, add \$!EXPORTSETUP commands before this command.

Required Parameters

Parameter	Syntax	Default	Notes
START	= <integer>		START and END are measured in steps based on NUMSLICES between the slice group's start slice value (at step=1) and end slice values (at step = NumSlices).
END	= <integer>		START and END are measured in steps based on NUMSLICES between the slice group's start slice value (at step=1) and end slice values (at step = NumSlices).
NUMSLICES	= <integer>		Number of slices to distribute between the start and end slice locations as defined by START and END in \$!SLICEATTRIBUTES.

Optional Parameters

Parameter	Syntax	Default	Notes
GROUP	= <integer>	1	values 1-8
CREATEMOVIEFILE	= <boolean>	NO	If YES, must be preceded by \$!EXPORTSETUP commands.
LIMITSCREENSPEED	= <boolean>		Whether to limit the maximum number of frames per second for animations displayed on the screen. See MAXSCREENSPEED.
MAXSCREENSPEED	= <double>		If LIMITSCREENSPEED is true, sets the maximum number of frames per second for animations displayed on the screen. If CREATEMOVIEFILE is true, this setting is ignored.

Go To, Loop, Bounce, Forward, and Backward are only used by the interface. Forward and Backward can be simulated using appropriate values STARTVALUE and ENDVALUE. If ENDVALUE < STARTVALUE, the animation goes 'backward'. If ENDVALUE > STARTVALUE, the animation goes 'forward'. Goto can be simulated if ENDVALUE == STARTVALUE, i.e. the animation goes 'one step'. Loop and Bounce can be accomplished by calling the file multiple times.



When recording, the macro recorded contains exactly the animation done in the interface. So if you bounce three times through the data, you will record three sets of forward and backwards commands. Similarly, if you use the "one step" options a lot, you will record a lot of individual macro commands. If you interrupt part way through an animation, you will record a partial animation macro of those steps you did animate through.

Example: The following example creates an animation of 3D slices:

```
$!ANIMATESLICES
START = 1
END = 30
NUMSLICES = 30
```

\$!ANIMATESTREAM

Syntax: \$!ANIMATESTREAM
[optional parameters]

Description: Produce an animation of stream markers or dashes, moving along the currently defined streamtrace paths. To create a movie file, add \$!EXPORTSETUP commands before this command.

Optional Parameters

Parameter	Syntax	Default	Notes
CREATEMOVIEFILE	= <boolean>	NO	If YES, must be preceded by \$!EXPORTSETUP commands
NUMCYCLES	= <integer>	3	Number of cycles in the animation. Each cycle shows stream markers or dashes, moving along a streamtrace path. If DT is the streamtrace delta time, then at the end of the cycle, the markers or dashes will have moved $(2*DT*(STEPSPERCYCLE-1))/(STEPSPERCYCLE)$ in time.
STEPSPERCYCLE	= <integer>	20	Number of steps to use for each cycle of the animation. Increase this number to produce a smoother animation.

Example:

The following example animates streamtraces for five cycles with each cycle using ten steps:

```
$!ANIMATESTREAM
STEPSPERCYCLE = 10
NUMCYCLES      = 5
```

\$!ANIMATETIME

Syntax: `$!ANIMATETIME`
[optional parameters]

Description: Produce an animation of transient data. To create a movie file, add \$!EXPORTSETUP commands before this command.

Optional Parameters:

Parameter	Syntax	Default	Notes
CREATEMOVIEFILE	= <boolean>	NO	If YES, must be preceded by \$!EXPORTSETUP commands.
ENDTIME	= <double>	The last timestep as defined by the currently active strands	If the SolutionTime entered does not exist, the nearest SolutionTime less than the entered time is used.
LIMITSCREENSPEED	= <boolean>	NO	Whether to limit the maximum number of frames per second for animations displayed on the screen. See MAXSCREENSPEED.
MAXSCREENSPEED	= <double>	12	If LIMITSCREENSPEED is true, sets the maximum number of frames per second for animations displayed on the screen. If CREATEMOVIEFILE is true, this setting is ignored.
SKIP	= <integer>	1	
STARTTIME	= <double>	first time step as defined by the currently active strands	If the SolutionTime entered does not exist, the nearest SolutionTime less than the entered time is used.

Go To, Loop, Bounce, Forward, and Backward are only used by the interface. Forward and Backward can be simulated using appropriate values STARTVALUE and ENDVALUE. If ENDVALUE < STARTVALUE, the animation goes 'backward'. If ENDVALUE > STARTVALUE, the animation goes 'forward'. Goto can be simulated if ENDVALUE

== STARTVALUE, i.e. the animation goes 'one step'. Loop and Bounce can be accomplished by calling the file multiple times.



When recording a macro, that macro animates exactly as done in the interface. So if you bounce three times through the data, you will record three sets of forward and backwards commands. Similarly, if you use the "one step" options a lot, you will record a lot of individual macro commands. If you interrupt part way through an animation, you will record a partial animation macro of those steps you did animate through.

\$!ANIMATEZONES

Syntax: \$!ANIMATEZONES

```
START = <integer>
END = <integer>
[optional parameters]
```

Description: Produce an animation showing one zone at a time. To create a movie file, add \$!EXPORTSETUP commands before this command. This command will not work if the active frame contains a transient data set.

Required Parameters

Parameter	Syntax	Default	Notes
START	= <integer>		Starting zone number
END	= <integer>		Ending zone number

Optional Parameters

Parameter	Syntax	Default	Notes
CREATEMOVIEFILE	= <boolean>	NO	If YES, must be preceded by \$!EXPORTSETUP commands.
LIMITSCREENSPEED	= <boolean>	NO	Whether to limit the maximum number of frames per second for animations displayed on the screen. See MAXSCREENSPEED.
MAXSCREENSPEED	= <integer>		If LIMITSCREENSPEED is true, sets the maximum number of frames per second for animations displayed on the screen. If CREATEMOVIEFILE is true, this setting is ignored.
SKIP	= <integer>	1	Zone skip.
ZONEANIMATIONMODE	= [STEPBYNUMBER, GROUPSTEPBYNUMBER, STEPBYTIME]	STEPBYNUMBER	

Example: The following example animates just the first five zones:

```
$!ANIMATEZONES
START = 1
END = 5
```

\$!ATTACHDATASET

Syntax: \$!ATTACHDATASET
[optional parameters]

Description: Attach the active frame to the data set of another frame. Use PAGENUM, if the other frame is on a different page. This command is usually found only in layout files generated by Tecplot 360.

\$!ATTACHGEOM

Note that the \$!PLOTTYPE command automatically executes an \$!ATTACHDATASET command if a frame mode is requested in a frame that does not have an attached data set. Tecplot 360 attaches the data set from the closest frame (in drawing order) having an attached data set.

Optional Parameters

Parameter	Syntax	Default	Notes
FRAME	= <integer>	First frame with a data set	Within the page specified or implied, if FRAME is not supplied, Tecplot 360 searches for a data set in a frame below the topmost frame of the page to attach.
PAGENUM	= <integer>	current page	If PAGENUM is not supplied the current page is used.

Examples:

Example 1:

The following example attaches to the active frame the data set from the second frame drawn when doing a Redraw All:

```
$!ATTACHDATASET  
FRAME = 2
```

Example 2:

The following example attaches to the active frame the data set from the frame drawn next-to-last when doing a Redraw All:

```
$!ATTACHDATASET
```

\$!ATTACHGEOM

Syntax: \$!ATTACHGEOM
[optional parameters]
[<geometryrawdata>](#)

Description: Attach a geometry to the active frame.

Required Parameter

Parameter	Syntax	Default	Notes
<u><geometryrawdata></u>			This is the data which defines the size and relative shape of the geometry. This must be at the end of the command after any other parameters. Not required if WorldFileName is used for Geo Referenced Images.

Optional Parameters

Parameter	Syntax	Default	Notes
ANCHORPOS	<u><>anchorpos>></u>		This assigns the anchor position (X,Y and Z) of the geometry. Z values are only obeyed for geo referenced images and LineSeg with GRID3D positioncoordsys. For geo referenced images, omitting the Z value will auto-assign the Z positon to one of three values. If the spatial variable assigned to the Z axis has a range with positive and negative values then the Z AnchorPos will be set to 0. If the range of the Z axis variable is entirely positive, then it will be set to the minimum value of the Z range. If the range of the Z axis is entirely negative, then it will be set to the maximum value of the Z range.
ARROWHEADANGLE	= <u><dexp></u>	12	Set the angle for arrowheads (in degrees).
ARROWHEADATTACHMENT	= <u><arrowheadattachment></u>	NONE	
ARROWHEADSIZE	= <u><dexp></u>	5%	Set the arrowhead size in Y-frame units (0-100).
ARROWHEADSTYLE	= <u><arrowheadstyle></u>	PLAIN	
ATTACHTOZONE	= <u><boolean></u>	NO	If YES, must include ZONE.
CLIPPING	= <u><clipping></u>	CLIPPTOVIEWPORT	
COLOR	= <u><color></u>	BLACK	
DATATYPE	= <u><fielddatatype></u>	FLOAT	
DRAWORDER	= <u><draworder></u>	AFTERDATA	
FILLCOLOR	= <u><color></u>	WHITE	
GEOETYPE	= <u><geomtype></u>	LINESEGS	
IMAGEFILENAME	= <u><string></u>		
ISFILLED	= <u><boolean></u>		
LINEPATTERN	= <u><linepattern></u>	SOLID	
LINETHICKNESS	= <u><dexp></u>	0.1%	Set the line thickness in Y-frame units (0-100).
MACROFUNCTIONCOMMAND	= <u><string></u>	Null	Set the macro command to execute when you hover over the geometry and press Ctrl-right-click. For security reasons this command can only be used in the Tecplot 360 configuration file.
MAINTAINASPECTRATIO	= <u><boolean></u>	YES	
NUMELLIPSEPTS	= <u><integer></u>	72	Numbers of points to use when drawing ellipses and circles.
PATTERNLENGTH	= <u><dexp></u>	2%	Set the pattern length in Y-frame units (0-100).
POSITIONCOORDSYS	= <u><coordsys></u>	GRID	Not available when using WORLDFILENAME for geo referenced images.

Parameter	Syntax	Default	Notes
RESIZEFILTER	= <resizefilter>		The Resize filter determines how the image is resized to fit the screen. The following filters are available: <ul style="list-style-type: none"> • TextureFilter (Fast) - default- Tecplot 360 EX uses OpenGL textures to resize the image. This is the fastest option (given sufficient graphics space). However, the accuracy of the image may suffer, especially when reducing an image to a size much smaller than it was before. • Pixelated - Choose this option when the image is much larger than its original size and you want to see the individual pixels. This option is slower than the Fast (textures) for increasing the size of images. • Smooth - There are seven smooth options, all producing slightly different effects. These options are slower than the Fast (textures), but produce better effects for highly reduced images. In general, use the Smooth (Lanczos2) option unless you have specific image processing needs.
SCOPE	= <scope>	LOCAL	Set the scope to GLOBAL to draw this geometry in all "like" frames.
TEXTUREFILTER		CUBIC	
WORLDFILENAME	= <string>		Used for attaching a Geo Referenced Image. Needs to be used in conjunction with IMAGEFILENAME. No RAWDATA needed.
ZONE	= <integer>	1	This is only used if ATTACHTOZONE = YES. This geometry is disabled if the zone assigned here is inactive.

Examples:

Example 1:

The following example creates a red circle, with a radius equal to 25 percent of the height of the frame, in the center of the frame:

```
$!ATTACHGEOM
POSITIONCOORDSYS = FRAME
ANCHORPOS
{
  X = 50
  Y = 50
}
GEOMTYPE = CIRCLE
COLOR = RED
RAWDATA
25
```

Example 2:

The following example creates an L-shaped polyline with an arrowhead at the end:

```
$!ATTACHGEOM
POSITIONCOORDSYS = FRAME
ANCHORPOS
{
  X = 20
  Y = 80
}
```

```
GEOETYPE = LINESEGS
ARROWHEADATTACHMENT = ATEND
RAWDATA
1
3
0 0
0 -60
40 0
```

\$!ATTACHTEXT

Syntax: \$!ATTACHTEXT
TEXT = [string](#)
[optional parameters]

Description: Attach text to the active frame

Required Parameter

Parameter	Syntax	Default	Notes
TEXT	= <string> OR = <rawstring>		<p>For text annotations, with few exceptions, all characters specified in the TEXT sub-command are passed along to Tecplot without modification. If the macro processor encounters a two character newline, "\n", or single quote escape sequence, "\'", that itself is not escaped, then the two character sequence is replaced with a single newline or single quote character respectively. The newline character produces multiple lines for REGULAR text in the plot and in the text editor of the Text Details dialog.</p> <p>LaTeX annotations make heavy use of backslashes for commands which have traditionally been used to escape characters in strings. For LaTeX annotations that contain the following characters, the text string must be defined using Tecplot's raw string formatting so that the text will be delivered to the LaTeX toolchain as-is for processing:</p> <ul style="list-style-type: none"> • A two character newline sequence, \n, or a LaTeX command that looks like a two character newline sequence such as, \nonumber • A single newline character • A single quote character <p>When recording LaTeX annotations Tecplot will automatically use the raw string formatting for any LaTeX expression that contains one or more of the above special characters or character sequences.</p>

Optional Parameters

Parameter	Syntax	Default	Notes
ANCHOR	= <textanchor>	LEFT	Specifies what part of the text to anchor to the frame.
ANCHORPOS	<>anchorpos>>		This assigns the anchor position for the text. Units are dependent on POSITIONCOORDSYS.
ANGLE	= <dexp>	0.0	Text angle (in degrees).
ATTACHTOZONE	= <boolean>	NO	If YES, must include ZONE.
BOX { BOXTYPE COLOR FILLCOLOR LINETHICKNESS MARGIN }	= <boxtype> = <color> = <color> = <dexp> = <dexp>	NONE BLACK WHITE 0.1% 20	The margin is the space between the text and box. The margin is measured in terms of the percentage of the text height.
CLIPPING	= <clipping>	CLIPTOVIEWPORT	
COLOR	= <color>	BLACK	
LINESPACING	= <dexp>	1.0	Line spacing to use if text contains multiple lines.
MACROFUNCTION COMMAND	= <string>	NULL	Set the macro command to execute when you hover over the geometry and press Ctrl-right-click.
POSITIONCOORDSYS	= <coordsys>	FRAME	values = FRAME, GRID or GRID3D
TEXTSHAPE { FONTFAMILY ISBOLD ISITALIC SIZEUNITS HEIGHT }	= <string> = <boolean> = <boolean> = <sizeunits> = <dexp>	"Helvetica" YES NO POINT 14	The following combinations of SIZEUNITS and POSITIONCOORDSYS are allowed: FRAME/FRAME, POINT

Parameter	Syntax	Default	Notes
TEXTTYPE	= <texttype>	REGULAR	Specifies the Text Type. Supported values are LATEX and REGULAR. REGULAR: Produces normal text annotations. LATEX: Instructs Tecplot to pass the text string through the LaTeX toolchain (see User's Manual for more information) to produce images which are then placed in the plot at the specified location. Only Text, AnchorPos, Height, and SizeUnits are valid parameters for LaTeX type.
SCOPE	= <scope>	LOCAL	Set the scope to GLOBAL to include this text in all "like" frames.
ZONE	= <integer>	1	This is only used if ATTACHZONE = YES. This text is disabled if the zone assigned here is inactive.

Examples:**Example 1:**

The following example creates the text ABC and positions it in the lower left corner of the frame:

```
$!ATTACHTEXT
TEXT = "ABC"
```

Example 2:

The following example creates the text TEXT AT AN ANGLE and places it in the center of the frame. The text is drawn at an angle of 45 degrees:

```
$!ATTACHTEXT
TEXT = "TEXT AT AN ANGLE"
ANGLE = 45
ANCHORPOS {X=50 Y=50}
```

Example 3:

The following example creates the text TIMES-ROMAN using the Times Roman font. This text includes a text box:

```
$!ATTACHTEXT
TEXT = "TIMES-ROMAN"
TEXTSHAPE
{
  FONTFAMILY = "Times"
  ISBOLD = NO
  ISITALIC = NO
}
BOX
{
  BOXTYPE = PLAIN
  MARGIN = 20
}
ANCHORPOS {X=20 Y=20}
```

Syntax: \$!AXIALDUPLICATE
 ANGLE = <deg>
 NUMDUPLICATES = = <integer>
 [optional parameters]

Description: Using the right-hand rule, make the specified number of duplicates of the specified set of zones,

rotating the specified axis variables and/or vector variables successively by the given angle. You may optionally specify the origin and axis of rotation. See also [\\$!ROTATEDATA](#).

Required Parameters

Parameter	Syntax	Notes
ANGLE	= <code><dexp></code>	Angle to rotate between each new set of zones (in degrees).
NUMDUPLICATES	= <code><integer></code>	Number of duplicate sets of zones to create

Optional Parameters

Parameter	Syntax	Default	Notes
ADDZONESTOEXISTINGSTRANDS	= <code><boolean></code>	YES	If true, the new zones become a part of the time strands that the original zones belong to. If false, new zones are assigned new strand IDs if the source zones belonged to strands, otherwise they are made static.
OFFSETANGLE	= <code><dexp></code>	0.0	The rotation, in degrees, to be added to the first rotated duplicate. For example, if ANGLE is 20, and OFFSETANGLE is 40, the first duplicate is made at 60°.
NORMALX	= <code><dexp></code>	0.0	For 3D rotation, the X component of a point other than the origin on the axis of rotation. Invalid for 2D rotation. If NORMALs are not specified, the rotation will occur around the Z axis.
NORMALY	= <code><dexp></code>	0.0	For 3D rotation, the Y component of a point other than the origin on the axis of rotation. Invalid for 2D rotation. If NORMALs are not specified, the rotation will occur around the Z axis.
NORMALZ	= <code><dexp></code>	1.0	For 3D rotation, the Z component of a point other than the origin on the axis of rotation. Invalid for 2D rotation. If NORMALs are not specified, the rotation will occur around the Z axis.
ORIGINX	= <code><dexp></code>	0.0	X coordinate of the center of rotation.
ORIGINY	= <code><dexp></code>	0.0	Y coordinate of the center of rotation.
ORIGINZ	= <code><dexp></code>	0.0	Z coordinate of the center of rotation (for 3D rotation only).
UVARLIST	= <code><varset></code>		Set containing vector variable U components to rotate. If omitted, XVAR, YVAR, and if performing 3D rotation ZVAR must be supplied.
VVARLIST	= <code><varset></code>		Set containing vector variable V components to rotate. If omitted, XVAR, YVAR, and if performing 3D rotation ZVAR must be supplied.
WVARLIST	= <code><varset></code>		Set containing vector variable W components to rotate if performing 3D rotation, otherwise it must be omitted. If performing 3D rotation and omitted, XVAR, YVAR, and if performing 3D rotation ZVAR must be supplied.
XVAR	= <code><varref></code>		X variable to rotate. XVAR may be omitted if only rotating vector variables in which case YVAR and ZVAR must be omitted. If the spatial variables are omitted then UVARLIST, VVARLIST, and if performing 3D rotation, WVARLIST sets must be supplied.
YVAR	= <code><varref></code>		Y variable to rotate. YVAR may be omitted if only rotating vector variables in which case XVAR and ZVAR must be omitted. If the spatial variables are omitted then UVARLIST, VVARLIST, and if performing 3D rotation, WVARLIST sets must be supplied.
ZVAR	= <code><varref></code>		Z variable to rotate if performing 3D rotation otherwise it must be omitted. ZVAR may be omitted if only rotating vector variables in which case XVAR and YVAR must be omitted. If the spatial variables are omitted then UVARLIST, VVARLIST, and if performing 3D rotation, WVARLIST sets must be supplied.
ZONELIST	= <code><set></code>	All zones	Set specifying the zones to be duplicated. If omitted, duplicate all zones.

B

\$!BASICCOLOR

Syntax: \$!BASICCOLOR

[optional parameters]

Description: A SetValue command that sets the red, green and blue components for any of the basic colors in Tecplot 360.

Optional Parameters

Parameter	Syntax	Default	Notes
BLACK	<<rgb>>	See Notes	R=0, G=0, B=0
BLUE	<<rgb>>	See Notes	R=45, G=45, B=255
CUSTOM1...	<<rgb>>		
CUSTOM56			
CYAN	<<rgb>>	See Notes	R=0, G=255, B=255
GREEN	<<rgb>>	See Notes	R=0, G=210, B=0
PURPLE	<<rgb>>	See Notes	R=255, G=0, B=0
RED	<<rgb>>	See Notes	R=210, G=0, B=0
WHITE	<<rgb>>	See Notes	R=255, G=255, B=255
YELLOW	<<rgb>>	See Notes	R=255, G=255, B=45

Example: Set the CUSTOM8 color to be brown:

```
$!BASICCOLOR
CUSTOM8
{
  R = 165
  G = 42
  B = 42
}
```

\$!BASICCOLORLEGEND

Syntax: \$!BASICCOLORLEGEND
[optional parameters]

Description: A SetValue command that allows you to create and set the style of a legend for the basic colors in Tecplot 360. The legend can be used to display any attribute of the plot represented by a basic color (for example, materials). Each frame maintains a mapping of basic colors to names. Each basic color actually used in selected layers of the plot appears in the legend unless it is excluded.

Optional Parameters

Parameter	Syntax	Default	Notes
ANCHORALIGNMENT	= <anchoralignment>	TOPRIGHT	
BASICCOLORCONTROL			Name may include dynamic text variables (for example, to incorporate auxiliary data)
{			
BLACK	<>basiccolorcontrol>>	See notes	NAME = "", SHOW = YES
BLUE	<>basiccolorcontrol>>	See notes	NAME = "", SHOW = YES
CUSTOM1... CUSTOM56	<>basiccolorcontrol>>	See notes	NAME = "", SHOW = YES
CYAN	<>basiccolorcontrol>>	See notes	NAME = "", SHOW = YES
GREEN	<>basiccolorcontrol>>	See notes	NAME = "", SHOW = YES
PURPLE	<>basiccolorcontrol>>	See notes	NAME = "", SHOW = YES
RED	<>basiccolorcontrol>>	See notes	NAME = "", SHOW = YES
WHITE	<>basiccolorcontrol>>	See notes	NAME = "", SHOW = YES
YELLOW	<>basiccolorcontrol>>	See notes	NAME = "", SHOW = YES
}			
BOX	<>textbox>>	See notes	BOXTYPE = HOLLOW, MARGIN = 10, LINETHICKNESS = 0.1, COLOR = BLACK, FILLCOLOR = WHITE
FIELDLAYERCONTROL			Determines which field layers' colors are included in legend
{			
USEMESH	= <boolean>	NO	
USECONTOUR	= <boolean>	NO	
USEVECTOR	= <boolean>	NO	
USESCATTER	= <boolean>	NO	
USESHADE	= <boolean>	NO	
USEEDGE	= <boolean>	NO	
}			
HEADERTEXT	= <string>		May include dynamic text variables
HEADERTEXTCOLOR	= <color>	BLACK	
HEADERTEXTSHAPE	<>textshape>>	See notes	FONTFAMILY = 'Helvetica', ISBOLD = YES, ISITALIC = NO, SIZEUNITS = FRAME, HEIGHT = 2.5
LABELTEXTCOLOR	= <color>	BLACK	
LABELTEXTSHAPE	<>textshape>>	See notes	FONTFAMILY = 'Helvetica', ISBOLD = NO, ISITALIC = NO, SIZEUNITS = FRAME, HEIGHT = 2.5
LINELAYERCONTROL			Determines which line layers' colors are included in legend
{			
USELINES	= <boolean>	NO	
USESYMBOLS	= <boolean>	NO	
USEBARS	= <boolean>	NO	
USEERRORBARS	= <boolean>	NO	
}			
ROWSPACING	<op> <dexp>	= 1.2	
SHOW	= <boolean>	NO	
SHOWSYMBOLOUTLINE	= <boolean>	YES	
SORTBYLABELTEXT	= <boolean>	YES	
SYMBOLHEIGHT	= <dexp>	2.5	
SYMBOLLINETHICKNESS	= <dexp>	0.1	
SYMBOLWIDTH	= <dexp>	2.5	
XYPOS	<>xy>>	X = 95, Y = 75	

Example: Create a basic color legend for a fruity plot:

```
$!BASICCOLORLEGEND
SHOW = YES
```

```

LINELAYERCONTROL
{
  USELINES = YES
}
XYPOS
{
  X = 70
  Y = 80
}
HEADERTEXT = '&(ZoneName[1])'
BOX
{
  BOXTYPE = FILLED
}
BASICCOLORCONTROL
{
  BLACK
  {
    SHOW = NO
  }
  RED
  {
    NAME = 'Apple'
  }
  GREEN
  {
    NAME = 'Bean'
  }
  BLUE
  {
    NAME = 'Blueberry'
  }
  CYAN
  {
    NAME = 'Kiwi'
  }
  YELLOW
  {
    NAME = 'Banana'
  }
  PURPLE
  {
    NAME = 'Grape'
  }
}

```

\$!BASICSIZE

Syntax: \$!BASICSIZE
[optional parameters]

Description: A SetValue command that sets sizes of various objects like line thicknesses, line pattern length, font height, and so forth. Sizes can be assigned when interacting with Tecplot 360 by either entering an exact value or by choosing from a preset list of values. The \$!BASICSIZE command allows you to change the values in the preset lists.

Optional Parameters

Parameter	Syntax	Default	Notes
ARROWHEADSIZES	"><<basicsizelist>>	See Notes	Tiny=1.0, Small=3.0, Medium=5.0, Large=8.0, Huge=12.0
FRAMETEXTSIZES	"><<basicsizelist>>	See Notes	Tiny=1.5, Small=2.0, Medium=3.0, Large=6.0, Huge=10.0
LINEPATLENGTHS	"><<basicsizelist>>	See Notes	Tiny=0.5, Small=0.8, Medium=2.0, Large=3.0, Huge=5.0
LINETHICKNESSES	"><<basicsizelist>>	See Notes	Tiny=0.02, Small=0.1, Medium=0.4, Large=0.8, Huge=1.5
POINTTEXTSIZES	"><<basicsizelist>>	See Notes	Tiny=8, Small=11, Medium=14, Large=28, Huge=50
SYMBOLSIZES	"><<basicsizelist>>	See Notes	Tiny=0.5, Small=1.0, Medium=2.5, Large=4.0, Huge=8.0
TICKLENGTHS	"><<basicsizelist>>	See Notes	Tiny=0.5, Small=1.2, Medium=2.0, Large=3.0, Huge=5.0

Example: Change the medium line pattern length to be 2.5 percent:

```
$!BASICSIZE
LINEPATLENGTHS
{
    MEDIUM = 2.5
}
```

\$!BLANKING

Syntax: \$!BLANKING
[optional parameters]

Description: A SetValue command that changes settings for IJK- or value-blanking.

Optional Parameters

Parameter	Syntax	Default	Notes
DEPTH			
{			
INCLUDE	= <boolean>	NO	If YES, draws only those portions at the plot with depth values within the FROMFRONT and FROMBACK limits.
FROMFRONT	= <double>	0	FROMFRONT and FROMBACK are expressed as percentages of the overall 3D depth.
FROMBACK	= <double>	0	FROMFRONT and FROMBACK are expressed as percentages of the overall 3D depth.
}			
IJK			
{			
INCLUDE	= <boolean>	NO	
IJKBLANKMODE	= <ijkblankmode>		
IMINFRACT	<op> <dexp>	= 0	Minimum and maximum fractions are in terms of percentages (0-100). Zero represents an index of one and 100 the maximum index.
JMINFRACT	<op> <dexp>	= 0	
KMINFRACT	<op> <dexp>	= 0	
IMAXFRACT	<op> <dexp>	= 50	
JMAXFRACT	<op> <dexp>	= 50	
KMAXFRACT	<op> <dexp>	= 50	
ZONE	= <integer>	0	Only one zone can be assigned to use IJK-blanking.
}			
VALUE			
{			
BLANKENTIRECELL	= <boolean>	YES	Set to NO to get precision blanking.
CONSTRAINT nnn	nnn = <integer>	1	Use <integer> to specify which constraint to modify.
{			
COLOR	= <color>	BLACK	
CONSTRAINTOP2MODE	= <constraintop2mode>	USECONSTANT	
INCLUDE	= <boolean>	NO	
LINEPATTERN	= <linepattern>	SOLID	
LINETHICKNESS	= <double>	0.4	
PATTERNLENGTH	= <dexp>	2	
RELOP	= <valueblankrelOp>	LESSTHANOREQUAL	
SHOW	= <boolean>	NO	
VALUECUTOFF	= <double>	0	
VARA	= <varref>	None	
VARB	= <varref>	None	
}			
INCLUDE	= <boolean>	NO	Set to NO to turn off all value-blanking.
VALUEBLANKCELLMODE	= <valueblankcellmode>	ANYCORNER	
}			

Examples:

\$!BRANCHCONNECTIVITY

Example 1:

Set IJK-blanking to cut away the minimum index corner:

```
$!BLANKING
IJK
{
    INCLUDE = YES
    IMINFRAC = 0
    JMINFRAC = 0
    KMINFRAC = 0
    IMAXFRAC = 50
    JMAXFRAC = 50
    KMAXFRAC = 50
}
```

Example 2:

Use value blanking to cut away all cells that have at least one node where variable 3 is less than or equal to 7.5:

```
$!BLANKING
VALUE
{
    INCLUDE = YES
    CONSTRAINT 1
    {
        INCLUDE = YES
        VARA = 3
        RELOP = LESSTHANOREQUAL
        VALUECUTOFF = 7.5
    }
}
```

\$!BRANCHCONNECTIVITY

Syntax:

```
$!BRANCHCONNECTIVITY
ZONE = <integer>
[no optional parameters]
```

Description: For zones where connectivity is shared, this command allows for branching of connectivity information from the specified zone.

Required Parameters

Parameter	Syntax	Default	Notes
ZONE	= <integer>		

Example:

Suppose Zones 2, 3 and 4 share connectivity. This command branches the connectivity of the second zone. Zones 3 and 4 will still share connectivity.

```
$!BRANCHCONNECTIVITY
ZONE = 2
```

\$!BRANCHFIELDDATAVAR

Syntax: \$!BRANCHFIELDDATAVAR

ZONE = [<integer>](#)
 VAR = [<varref>](#)
 [no optional parameters]

Description: Allows for branching of specified variable in the specified zone for zones that share variables.**Required Parameters**

Parameter	Syntax	Default	Syntax
VAR	= <varref>		
ZONE	= <integer>		

Example:

Assume Zones 1, 2 and 4 share variables 3 and 5. This command branches the third variable from the second zone. Variable 3 will still be shared by zones 1 and 4, while variable 5 will still be shared by all three zones.:

```
$!BRANCHFIELDDATAVAR
ZONE = 2
VAR   = 3
```

\$!BREAK

Syntax: \$!BREAK
[no parameters]**Description:** Jump out of the current \$!LOOP-ENDLOOP or \$!WHILE-\$!ENDWHILE.**Example:**

```
$!LOOP 5
$!BREAK
$!ENDLOOP
```

C

\$!COLORMAPATTRIBUTES

Syntax: \$!COLORMAPATTRIBUTES [<string>](#)
CONTROLPOINT [<<colormapcontrolpoints>>](#)**Description:** Sets the control point attributes of a custom color map. The named color map must exist and be a custom color map.

\$!COMPATIBILITY

Required Parameters

Parameter	Syntax	Default	Notes
CONTROLPOINT	<>colormapcontrolpoints>>		Defines a control point. Multiple control points for a given color map may set in a COLORMAPATTRIBUTES command.

Example: Move the third control point for the custom colormap "My Small Rainbow" to 44% of the way across the colormap, setting the leading and trailing red values of this point to 90. :

```
$!COLORMAPATTRIBUTES "My Small Rainbow"
CONTROLPOINT 3
{ COLORMAPFRACTION = 0.44 LEADRGB {R=90} TRAILRGB {R=90} }
```

\$!COMPATIBILITY

Syntax: \$!COMPATIBILITY
[optional parameters]

Description: Allow datasharing access and setting, without warning.

Optional Parameters

Parameter	Syntax	Default	Notes
ALLOWDATASHARING	= <boolean>	YES	If NO, Tecplot 360 will not allow data sharing. This may be necessary to use older add-ons that cannot handle shared data.
ALLOWOLDTEXTFORMATTING	= <boolean>	NO	If NO, allows Tecplot 360 to display text subscripts and superscripts created with older Tecplot 360 versions without automatically converting the text to the new formatting.
USENAMESFORVARIABLEASSIGNMENTS	= <boolean>	FALSE	If set to TRUE then all references to dataset variables in layouts, stylesheets, and recorded macros will use variable names instead of variable offsets. The only exception is the use of "letter codes" in equations (i.e. X,Y,Z,U,V,W etc. See "Equation Syntax" in the Tecplot Users Manual) when recording a macro, or when data is created (before var names exist).

Example: The following commands turn on datasharing:

```
$!COMPATIBILITY ALLOWDATASHARING=YES
```

\$!CONTINUE

Syntax: \$!CONTINUE

Description: Transfer control back to nearest \$!LOOP or \$!WHILE.

Example:

```
$!LOOP 10
$!CONTINUE
$!ENDLOOP
```

\$!CONTOURLABELS [Required-Control Option]

Description: The different commands in the CONTOURLABELS compound function family are described separately in the following sections.

The CONTOURLABELS compound functions are:

```
$!CONTOURLABELS ADD
$!CONTOURLABELS DELETEALL
```

\$!CONTOURLABELS ADD

Syntax: \$!CONTOURLABELS ADD
[optional parameters]

Description: Add contour labels to your plot.

Optional Parameters

Parameter	Syntax	Default	Notes
CONTOURGROUP	= <integer>	1	Defines which contour group is changed.
ISALIGNED	= <boolean>	YES	If YES then align the contour label along the contour line; if NO, draw the label horizontally.
XYZPOS			
{			
X	= <dexp>	0.0	X-position for contour label.
Y	= <dexp>	0.0	Y-position for contour label.
Z	= <dexp>	0.0	Z-position for contour label (use Z only for 3D plots).
}			

Example:

The following commands add labels at (0.5, 0.25) and (0.73, 0.17) in a 2-D field plot.

```
## The labels will be aligned:
$!CONTOURLABELS ADD
CONTOURGROUP = 2
XYZPOS
{
  X = 0.5
  Y = 0.25
}
$!CONTOURLABELS ADD
XYZPOS
{
  X = 0.73
  Y = 0.17
}
```

\$!CONTOURLABELS DELETEALL

Syntax: \$!CONTOURLABELS DELETEALL
[optional parameters]

Description: Delete all currently defined contour labels.

\$!CONTOURLEVELS [Required-Control Option]

Optional Parameters

Parameter	Syntax	Default	Notes
CONTOURGROUP	= <integer>	1	Defines which contour group is changed.

Example:

```
$!CONTOURLABELS DELETEALL  
CONTOURGROUP = 3
```

\$!CONTOURLEVELS [Required-Control Option]

Description: The different commands in the CONTOURLEVELS compound function family are described separately in the following sections.

The CONTOURLEVELS compound functions are:

```
$!CONTOURLEVELS ADD  
$!CONTOURLEVELS NEW  
$!CONTOURLEVELS DELETENEAREST  
$!CONTOURLEVELS DELETERANGE  
$!CONTOURLEVELS RESET  
$!CONTOURLEVELS RESETTONICE
```

\$!CONTOURLEVELS ADD

Syntax: \$!CONTOURLEVELS ADD
 [<contourlevelrawdata>](#)
 [optional parameters]

Description: Add a new set of contour levels to the existing set of contour levels.

Required Parameter

Parameter	Syntax	Default	Notes
<contourlevelrawdata>			Supply a list of contour levels to add.

Optional Parameters

Parameter	Syntax	Default	Notes
CONTOURGROUP	= <integer>	1	Defines which contour group is changed.

Example: Add contour levels 1.7, 3.4 and 2.9 to the plot:

```
$!CONTOURLEVELS ADD  
RAWDATA  
3  
1.7  
3.4  
2.9
```

\$!CONTOURLEVELS DELETENEAREST

Syntax: \$!CONTOURLEVELS DELETENEARESTRANGEMIN = [<dexp>](#)
[optional parameters]**Description:** Delete the contour level whose value is nearest the value supplied in the RANGEMIN parameter.**Required Parameter**

Parameter	Syntax	Default	Notes
RANGEMIN	= <dexp>		Delete the contour level whose value is nearest to this value.

Optional Parameters

Parameter	Syntax	Default	Notes
CONTOURGROUP	= <integer>	1	Defines which contour group is changed.

Example: Delete the contour level whose value is nearest to 3.4:\$!CONTOURLEVELS DELETENEAREST
RANGEMIN = 3.4

\$!CONTOURLEVELS DELETERANGE

Syntax: \$!CONTOURLEVELS DELETERANGERANGEMIN = [<dexp>](#)
RANGEMAX = [<dexp>](#)
[optional parameters]**Description:** Delete all contour levels between a minimum and maximum contour value (inclusive).**Required Parameters**

Parameter	Syntax	Default	Notes
RANGEMIN	= <dexp>		Minimum contour level to delete.
RANGEMAX	= <dexp>		Maximum contour level to delete.

Optional Parameters

Parameter	Syntax	Default	Notes
CONTOURGROUP	= <integer>	1	Defines which contour group is changed.

Example: Delete all contour levels between 0.1 and 0.7:\$!CONTOURLEVELS DELETERANGE
RANGEMIN = 0.1
RANGEMAX = 0.7

\$!CONTOURLEVELS NEW

Syntax: \$!CONTOURLEVELS NEW[<contourlevelrawdata>](#)
[optional parameters]

\$!CONTOURLEVELS RESET

Description: Replace the current set of contour levels with a new set.

Required Parameter

Parameter	Syntax	Default	Notes
<contourlevelrawdata>			Supply a list of contour levels to add.

Optional Parameters

Parameter	Syntax	Default	Notes
CONTOURGROUP	= <integer>	1	Defines which contour group is changed.

Example: Replace the current set of contour levels with the levels 0.5, 0.75 and 1.0:

```
$!CONTOURLEVELS NEW  
RAWDATA  
3  
0.5  
0.75  
1.0
```

\$!CONTOURLEVELS RESET

Syntax: \$!CONTOURLEVELS RESET
NUMVALUES = <integer>
[optional parameters]

Description: Reset the contour levels to a set of evenly distributed values spanning the entire range of the currently selected contouring variable.

Required Parameter

Parameter	Syntax	Default	Notes
NUMVALUES	= <integer>		New number of contour levels.

Optional Parameters

Parameter	Syntax	Default	Notes
CONTOURGROUP	= <integer>	1	Defines which contour group is changed.

Example: Reset the contour levels to use 150 levels:

```
$!CONTOURLEVELS RESET  
NUMVALUES = 150
```

\$!CONTOURLEVELS RESETTONICE

Syntax: \$!CONTOURLEVELS RESETTONICE
APPROXNUMVALUES = <integer>
[optional parameters]

Description: Reset the contour levels to a set of evenly distributed, nice values spanning the entire range of the currently selected contouring variable, with a specified number of entries.

Required Parameter

Parameter	Syntax	Default	Notes
APPROXNUMVALUES	= <integer>		Approximate number of contour levels desired. Actual value may be different.

Optional Parameters

Parameter	Syntax	Default	Notes
CONTOURGROUP	= <integer>	1	Defines which contour group is changed.

Example: Reset the contour levels to use 150 levels:

```
$!CONTOURLEVELS RESETTONICE
APPROXNUMVALUES = 10
```

\$!CREATECIRCULARZONE

Syntax: \$!CREATECIRCULARZONE

```
IMAX = <integer>
JMAX = <integer>
[optional parameters]
```

Description: Create a circular (or cylindrical) IJ- or IJK-ordered zone.

Required Parameters

Parameter	Syntax	Default	Notes
IMAX	= <integer>		Radial direction.
JMAX	= <integer>		Circumferential direction, must be greater than 3.

Optional Parameters

Parameter	Syntax	Default	Notes
DATATYPE	= <datatype>	SINGLE	
KMAX	= <integer>	1	Bottom to top direction
RADIUS	= <dexp>	1	
X	= <dexp>	0	X-coordinate for center.
XVAR	= <varref>	Auto	Only needed when processing journal instructions. Use of variable names in this command is only allowed when a dataset is already present.
Y	= <dexp>	0	Y-coordinate for center.
YVAR	= <varref>	Auto	Only needed when processing journal instructions. Use of variable names in this command is only allowed when a dataset is already present.
Z1	= <dexp>	0	Z-minimum if a cylinder is created.
Z2	= <dexp>	1	Z-maximum if a cylinder is created.
ZVAR	= <varref>	Auto	Only needed when processing journal instructions. Use of variable names in this command is only allowed when a dataset is already present.

Examples:

```
$!CREATECOLORMAP
```

Example 1:

Create a circular 10 by 20 IJ-ordered zone centered at (5, 5) with a radius of 2:

```
$!CREATECIRCULARZONE
IMAX      = 10
JMAX      = 20
X         = 5
Y         = 5
RADIUS    = 2
```

Example 2:

Create a cylindrical 5 by 6 by 8 IJK-ordered zone with the bottom centered at (4, 4, 0) and the top centered at (4, 4, 7) and a radius of 3:

```
$!CREATECIRCULARZONE
IMAX      = 5
JMAX      = 6
KMAX      = 8
X         = 4
Y         = 4
Z1        = 0
Z2        = 7
RADIUS    = 3
```

\$!CREATECOLORMAP

Syntax: \$!CREATECOLORMAP

NAME= [string](#)
[optional parameters]

Description: Defines a color map. Only the name is required; it must be a valid non-zero-length string.

Color map names are case-insensitive, although the case used when creating the color map is retained for display. Leading and trailing spaces are stripped.

If the named color map does not exist, it is created and initialized to SOURCECOLORMAP if provided; otherwise to "Small Rainbow." If the named colormap exists, and is not a built-in colormap, it will be overwritten by SOURCECOLORMAP, or by "Small Rainbow" if SOURCECOLORMAP is not provided.

Required Parameters

Parameter	Syntax	Default	Notes
NAME	= <string>		Name of the new color map. May not be the name of any existing color map, including built-in color maps.

Optional Parameters

Parameter	Syntax	Default	Notes
SOURCECOLORMAP	= <string>	"Small Rainbow"	If specified, the color map is initialized to the color map with this name. The source color map must exist, and may be the name of either a built-in or custom color map. May not be used with NUMCONTROLPOINTS.
NUMCONTROLPOINTS	= <integer>		Number of control points in color map. May not be used if SOURCECOLORMAP is used.
CONTROLPOINT	<>colormapcontrolpoints>>		Defines a control point. Multiple control points for a new color map may set in a CREATECOLORMAP command.

Example: Create a custom color map initialized from the built-in "Small Rainbow" color map. :

```
$!CREATECOLORMAP
NAME="My Small Rainbow Colormap"
SOURCECOLORMAP="Small Rainbow"
```

\$!CREATECONTOURLINEZONES

Syntax: \$!CREATECONTOURLINEZONES [group]
[optional parameters]

Description: Create zones from the currently-defined contour lines. One zone can be created from each contour level in that plot, or one zone for every polyline can be generated.

Optional Parameters

Parameter	Syntax	Default	Notes
AUTOSTRANDTRANSIENTDATA	= <boolean>	YES	If set to YES, time strands are automatically created for transient data in the new zone.
CONTLINECREATEMODE	= ONEZONEPERCONTOURLEVEL or ONEZONEPERINDEPENDENTPOLYLINE		Select whether one zone per contour lever will be created or whether there will be a zone for each polyline.

Example: Create a new zone for each contour line on an existing contour plot.

```
$!CREATECONTOURLINEZONES
CONTLINECREATEMODE = ONEZONEPERCONTOURLEVEL
```

\$!CREATEFEBOUNDARY

Syntax: \$!CREATEFEBOUNDARY
SOURCEZONE = [<integer>](#)
[optional parameters]

Description: Zone edges for finite element data cannot be turned on or off using the edge plot layer in Tecplot 360. You can, however, create a separate zone which is the boundary of a finite element zone. This new zone can then be turned on or off.

\$!CREATEFESURFACEFROMIORDERED

Required Parameter

Parameter	Syntax	Default	Notes
SOURCEZONE	= <integer>		Zone to extract the boundary from.

Optional Parameters

Parameter	Syntax	Default	Notes
AUTOSTRANDTRANSIENTDATA	= <boolean>	YES	If set to YES, time strands are automatically created for transient data in the new zone.
REMOVEBLANKEDSURFACES	= <boolean>	NO	Set to YES if you want the resulting zone to include only the boundary adjacent to non-blanked cells.

Example: Create an FE-boundary zone from zone 3:

```
$!CREATEFEBOUNDARY  
SOURCEZONE = 3
```

\$!CREATEFESURFACEFROMIORDERED

Syntax: \$!CREATEFESURFACEFROMIORDERED
SOURCEZONES = <set>
[optional parameters]

Description: A FE-Surface zone can be generated from two or more I-Ordered zones. To get the best possible output, it is recommended that the source zones should have their nodes arranged in a similar manner so that the connecting lines between points are as straightforward as possible. For this reason, indices from source zones should increase in the same direction.

Required Parameter

Parameter	Syntax	Default	Notes
SOURCEZONES	= <set>		Zones whose points will be used to create the new surface.

Optional Parameters

Parameter	Syntax	Default	Notes
AUTOSTRANDTRANSIENTDATA	= <boolean>	YES	If set to YES, time strands are automatically created for transient data in the new zone.
CONNECTSTARTTOEND	= <boolean>	NO	YES allows for closed surfaces.

Example: Create an FE-Surface zone from zones 3 and 4:

```
$!CREATEFESURFACEFROMIORDERED  
SOURCEZONES = [3-4]
```

\$!CREATELINEMAP

Syntax: \$!CREATELINEMAP
[no parameters]

Description: Create a new Line-mapping.

Example:

```
$!CREATELINEMAP
```

\$!CREATEMIRRORZONES

Syntax: \$!CREATEMIRRORZONES
 SOURCEZONES = [<set>](#)
 [optional parameters]

Description: Create new zones that are mirror images of the source zones

Required Parameter

Parameter	Syntax	Default	Notes
SOURCEZONES	= <set>		Zone(s) to create mirror zone(s) from.

Optional Parameters

Parameter	Syntax	Default	Notes
MIRRORVAR	= <mirrorvar>	'X'	This variable in the new zone is multiplied by -1 after the zone is copied. (Mutually exclusive with MIRRORVARS.)
MIRRORVARS	= <varset>		Set of variables in the new zone to be multiplied by -1 after the zone is copied. (Mutually exclusive with MIRRORVAR.)

Example:

Create a mirror of zones 2-4 across the Y-axis (that is, mirror the X-variable) in 2D frame mode:

```
$!CREATEMIRRORZONES
SOURCEZONES = [2-4]
MIRRORVAR   = 'X'
```

\$!CREATENEWFRAME

Syntax: \$!CREATENEWFRAME
 [optional parameters]

Description: Creates a new frame.

Optional Parameters

Parameter	Syntax	Default	Notes
HEIGHT	= <dexp>	8	Units are in inches.
WIDTH	= <dexp>	9	Units are in inches.
XPOS	<>	X = 1.0 Y = 0.25	Units are in inches; relative to the top left edge of the paper

The default position and size of the initial frame created when Tecplot 360 starts up can be changed in the Tecplot 360 configuration file.

Example:

\$!CREATERECTANGULARZONE

The following example creates a 5- by 5-inch frame with the upper left hand corner of the frame positioned 2 inches from the left edge of the paper and 1 inch from the top:

```
$!CREATENEWFRAME
XYPOS
{
  X = 2
  Y = 1
}
WIDTH = 5
HEIGHT = 5
```

\$!CREATERECTANGULARZONE

Syntax: \$!CREATERECTANGULARZONE
[optional parameters]

Description: Create a rectangular zone. If no data set exists when this command is executed, a data set is created with variables X, Y (and Z, if KMax > 1). If a data set exists prior to this command, the non-coordinate variables for the zone created are initialized to zero.

Optional Parameters

Parameter	Syntax	Default	Notes
IMAX	= <integer>	1	I-dimension.
JMAX	= <integer>	1	J-dimension.
KMAX	= <integer>	1	K-dimension.
X1	= <dexp>	0	X-minimum.
Y1	= <dexp>	0	Y-minimum.
Z1	= <dexp>	0	Z-minimum.
X2	= <dexp>	1	X-maximum.
Y2	= <dexp>	1	Y-maximum.
Z2	= <dexp>	1	Z-maximum.
XVAR	= <varref>	Auto	Only needed when processing journal instructions. Use of variable names in this command is only allowed when a dataset is already present.
YVAR	= <varref>	Auto	Only needed when processing journal instructions. Use of variable names in this command is only allowed when a dataset is already present.
ZVAR	= <varref>	Auto	Only needed when processing journal instructions. Use of variable names in this command is only allowed when a dataset is already present.
DATATYPE	= <datatype>	SINGLE	

Example:

Create a rectangular IJ-ordered zone dimensioned 20 by 30 where X ranges from 0 to 3 and Y from 3 to 9:

```
$!CREATERECTANGULARZONE
IMAX      = 20
JMAX      = 30
X1        = 0
Y1        = 3
X2        = 3
Y2        = 9
```

\$!CREATE SIMPLEZONE

Syntax: \$!CREATE SIMPLEZONE <xyrawdata>
[optional parameters]

Description: Create a new zone by specifying only a list of data. Rows represent the individual data points and columns the variables at each point.

You cannot specify more variables than the dataset already contains.

Required Parameter

Parameter	Syntax	Default	Notes
RAWDATA			May contain row and column counts or just a row count. If only a row count is specified, the number of columns is assumed to be 2, for XY data. See Chapter 14: "Raw Data" for details.

Optional Parameter

Parameter	Syntax	Default	Notes
DATATYPE	= <datatype>	SINGLE	

Example: Create a simple XY-zone that has the XY-pairs (1, 0), (2, 1), (3, 7) and (5 9):

```
$!CREATE SIMPLEZONE
RAWDATA
4
1 0
2 1
3 7
5 9
```

Create a simple XYZ zone.

```
$!CREATE SIMPLEZONE
RAWDATA
2 3          # Two rows of data with three columns each
1 2 3
4 5 6
```

The following is invalid, since the second CREATE SIMPLEZONE is trying to set more variables than exist in the data set (assuming it was initially empty and created with the first CREATE SIMPLEZONE).

```
$!CREATE SIMPLEZONE
RAWDATA
2 3
1 2 3
4 5 6
$!CREATE SIMPLEZONE
RAWDATA
2 6          # Doesn't work since there are only 3 variables
1 2 3 4 5 6
7 8 9 8 7 4
```

\$!CREATE SPHERICALZONE

Syntax: \$!CREATE CIRCULARZONE
IMAX = <integer>
JMAX = <integer>

\$!DATASETUP

[optional parameters]

Description: Create a spherical IJK-ordered zone.

Required Parameters

Parameter	Syntax	Default	Notes
IMax	= <integer>		Psi direction.
JMax	= <integer>		Theta direction.

Optional Parameters

Parameter	Syntax	Default	Notes
DATATYPE	= <datatype>	SINGLE	
RADIUS	= <dexp>	1	
X	= <dexp>	0	X-coordinate for center.
XVAR	= <varref>	Auto	Only needed when processing journal instructions. Use of variable names in this command is only allowed when a dataset is already present.
Y	= <dexp>	0	Y-coordinate for center.
YVAR	= <varref>	Auto	Only needed when processing journal instructions. Use of variable names in this command is only allowed when a dataset is already present.
Z	= <dexp>	0	Z-coordinate for center.
ZVAR	= <varref>	Auto	Only needed when processing journal instructions. Use of variable names in this command is only allowed when a dataset is already present.

Examples:

Create a spherical 10 by 20 IJ-ordered zone centered at (5, 5) with a radius of 2:

```
$!CREATESPHERICALZONE
  IMax      = 10
  JMax      = 20
  X         = 5
  Y         = 5
  RADIUS    = 2
```

D

\$!DATASETUP

Syntax: \$!DATASETUP
[optional parameters]

Description: A SetValue command that sets miscellaneous parameters related to data.

Optional Parameters

Parameter	Syntax	Default	Notes
COMMANDLINE			
{ AUTOSTRANDDATAFILES }	= <boolean>	YES	This option allows you to auto-strand data files in Tecplot 360. This can be set to NO or commented-out of the configuration file (tecplot.cfg) to retain the Tecplot 10 compatibility
SCRATCHDATATYPE	= <datatype>		Set the data type for scratch arrays used for geometries line segments and other lines. The default is SINGLE for Windows and DOUBLE for other platforms. This parameter can only be used in the Tecplot 360 configuration file.
SUBZONEMINMAXCACHE-MEMORYFRACTION	= <double>	0.90	When working with non-sz1 data, Tecplot 360 will sub-divide large zones into smaller "subzones" to speed up various operations (like probing). Temporary storage can be employed to speed up the creation of the subzones. This temporary storage can be quite large thus we avoid using it if it causes swapping to occur. The engine tries to determine how much RAM is available before doing this operation and then multiplies that by the SUBZONEMINMAXCACHEMEMORYFRACTION. If the amount of RAM left over is larger than the amount of RAM needed for this temporary space it will be created. All machines and environments are different. Setting this smaller will make it less likely to employ the temporary storage but will avoid potential disk swapping.

Example:

Change the arguments used to Preplot ASCII files so only zones 1, 2, and 3 are processed:

```
$!DATASETUP
PREPLOTARGS = "-zonelist 1:3"
```

\$!DEFAULTGEOM

Syntax: \$!DEFAULTGEOM
[optional parameters]

Description: A SetValue command that sets the attributes for the default geometry. When a geometry is created interactively, its color, line thickness, and so forth, are preset based on the default geometry. This command is usually used only in the Tecplot 360 configuration file.

Optional Parameters

Parameter	Syntax	Default	Notes
ANCHORPOS	<code><xyz></code>		
ARROWHEADANGLE	<code><op> <dexp></code>		
ARROWHEADATTACHMENT	<code><arrowheadattachment></code>		
ARROWHEADSIZE	<code><op> <dexp></code>		
ARROWHEADSTYLE	<code><arrowheadstyle></code>		
ATTACHTOZONE	<code>= <boolean></code>		
COLOR	<code>= <color></code>		
DATATYPE	<code>= <fielddatatype></code>		
DRAWORDER	<code>= <draworder></code>	AFTERDATA	
DRAWORDER	<code>= <draworder></code>	AFTERDATA	
FILLCOLOR	<code>= <color></code>		
ISFILLED	<code>= <boolean></code>		
LINEPATTERN	<code>= <linepattern></code>		
LINETHICKNESS	<code><op> <dexp></code>		
MACROFUNCTIONCOMMAND	<code>= <string></code>		Set the macro command to execute when you hover over the geometry and press Ctrl-right-click.
MAINTAINASPECTRATIO	<code>= <boolean></code>	YES	
NUMELLIPSEPTS	<code><op> <integer></code>		
PATTERNLENGTH	<code><op> <dexp></code>		
PIXELASPECTRATIO	<code>= <double></code>	0	A value of 0 allows Tecplot 360 to select the aspect ratio. Use only if your circles or squares appear distorted due to the aspect ratio of your monitor.
POSITIONCOORDSYS	<code>= <coordsys></code>		
SCOPE	<code>= <scope></code>		
ZONE	<code>= <integer></code>		

Example: Make the default geometry line thickness 0.2 percent:

```
$!DEFAULTGEOM
LINETHICKNESS = 0.2
```

\$!DEFAULTTEXT

Syntax: \$!DEFAULTTEXT
[optional parameters]

Description: A SetValue command that sets the attributes for the default text. When text is added to a plot interactively, its font, color, size, and so forth, are based on the default text. This command is used only in the Tecplot 360 configuration file.

Optional Parameters

Parameter	Syntax	Default	Notes
ANCHOR	= <textanchor>		
ANCHORPOS	<>xy>>		
ANGLE	<op><dexp>		
ATTACHTOZONE	= <boolean>		
BOX	<>textbox>>		
CLIPPING	= <clipping>		
COLOR	= <color>		
LINESPACING	= <dexp>		
MACROFUNCTIONCOMMAND	= <string>		Set the macro command to execute when you hover over the geometry and press Ctrl-right-click.
POSITIONCOORDSYS	= <coordsys>		Currently not set up to add 3D Text
SCOPE	= <scope>		
TEXTSHAPE	<>textshape>>		
TEXTYPE	= <texttype>		Specifies the Text Type. Supported values are LATEX and REGULAR. REGULAR: Produces normal text annotations. LATEX: Instructs Tecplot to pass the text string through the LaTeX toolchain (see User's Manual for more information) to produce images which are then placed in the plot at the specified location. Only Text, AnchorPos, Height, and SizeUnits are valid parameters for LaTeX type.
ZONE	<op><integer>		

Example: Make the default text font Times bold with a character height of 14 points:

```
$!DEFAULTTEXT
TEXTSHAPE
{
  FONTFAMILY = "Times"
  ISBOLD = YES
  ISITALIC = NO
  SIZEUNITS = POINT
  HEIGHT = 14
}
```

\$!DELAY

Syntax: \$!DELAY <integer>
[no parameters]

Description: Delay Tecplot 360 execution for <integer> seconds.

Example: Pause Tecplot 360 for 3 seconds:

```
$!DELAY 3
```

\$!DELETEAUXDATA

Syntax: \$!DELETEAUXDATA
AUXDATALOCATION = [zone/var/dataset/frame/linemap|page]
[optional parameters]

Description: Delete Auxiliary Data in the form of name/value pairs from zones, frames or datasets.

\$!DELETECOLORMAP

Required Parameters

Parameter	Syntax	Default	Notes
AUXDATALOCATION	= [zone/var/dataset/frame/linemap page]		

Optional Parameters

Parameter	Syntax	Default	Notes
NAME	= <string>		
NUM	= <integer>		
VAR	= <varref>		
ZONE	= <integer>		Only required if AUXDATALOCATION = zone

Example: Delete the selected Auxiliary Data from Zone 2.:

```
$!DELETEAUXDATA
AUXDATALOCATION = zone
ZONE = 2
NAME = VARIABLE DATA
```

\$!DELETECOLORMAP

Syntax: \$!DELETECOLORMAP <string>
[no parameters]

Description: Deletes the specified custom color map, which must exist.

\$!DELETELINEMAPS

Syntax: \$!DELETMAPS <set>
[no parameters]

Description: Delete one or more line mappings. If <set> is omitted then all line mappings are deleted.

Example: Delete Line-mappings 2, 3, 4 and 8:

```
$!DELETELINEMAPS [2-4,8]
```

\$!DELETEVARS

Syntax: \$!DELETEVARS <varset>
[no parameters]

Description: Delete one or more variables.

Example: Delete variables 4 and 10:

```
$!DELETEVARS [4,10]
```

\$!DELETEZONES

Syntax: \$!DELETEZONES [<set>](#)
[no parameters]

Description: Delete one or more zones.

Example: Delete zones 3, 7, 8, 9 and 11:

```
$!DELETEZONES [3,7-9,11]
```

\$!DOUBLEBUFFER [Required-Control Option]

Description: The different commands in the DOUBLEBUFFER compound function family are described separately in the following sections.

The DOUBLEBUFFER compound functions are:

```
$!DOUBLEBUFFER OFF  
$!DOUBLEBUFFER ON  
$!DOUBLEBUFFER SWAP
```

\$!DOUBLEBUFFER OFF

Syntax: \$!DOUBLEBUFFER OFF
[no parameters]

Description: Turn off double buffering; use this command once at the end of a sequence of using the double buffer.

Example: See [\\$!DOUBLEBUFFER SWAP](#)

\$!DOUBLEBUFFER ON

Syntax: \$!DOUBLEBUFFER ON
[no parameters]

Description: Turn on double buffering; use this command once at the beginning of a sequence of using the double buffer. While double buffering is turned on all drawing is sent to the back buffer.

Example: See [\\$!DOUBLEBUFFER SWAP](#)

\$!DOUBLEBUFFER SWAP

Syntax: \$!DOUBLEBUFFER SWAP
[no parameters]

Description: Swap the back buffer to the front. In other words, copy the image in the back buffer to the front.

Example:

\$!DRAWGRAPHICS

The following example uses the double buffer to show the rotation of a 3-D object:

```
$!DOUBLEBUFFER ON
$!LOOP 10
$!ROTATE3DVIEW X
ANGLE = 5
$!REDRAW
$!DOUBLEBUFFER SWAP
$!ENDLOOP
$!DOUBLEBUFFER OFF
```

\$!DRAWGRAPHICS

Syntax: \$!DRAWGRAPHICS <boolean>
[no parameters]

Description: Turn on or off all graphics drawing. Turning off all graphics during preliminary portions of a macro file can greatly increase the efficiency of the macro.

Example: Turn off all graphics drawing:

```
$!DRAWGRAPHICS NO
```

\$!DUPLICATELINEMAP

Syntax: \$!DUPLICATELINEMAP
SOURCENAME = <integer>
DESTINATIONMAP = <integer>
[no optional parameters]

Description: Copy attributes from an existing line mapping to another.

Required Parameters

Parameter	Syntax	Default	Notes
DESTINATIONMAP	= <integer>		The destination can either be the number of an existing map or 1 greater than the current number of maps. If you choose the latter, a new line mapping will be created.
SOURCENAME	= <integer>		Line mapping from which to copy.

Example: Copy attributes of Line-mapping 3 to Line-mapping 7:

```
$!DUPLICATELINEMAP
SOURCENAME = 3
DESTINATIONMAP = 7
```

\$!DUPLICATEZONES

Syntax: \$!DUPLICATEZONES
SOURCEZONE = <integer> or SOURCEZONES = <set>
[optional parameters]

Description: Make a copy of an existing zone or zones. You can use index ranges to create new zone(s) from a subset of the source zone(s). You may also specify a destination zone to overwrite existing zone(s).

Initially, the duplicate zone shares all variables with the source zone. To branch some or all

variables in the destination zone(s), use [\\$!BRANCHFIELDDATAVAR](#).

Required Parameter

Either SOURCEZONE or SOURCEZONES must be specified, but not both.

Parameters	Syntax	Default	Notes
SOURCEZONE	= <code><integer></code>		Zone to duplicate (the source zone)
SOURCEZONES	= <code><set></code>		Zones to duplicate (the source zones)

Optional Parameters

Parameters	Syntax	Default	Notes
DESTINATIONZONE	= <code><integer></code>		If specified, the existing zone into which the copy is made, overwriting the zone. May not be a source zone. If not specified, a new zone is created.
IRANGE			If multiple source zones are specified, the first source zone overwrites this zone. Source zones beyond the first are duplicated to subsequent zones, which may be existing or new.
{			See notes Range Parameters for \$!ALTERDATA action command.
MIN	= <code><integer></code>	1	
MAX	= <code><integer></code>	0	
SKIP	= <code><integer></code>	1	
}			
JRANGE			See notes Range Parameters for \$!ALTERDATA action command.
{			
MIN	= <code><integer></code>	1	
MAX	= <code><integer></code>	0	
SKIP	= <code><integer></code>	1	
}			
KRANGE			See notes Range Parameters for \$!ALTERDATA action command.
{			
MIN	= <code><integer></code>	1	
MAX	= <code><integer></code>	0	
SKIP	= <code><integer></code>	1	
}			

Examples:

Example 1:

Make a complete copy of zone 2 to a new zone:

```
$!DUPLICATEZONES
SOURCEZONE = 2
```

Example 2:

Copy zone 3 and 4 to zone 5 and 6, using only the I-index range from 2 to 7 from the source zones:

```
$!DUPLICATEZONES
SOURCEZONES = [3-4]
DESTINATIONZONE = 5
IRANGE
{
  MIN = 2
```

\$!ELSE

```
    MAX = 7
}
```

E

\$!ELSE

Syntax: `$!ELSE`
[no parameters]

Description: Conditionally handle macro commands. Used when an `$!IF` statement is FALSE.

Example:

```
$!VARSET |C| = 2
$!IF |C| == 5
$!CREATEFRAME
XYPOS
{
    X = 2.5
    Y = 1.5
}
WIDTH = 4
HEIGHT = 4
$!ELSE
$!CREATEFRAME
XYPOS
{
    X = 3
    Y = 2
}
WIDTH = 3
HEIGHT = 3
$!ENDIF
```

\$!ELSEIF

Syntax: `$!ELSEIF <conditionalexp>`

Description: Conditionally handle macro commands. Used to create multiple options for statements should an `$!IF` statement be FALSE.

Example:

```
$!VARSET |A| = 2
$!IF |A| < 5
$!CREATEFRAME
XYPOS
{
    X = 1
    Y = 1
}
WIDTH = 3
HEIGHT = 3
```

```
$!ELSEIF |A| > 5
$!CREATENEWFRAME
XYPOS
{
X = 2
Y = 1
}
WIDTH = 5
HEIGHT = 5
$!ELSE
$!CREATENEWFRAME
XYPOS
{
X = 3
Y = 3
}
WIDTH = 9
HEIGHT = 9
$!ENDIF
```

\$!EXPORT

Syntax: \$!EXPORT
[no parameters]

Description: Export an image file from Tecplot 360. See the [\\$!EXPORTSETUP](#) command for details on setting up the exported image type. The \$!EXPORT command is not valid for animation formats.

Optional Parameters

Parameter	Syntax	Default	Notes
EXPORTREGION	= \$!BITDUMPREGION		If supplied this will override what is set in \$!EXPORTSETUP

Example:

```
$!EXPORTSETUP EXPORTFORMAT = PNG
$!EXPORT
```

\$!EXPORTCANCEL

Syntax: \$!EXPORTCANCEL
[no parameters]

Description: Cancel out of the current export animation sequence. The animation file being generated is removed.

Example:

```
$!EXPORTCANCEL
```

\$!EXPORTFINISH

Syntax: \$!EXPORTFINISH
[no parameters]

Description: Signals the completion of an animation sequence and causes the animation file to be created. You must call \$!EXPORTSTART prior to using \$!EXPORTFINISH. This command is only valid for animation formats. You may use the |EXPORTISRECORDING| intrinsic variable to make sure that an animation sequence has been initiated.

Example:

```
$!EXPORTSETUP
EXPORTFNAME="rotate.avi"
EXPORTFORMAT=AVI
$!EXPORTSTART
$!LOOP 5
$!ROTATE3DVIEW X
ANGLE=5
$!EXPORTNEXTFRAME
$!ENDLOOP
$!IF "|EXPORTISRECORDING|" == "YES"
    $!EXPORTFINISH
$!ENDIF
```

\$!EXPORTNEXTFRAME

Syntax: \$!EXPORTNEXTFRAME
[no parameters]

Description: Records the next frame of an animation. You must call \$!EXPORTSTART prior to calling \$!EXPORTNEXTFRAME. This command is only valid for animation formats. You may use the |EXPORTISRECORDING| intrinsic variable to make sure that an animation sequence has been initiated.)

Example:

```
$!EXPORTSETUP
EXPORTFNAME="rotate.avi"
EXPORTFORMAT=AVI
$!EXPORTSTART
$!LOOP 5
$!ROTATE3DVIEW X
ANGLE=5
$!EXPORTNEXTFRAME
$!ENDLOOP
$!EXPORTFINISH
```

\$!EXPORTSETUP

Syntax: \$!EXPORTSETUP
[optional parameters]

Description: A SetValue command that sets the attributes for exporting image files from Tecplot 360. Exporting is usually intended as a means to transfer images from Tecplot 360 to be imported by other applications. See [\\$!PRINTSETUP](#) and [\\$!PRINT](#) for generating output intended for printers and plotters.

Optional Parameters

Parameter	Syntax	Default	Notes
ANIMATIONSPEED	= <double>	10	Sets the animation speed in frames per second.
AVIFORMATOPTIONS	= <string>	-vcodec mjpeg -q:v 5	See online documentation for FFmpeg for explanation of options.
CONVERTTO256COLORS	= <boolean>	NO	Used for TIFF, BMP, and PNG formats.
EXPORTFNAME	= <string>		
EXPORTFORMAT	= <exportformat>	WINDOWS METAFILE	
EXPORTREGION	= <bitdumpregion>	ALLFRAMES	
FFMPEGQSCALE	= <integer>		This option is no longer used. Use MPEGFORMATOPTIONS or WMVFORMATOPTIONS instead.
FLASHCOMPRESSION TYPE	= <compressiontype>	SMALLESTSIZE	
FLASHIMAGETYPE	= <imagetype>	LOSSLESS	
IMAGEWIDTH	= <op> <integer>	= 512	
JPEGENCODING	= STANDARD or PROGRESSIVE	STANDARD	
MPEGFORMATOPTIONS	= <string>	"-cv libx264 -profile:v high -crf 20 -pix_fmt yuv420p"	See online documentation for FFmpeg for explanation of options.
PRINTRENDERTYPE	= <printrendertype>	VECTOR	
QUALITY	= <integer>	75	Range is from 1-100
SUNRASTERFORMAT	= <sunrasterformat>	STANDARD	Only applies if EXPORTFORMAT is SUNRASTER
SUPERSAMPLEFACTOR	= <integer>	3	The factor used in antialiasing while reducing the size of an exported image. A larger size can improve the quality of the image, but slows performance.
TIFFBYTEORDER	= <tiffbyteorder>	INTEL	
USEMULTIPLECOLORTABLES	= <boolean>	NO	Applies to Raster Metafile only.
USESUPERSAMPLEANTIALIASING	= <boolean>	NO	
WMVFORMATOPTIONS	= <string>	"-qscale 4"	See online documentation for FFmpeg for explanation of options.

Example: Set up Tecplot 360 to export a Raster Metafile image to the file movie.rm:

```
$!EXPORTSETUP
EXPORTFNAME = "movie.rm"
EXPORTFORMAT = RASTERMETAFILE
```

\$!EXPORTSTART

Syntax: \$!EXPORTSTART
[optional parameter]

Description: Signals the start of an animation sequence and records the first frame of the animation. This command is only valid for animation formats.

Optional Parameters

Parameter	Syntax	Default	Notes
EXPORTREGION	= <bitdumpregion>		

Example:

```
$!EXPORTSETUP
EXPORTFNAME="rotate.avi"
EXPORTFORMAT=AVI
EXPORTREGION = CURRENTFRAME
$!EXPORTSTART
$!LOOP 5
$!ROTATE3DVIEW X
ANGLE=5
$!EXPORTNEXTFRAME
$!ENDLOOP
$!EXPORTFINISH
```

\$!EXTENDEDCOMMAND

Syntax: \$!EXTENDEDCOMMAND

COMMANDPROCESSORID = [<string>](#)
 COMMAND = [<string>](#)
 [optional parameters]

Description: Send a command to an add-on. The add-on registers the name of a function that will be called when an \$!EXTENDEDCOMMAND is processed. Tecplot 360 knows which registered function to call based on the COMMANDPROCESSORID string.

Required Parameters

Parameter	Syntax	Default	Notes
COMMANDPROCESSORID	= <string>		String that identifies the add-on. This must match the published ID string for the add-on.
COMMAND	= <string>		The command to be sent to the add-on.

Optional Parameters

Parameter	Syntax	Default	Notes
<extendedcommandrawdata>		NULL	If the RAWDATA section is supplied then each line of the RAWDATA section is appended to the COMMAND string. A leading new line character is appended first, and each line in the RAWDATA section will also be terminated with a new line (except for the last line).

Example:

Send the command GO to the add-on that has registered a command processor with an COMMANDPROCESSORID of XPROC:

```
$! EXTENDEDCOMMAND
COMMANDPROCESSORID = "XPROC"
COMMAND = "GO"
```

\$!EXTRACTCONNECTEDREGIONS

Syntax: \$!EXTRACTCONNECTEDREGIONS
 SOURCEZONES = [[<set>](#)]
 [optional parameters]

Description: Extract a separate zone from each isolated region of connected cells in one or more finite element zones.

Required Parameters

Parameter	Syntax	Notes
SOURCEZONES	= [<set>]	Set of zones from which to extract connected regions.

Optional Parameters

Parameter	Syntax	Default	Notes
XVAR	= <varref>	Auto	If present then assign the x-axis variable. If omitted the current X-Axis variable assignment is used.
YVAR	= <varref>	Auto	If present then assign the y-axis variable. If omitted the current Y-Axis variable assignment is used.
ZVAR	= <varref>	Auto	If present then assign the z-axis variable. If omitted the current Z-Axis variable assignment is used.
AUTOSTRANSTRANSIENTDATA	= <boolean>	True	If set to FALSE then all newly created zones will be static. If set to TRUE then a single new strand id will be assigned for all newly created zones.

\$!EXTRACTFROMGEOM

Syntax: \$!EXTRACTFROMGEOM
 [optional parameters]

Description: Extract data from a 2- or 3D field plot. The locations at which to extract the data come from a polyline geometry that must be picked prior to issuing this command.

Optional Parameters

Parameters	Syntax	Default	Notes
EXTRACTLINEPOINTSONLY	= <boolean>	NO	If NO, must include NUMPTS.
EXTRACTTOFILE	= <boolean>	NO	If NO, a zone is created. If YES, must include FNAME.
FNAME	= <string>		File name for extracted file. Required if EXTRACTTOFILE is YES.
INCLUDEDISTANCE VAR	= <boolean>	NO	If YES, then Tecplot 360 EX includes an extra variable in the result which is the distance along the line of points extracted and EXTRACTTOFILE must also be YES.
NUMPTS	= <integer>		Required if EXTRACTLINEPOINTSONLY is NO.

Example:

Extract 20 points from along the currently picked geometry. Send the result to a file called *extract.dat*:

```
$!EXTRACTFROMGEOM
NUMPTS = 20
```

\$!EXTRACTFROMPOLYLINE

```
EXTRACTTOFILE = YES
FNAME = "extract.dat"
```

\$!EXTRACTFROMPOLYLINE

Syntax: \$!EXTRACTFROMPOLYLINE
[optional parameters]
[<xyzrawdata>](#)

Description: Extract data from a 2- or 3D field plot. The locations of where to extract the data from come from a supplied polyline in the form of [<xyzrawdata>](#).

The coordinate system used is determined by the following rules:

- In 2D, the coordinates are the grid (same as used on the X and Y axis). Note that Z must still be supplied; use zero.
- In 3D with EXTRACTTHROUGHVOLUME set to TRUE, the coordinates are in the world coordinate system (same as used on the X, Y, and Z axes).
- In 3D with EXTRACTTHROUGHVOLUME set to FALSE, the coordinates are in the eye coordinate system (same as used for grid mode geometries). (As in 2D, Z must still be supplied; use zero.) Each point is projected down to the surface closest to the viewer to determine the final world coordinate location for the extraction.

Optional Parameters

Parameters	Syntax	Default	Notes
EXTRACTLINEPOINTSONLY	= <boolean>	NO	If NO, must include NUMPTS.
EXTRACTTHROUGHVOLUME	= <boolean>	NO	If YES, data is extracted from XYZ-coordinates in the polyline. If NO, data is extracted from the surface.
EXTRACTTOFILE	= <boolean>	NO	If NO, a zone is created. If YES, you must include FNAME.
FNAME	= <string>		File name for extracted file. Required if EXTRACTTOFILE is YES.
INCLUDEDISTANCEVAR	= <boolean>	NO	If YES, Tecplot 360 includes an extra variable in the result which is the distance along the line of points extracted and EXTRACTTOFILE must also be YES.
NUMPTS	= <integer>		Required if EXTRACTLINEPOINTSONLY is NO.

Example: Extract 10 points from specific locations in a field plot. Create a zone with the extracted data:

```
$!EXTRACTFROMPOLYLINE
EXTRACTLINEPOINTSONLY = YES
RAWDATA
10
0 0 0
1 2 0
2 4 0
3 2 0
3 4 0
4 4 0
4 5 0
4 6 0
5 7 0
6 9 0
```

\$!EXTRACTISOSURFACES

Syntax: \$!EXTRACTISOSURFACES
[optional parameters]

Description: Extracts the currently defined iso-surfaces or the iso-surfaces of the specified groups to zones. By default the resulting zones will be automatically assigned strands and are given the solution time of the current time step from which they are extracted.

Optional Parameters

Parameter	Syntax	Default	Notes
AUTOSTRANDTRANSIENTDATA	= <boolean>	TRUE	If set to TRUE, time strands are automatically created for transient data in the new zone.
GROUP	= <integer>		The Group and Groups commands are mutually exclusive and are used to specify which isosurface groups to extract to zones. If neither are specified, all active groups are extracted. Groups cannot be defined if Group is defined and vice versa.
GROUPS	= [<set>]	[1-8]	
EXTRACTMODE	= <extractmode>	SINGLEZONE	EXTRACTMODE has two valid options for this function: SingleZone and OneZonePerConnectedRegion. SingleZone: Extracts a single iso-surface to a single zone. OneZonePerConnectedRegion: Extracts the connected regions of a single isosurface to individual zones. Connected regions are those regions that are connected to one another. Note: OneZonePerSourceZone is a valid EXTRACTMODE value, however it is not supported by \$!EXTRACTISOSURFACES

Example:

```
$!EXTRACTISOSURFACES
GROUPS = [4,6]
```

\$!EXTRACTSLICES

Syntax: \$!EXTRACTSLICES
[optional parameters]

Description: Extracts the currently defined slices or the slices of the specified groups to zones. By default the resulting zones will be automatically assigned strands and are given the solution time of the current time step from which they are extracted. If the start and end position for the slice style is active then the zones are extracted in position order from the start position to the end position with the primary value slice, if active, in its position order.

Optional Parameters

Parameter	Syntax	Default	Notes
GROUP	= <code><integer></code>		The Group and Groups commands are mutually exclusive and are used to specify which slice groups to extract to zones. If neither are specified, all active groups are extracted. Groups cannot be defined if Group is defined and vice versa.
GROUPS	= [<code><set></code>]	[1-8]	
EXTRACTMODE	= <code><extractmode></code>	SINGLEZONE	<p>EXTRACTMODE has two valid options for this function: SINGLEZONE and ONEZONEPERCONNECTEDREGION.</p> <p>Extract Mode specifies how each slice is extracted into single or multiple zones.</p> <p>SINGLEZONE: Extracts each slice to a single zone.</p> <p>ONEZONEPERCONNECTEDREGION: Extracts each slice to its connected regions. Connected regions are defined by zone boundaries and areas of disconnected meshes.</p> <p>Note that setting EXTRACTMODE to ONEZONEPERCONNECTEDREGION and RESULTING1DZONETYPE to IORDEREDIFPOSSIBLE guarantees that any extracted linear zones will be I-ordered zones. Extracted I-ordered zones will be ordered according to the right-hand rule-the nodes will progress from 1 to IMax clockwise about the axis normal to the plane of extraction.</p>
EXTRACTIONSTRANDIDASSIGNMENT	= <code><extractionstrandidassignment></code>	AUTO	<p>StrandID assignment on extracted slice. where: DONOTASSIGNSTRANDIDS- do not assign strand ID's</p> <p>ONESTRANDPERGROUP- Use the same strand id for all items produced by a given slice group.</p> <p>ONESTRANDPERSUBEXTRACTION- Use a different strand for every extracted item produced by a slice group. A given slice group can produce multiple items if the EXTRACTMODE is ONEZONEPERCONNECTEDREGION or when extracting using the start/end positions.</p> <p>AUTO If extracting over all time (i.e. TRANSIENTOPERATIONMODE is set to ALLSOLUTIONTIMES) and the EXTRACTMODE is set to SINGLEZONE then use ONESTRANDPERSUBEXTRACTION otherwise use ONESTRANDPERGROUP</p>

Parameter	Syntax	Default	Notes
RESULTING1DZONETYPE	= \$!resulting1dzonetype	IORDEREDIF POSSIBLE	RESULTING1DZONETYPE has two valid options for this function: IORDEREDIFPOSSIBLE and FELINESEGMENT. IORDEREDIFPOSSIBLE creates an I-ordered zone for each slice zone that is a single connected region. FELINESEGMENT creates all extracted linear zones as FELineSeg zones. If this is set to FELINESEGMENT, then all extracted zones will be FE line segment zones. If set to IORDEREDIFPOSSIBLE (the default), then any connected (contiguous) extracted zone will be an I-ordered zone, while zones that consist of multiple unconnected regions will be FE line segment zones.
TRANSIENTOPERATIONMODE	= \$!transientoperationmode	ALLSOLUTIONTIMES	Extracts for a single solution time when set to SINGLESOLUTIONTIME. Extracts for all solution times when set to ALLSOLUTIONTIMES.

Example:

```
$!GLOBALCONTOUR VAR = 4
$!SLICEATTRIBUTES 3 ENDPOSITION {X = 1}
$!SLICEATTRIBUTES 3 STARTPOSITION {X = 6}
$!SLICEATTRIBUTES 3 NUMINTERMEDIATESLICES = 6
$!SLICEATTRIBUTES 3 SHOWSTARTENDSLICE = YES
$!SLICEATTRIBUTES 3 SHOWINTERMEDIATESLICES = YES
$!SLICEATTRIBUTES 3 SHOWGROUP = YES
$!REDRAW
$!EXTRACTSLICES
GROUP = 3
```

\$!EXTRACTSLICETOZONES

Syntax: \$!EXTRACTSLICETOZONES
 ORIGIN [\\$!<>XYZ](#)
 [optional parameters]

Description: Create a new zone from a plane through existing data. This function allows you to extract slices through time and to define value blanking constraints to limit the region of the slice. This function is independent of the current plot style and similarly will not change the style of your plot. If you want to extract slices that are defined by [\\$!SLICEATTRIBUTES](#), use [\\$!EXTRACTSLICES](#).

\$!EXTRACTSLICETOZONES

Required Parameters

Parameter	Syntax	Notes
ORIGIN	<code><>xz>></code>	Origin of the slice.

Optional Parameters

Parameter	Syntax	Default	Notes
AUTOSTRANDTRANSIENTDATA	= <code><boolean></code>	YES	If set to YES, time strands are automatically created for transient data in the new zone.
COPYCELLCENTEREDVALUES	= <code><boolean></code>	YES	If YES, then the values of any variables that are cell-centered in all zones used to construct the slice are copied as cell-centered variables to the slice. Otherwise, all variables will be interpolated to the slice nodes.
EXTRACTMODE	= <code><extractmode></code>	SINGLEZONE	EXTRACTMODE has three options: SingleZone, OneZonePerConnectedRegion, and OneZonePerSourceZone. SingleZone: Extracts a single slice to a single zone. OneZonePerConnectedRegion: Extracts the connected regions of a single slice to individual zones. Connected regions are those regions that are connected to one another. OneZonePerSourceZone: Extracts one zone for each source zone a single slice intersects.
NORMAL	<code><>xz>></code>		Required if SLICESURFACE is ARBITRARY. Normal of the slice.
RESULTING1DZONETYPE	= <code><resulting1dzonetyp></code>	FELINESEGMENT	RESULTING1DZONETYPE has two valid options for this function: IORDEREDIFPOSSIBLE and FELINESEGMENT. IORDEREDIFPOSSIBLE creates an I-ordered zone for each slice zone that is a single connected region. FELINESEGMENT creates all extracted linear zones as FELineSeg zones. For more information, see the Description of this parameter for macro <code>\$!EXTRACTSLICES</code> .
SLICESOURCE	= <code><slicesource></code>	VOLUMEZONES	Select the source of the slice. Has four options: VOLUMEZONES - extracts the slice from a volume zone or zones. SURFACEZONES - extracts the slice from the surface of the surface zones. LINEARZONES - creates a slice from a linear zone. If in 2D, Tecplot switches to 3D, extracts, and then returns to 2D. SURFACEOFVOLUMEZONES - extracts a slice from the exposed surface of the volume zone.
SLICESURFACE	= <code><slicesurface></code>	ARBITRARY	SLICESURFACE has four options: XPLANES, YPLANES, ZPLANES or ARBITRARY. If set to ARBITRARY then the NORMAL must be supplied. IPLANES, JPLANES or KPLANES are not allowed.

Parameter	Syntax	Default	Notes
SOLUTIONTIME	= <double>	Current Solution Time	If TRANSIENTOPERATIONMODE is set to SINGLESOLUTIONTIME then this can be used to set the solution time for the extraction. If not present then the current solution time is used.
SOURCEFIELDMAPS	= [<set>]	See Notes	Set of fieldmaps to use for the slice. These fieldmaps will obey the blanking conditions assigned by VALUEBLANKING The default setting is existing active fieldmaps less fieldmaps that are marked to not show slices (See the "Show Slices" column in the "Volume" tab in the Zone Style dialog)
SOURCEFIELDMAPSIGNORINGBLANKING	= [<set>]	See Notes	Set of fieldmaps that will ignore value blanking during slice extraction. The default setting is to obey the "Use Value Blanking" setting for fieldmaps (See the "Use Value Blanking" column in the "Effects" tab in the Zone Style Dialog")
SURFACEGENERATIONMETHOD	= <surfacegenerationmethod>	AUTO	<p>Auto: Selects one of the surface generation algorithms best suited for the zones participating in the slice generation. "All Polygons" is used if one or more of the participating zones is polytope, otherwise slices use "Allow Quads".</p> <p>AllowQuads: Produces quads or triangles, and the resulting surface more closely resembles the shape of the volume cells from the source zone.</p> <p>AllTriangles: An advanced algorithm that can handle complex saddle issues and guarantees that there will be no holes in the final surface. As the surface is composed entirely of triangles, it can be delivered more efficiently to the graphics hardware.</p> <p>AllPolygons: Similar to the "All triangles" method except that all interior faces generated as a result of triangulation that are not part of the original mesh are eliminated. This preserves the original mesh of the source zones on the resulting slice.</p>
TRANSIENTOPERATIONMODE	= <transientoperationmode>	ALLSOLUTIONTIMES	Extracts for a single solution time when set to SINGLESOLUTIONTIME. Extracts for all solution times when set to ALLSOLUTIONTIMES.
VALUEBLANKING	See Notes	Current ValueBlanking options	If present then use provided value blanking. If omitted then use the current value blanking state. If you want to guarantee that blanking will not affect the slice then you must at least set the main value blanking include setting to FALSE. i.e.: VALUEBLANKING {INCLUDE = FALSE} See the VALUE section under \$!BLANKING for full list of options.
XVAR	= <varref>	Auto	If present then assign the x-axis variable. If omitted the current X-Axis variable assignment is used.

\$!EXTRACTSTREAMTRACES

Parameter	Syntax	Default	Notes
YVAR	= \$!varref	Auto	If present then assign the y-axis variable. If omitted the current Y-Axis variable assignment is used.
ZVAR	= \$!varref	Auto	If present then assign the z-axis variable. If omitted the current Z-Axis variable assignment is used.

Example: Create a slice zone at Y=1.0:

```
$!EXTRACTSLICETOZONES
SLICESOURCE = VOLUMEZONES
ORIGIN {X=0.0 Y=1.0 Z=0.0}
NORMAL {X=0.5 Y=0.75 Z=0.25}
```

\$!EXTRACTSTREAMTRACES

Syntax: \$!EXTRACTSTREAMTRACES
[optional parameters]

Description: Extract the currently defined streamtraces to zones. By default the resulting zones will be automatically assigned strands and are given the solution time the current time step from which they are extracted. If directed Tecplot will concatenate all streamtraces of the same type together.

Optional Parameters

Parameter	Syntax	Default	Notes
AUTOSTRANDTRANSIENTDATA	= \$!boolean	TRUE	If set to TRUE, time strands are automatically created for transient data in the new zone.
CONCATENATE	= \$!boolean	FALSE	If CONCATONATE is set to TRUE then a single FE zone will be created (FE-Line Segment for streamlines or FE-Quad for rods or ribbons). If CONCATONATE is set to FALSE and timing is not turned on to draw dashes then a single I-Ordered zone (for streamlines) or IJ-Ordered zone (for ribbons and rods) will be created for each streamtrace.

Example: Create a single zone out of all common streamzones:

```
$!EXTRACTSTREAMTRACES
CONCATENATE = TRUE
```

F

\$!FIELDLAYERS

Syntax: \$!FIELDLAYERS
[optional parameters]

Description: A SetValue command that turns field plot layers on or off, or sets the 2D draw order.

Optional Parameters

Parameter	Syntax	Default	Notes
SHOWCONTOUR	= <boolean>	NO	
SHOWEDGE	= <boolean>	YES	
SHOWISOSURFACES	= <boolean>	NO	
SHOWMESH	= <boolean>	NO	
SHOWSCATTER	= <boolean>	NO	
SHOWSHADE	= <boolean>	YES	
SHOWSLICES	= <boolean>	NO	
SHOWVECTOR	= <boolean>	NO	Vector variables must be defined. See \$!GLOBALTWODVECTOR or \$!GLOBALTHREEDVECTOR .
TWODDRAWORDER	= <twoddraworder>	BYLAYER	
USELIGHTINGEFFECT	= <boolean>	YES	
USETRANSLUCENCY	= <boolean>	YES	

Example: Turn on the scatter layer:

```
$!FIELDLAYERS
SHOWSCATTER = YES
```

\$!FIELDMAP

Syntax: \$!FIELDMAP [[<set>](#)]
[optional parameters]

Description: A SetValue command that assigns zone attributes for field plots. The [<set>](#) parameter immediately following the \$!FIELDMAP command is optional. If [<set>](#) is omitted then the assignment is applied to all zones. Otherwise the assignment is applied only to the zones specified

\$!FIELDMAP

in [<set>](#).

Optional Parameters

Parameter	Syntax	Default	Notes
CONTOUR { COLOR CONTOURTYPE FLOODCOLORING LINECONTOURGROUP LINEPATTERN LINETHICKNESS PATTERNLENGTH SHOW USELIGHTINGEFFECT }	= <u><color></u> = <u><contourtype></u> = <u><contourcoloring></u> = <u><integer></u> = <u><linepattern></u> <u><op> <dexp></u> <u><op> <dexp></u> = <u><boolean></u> = <u><boolean></u>	BLACK FLOOD GROUP1 1 SOLID = 0.1 = 2 YES YES	
EDGELAYER { COLOR EDGE TYPE IBORDER JBORDER KBORDER LINETHICKNESS SHOW }	= <u><color></u> = <u><edgetype></u> = <u><borderlocation></u> = <u><borderlocation></u> = <u><borderlocation></u> = <u><dexp></u> = <u><boolean></u>	BLACK BORDERSANDCREASES BOTH BOTH BOTH 0.1 YES	For IJ-, IK-, and IJK-ordered zones. For IJ-, IK-, and IJK-ordered zones. For IJ-, IK-, and IJK-ordered zones.
EFFECTS { LIGHTINGEFFECT SURFACETRANSLUCENCY USETRANSLUCENCY USEVALUEBLANKING USECLIPPLANES }	= <u><lightingeffect></u> <u><translucency></u> = <u><boolean></u> = <u><boolean></u> = <u><set></u>	GOURAUD 50 YES YES [1-6]	SURFACETRANSLUCENCY range is one to 99. Set to YES to include value blanking in the specified zones Use clipping planes specified to clip zones specified in set for FIELDMAP, or all zones if none specified. Possible values include [] (none), or any combination of the numbers 1 - 6, enclosed in brackets.
MESH { COLOR LINEPATTERN LINETHICKNESS MESHTYPE PATTERNLENGTH SHOW }	= <u><color></u> = <u><linepattern></u> <u><op> <dexp></u> = <u><meshtype></u> <u><op> <dexp></u> = <u><boolean></u>	BLACK SOLID = 0.1 OVERLAY = 2 YES	
POINTS { IJKSKIP POINTSTOPLOT }	<u><i,j,k></u> <u><pointstoplot></u>	I = 1, J = 1, K = 1 SURFACENODES	Limits the number of vectors or scatter symbols drawn.

Parameter	Syntax	Default	Notes
SCATTER { COLOR FILLCOLOR FILLMODE FRAMESIZE LINETHICKNESS SHOW SIZEBYVARIABLE SYMBOLSHAPE }	= color = color = fillmode op <dexp> op <dexp> = boolean = boolean symbolshape >>	BLACK WHITE NONE 2.5 0.1 YES NO See Notes	Size of symbols when SIZEBYVARIABLE is NO. Scatter sizing variable must be defined before this can be set to YES. See the \$!GLOBALSCATTER command. ISASCII = NO, GEOMSHAPE = SQUARE
SHADE { COLOR SHOW USELIGHTINGEFFECT }	= color = boolean = boolean	WHITE YES YES	
SURFACES { IRANGE JRANGE KRANGE SURFACESTOPLOT }	 indexrange >> indexrange >> indexrange >> = surfacestoplot	See Notes See Notes See Notes NONE	MIN=1, Max=0, Skip=1 MIN=1, Max=1, Skip=1 MIN=1, Max=1, Skip=1
VECTOR { ARROWHEADSTYLE COLOR ISTANGENT LINEPATTERN LINETHICKNESS PATTERNLENGTH SHOW VECTORTYPE }	arrowheadstyle = color = boolean = linepattern = dexp = dexp = boolean = vectortype	PLAIN BLACK NO SOLID 0.1 2 YES TAILATPOINT	
VOLUMEMODE { VOLUMEOBJECTSTOPLOT }	 volumeobjectstoplot >>	SHOWISOSURFACES=YE S, SHOWSLICES=YES, SHOWSTREAMTRACES=YE S	VOLUMEMODE applies to volume zones, with the exception that POINTSTOPLOT also applies to finite-element surface zones.
GROUP	= integer	1	Assign a group number to the supplied set of zones.

Examples:

\$!FILECONFIG

Example 1:

Change the contour plot type to flood for zones 1-12:

```
$!FIELDMAP [1-12]
CONTOUR
{
    CONTOURTYPE = FLOOD
}
```

Example 2:

Change the mesh color to red for all zones (default mesh color is black):

```
$!FIELDMAP
MESH
{
    COLOR = RED
}
```

\$!FILECONFIG

Syntax: `$!FILECONFIG`
[optional parameters]

Description: A SetValue command that sets file path information in Tecplot 360.

Optional Parameters

Parameter	Syntax	Default	Notes
ADDZONESTOEXISTINGSTRANDS	= <boolean>	NO	If YES, Tecplot 360 will add the zones from the appended data to any existing strands in the dataset. If NO, Tecplot 360 will append the strands from the new data to any existing strands in the dataset.
ASSIGNSTRANDIDS	= <boolean>	NO	If YES, Tecplot 360 will assign strand ID's to zones (if time is supplied for the zones but not strand ID's). If NO, Tecplot 360 will not associate these zones with any strands.
DATAFILEVARLOADMODE	= <varloadmode>	BYNAME	Set the default loading mode for variables. BYNAME loads variables based on their name. If set to BYNAME, then VARNAMELIST must be supplied as well. BYPOSITION loads variables based on their position in the file. To get Tecplot Version 7.0 behavior, use BYPOSITION.
DOAUTOFNAMEEXTENSION	= <boolean>		
DOAUTOFNAMEEXTENSIONWARNING	= <boolean>		If YES a warning is displayed when attempting to save with an extension other than the default extension.
FNAMEFILTER { COLORMAPFILE EQUATIONFILE IMPORTIMAGEFILE INPUTDATAFILE INPUTLAYOUTFILE MACROFILE OUTPUTASCIIDATAFILE OUTPUTBINARYDATAFILE OUTPUTLAYOUTFILE OUTPUTLAYOUTPACKAGEFILE STYLEFILE }	= <string> = <string>		Default extension for color map files. Default extension for equation files. Default extension for image files. Default extension for Tecplot 360 input data files. Default extension for loading layout files. Default extension for macro files. Default extension for ASCII output data files. Default extension for binary output data files. Default extension for saving linked layout files. Default extension for saving layout package files. Default extension for style files.
LAYOUTCONFIG { INCLUDEDATA INCLUDEPREVIEW USERELATIVEPATHS }	= <boolean> = <boolean> = <boolean>	NO NO YES	If YES, layout packages are the default format for layouts If YES, preview images are saved with layout packages. If YES, files will be referenced using relative paths in layout files.
LOADONDemand { ALLOW DATASTORESTRATEGY	= <boolean> = <dataloadstrategy>	YES AUTO	If YES, Tecplot 360 EX will use its load-on-demand features for loading and unloading variables. Set the data store strategy for load-on-demand. If set to AUTO, Tecplot 360 EX will use store large allocations in the temporary directory and use memory mapped I/O to read and write to the regions when possible otherwise it will use the memory heap (usually this provides better performance for large data). If set to HEAP Tecplot 360 will not use the temporary directory for large allocations (this option is usually slower when working with large data).

Parameter	Syntax	Default	Notes
UNLOADSTRATEGY }	= <unloadstrategy>	AUTO	Set the unload strategy for load-on-demand. If set to AUTO Tecplot 360 will unload unused variables when the amount needed RAM begins to reach the maximum amount of RAM. If set to NEVERUNLOAD Tecplot 360 will load variables on demand but will never attempt to unload them even if it is running low on memory. If set to MINIMIZEMEMORYUSE Tecplot 360 will aggressively unload variables as soon as they are not needed regardless of the amount of memory available or in use.
TEMPFILEPATH	= <string>		Set the directory where you want Tecplot 360 to store its temporary files.

File Name Filters: Valid characters are upper or lowercase A-Z, and 0-9. Each filter should be preceded by (*), or it will not filter properly. On Windows® operating systems, to allow more than one extension, separate them with a semicolon (;). On Linux and Mac platforms, multiple extensions will not filter correctly unless they follow the standard shell filter format.

Windows Example: This example filters all four extensions when opening a layout file.

```
$!FILECONFIG FNAMEFILTER {INPUTLAYOUTFILE = "*.[wsf|dwr|lay|lpk]"}
```

Windows Example: This example filters both extensions when writing a layout file. The default extension is .wsf because it is the first extension presented in the list.

```
$!FILECONFIG FNAMEFILTER {OUTPUTLAYOUTFILE = ".wsf;*.lay"}
```

Linux Example: This example filters .ae, .el, and more.

```
$!FILECONFIG FNAMEFILTER {INPUTDATAFILE = "*.[ae|el|kt]"}
```

Linux Example: This example filters .dat, .cam, and more. The default extension is .dat because D and T are the first letters presented within the brackets.

```
$!FILECONFIG FNAMEFILTER {OUTPUTASCIIDATAFILE = "*.[dc]a[tm]"}
```

Example: Set the directory where Tecplot 360 stores temporary files to be /usr/tmp:

```
$!FILECONFIG
  DATAFILEVARLOADMODE = BYPOSITION
  TEMPFILEPATH = "/usr/tmp"
  LAYOUTCONFIG {USERELATIVEPATHS = YES}
  FNAMEFILTER
  {
    INPUTDATAFILE = "*.[pd|la]t"
    COLORMAPFILE = "*.clr"
  }
```

\$!FONTADJUST

Syntax: \$!FONTADJUST
[optional parameters]

Description: A SetValue command that sets character spacing and sizing for fonts in Tecplot 360. These parameters rarely change.

Optional Parameters

Parameter	Syntax	Default	Notes
BOLDFACTOR	<code><op> <double></code>		Thickness of bold characters relative to normal.
INTERCHARSPACING	<code><op> <integer></code>		Increase or decrease inter-character spacing. Units are in pixels on the screen.
STROKEFONTLINETHICKNESS	<code><op> <double></code>		Thickness (in frame units) of lines used to draw stroke fonts.
SUBSUPFRACTION	<code><op> <double></code>		Size of subscript and superscript characters relative to the font height.

Example: Make superscript and subscript characters 1/3 the font height:

```
$!FONTADJUST
SUBSUPFRACTION = 0.333
```

\$!FOURIERTRANSFORM

Syntax: `$!FOURIERTRANSFORM`
`INDEPENDENTVAR = <varref>`
`WINDOWFUNCTION = <>windowfunction>`
`DEPENDENTVARS = <varset>`
`SOURCEZONES = <set>`
`INCLUDECONJUGATES = <boolean>`
`OBEYSOURCEZONEBLANKING = <boolean>`
[no optional parameters]

Description: Performs a Fourier transform for each dependent variable for each source zone. A new zone containing the resulting frequency, amplitude, and phase variables (three for each dependent variable) is created for each source zone. If the independent variable is non-uniform, the resulting frequency is a modification of the original data (see discussion below for the INDEPENDENTVAR and OBEYSOURCEZONEBLANKING parameters). Resulting zones are assigned new time strands using the same groupings as the source zones if they belong to time stands; otherwise, the resulting zones are static.

Fourier transform result zones are named "Fourier Transform" followed by a mixture of text indicating the source zone, independent variable, and window function used. Similarly, the three variables created are given the names "Frequency", "Amplitude", and "Phase" followed by the dependent variable used. Newly-created zones are assigned passive variables for all variables that previously existed in the data set, and all previously-existing zones are assigned passive variables for all new variables created by the Fourier transform.

Required Parameters

Parameter	Syntax	Notes
INDEPENDENTVAR	= <varref>	Independent variable used for the frequency domain. If the spacing is non-uniform, this variable is used in conjunction with each dependent variable for interpolation to create a uniform frequency domain for the transform.
WINDOWFUNCTION	= <windowfunction>	Window function or tapering function applied to the dependent variables before performing the transform but after performing the non-uniform interpolation. For details, see https://en.wikipedia.org/wiki/Window_function
DEPENDENTVARS	= <varset>	Set of dependent variables on which to perform a Fourier transform. The variables must not be the same as the independent variable. This must not be NULL or an empty set and must be a subset of the variables in the source zones.
SOURCEZONES	= <set>	Set of source zones containing the dependent variables on which to perform the Fourier transform. This must not be NULL or an empty set and must be a subset of the data set's available zones.
INCLUDECONJUGATES	= <boolean>	For purely real numbers, the Fourier transform output satisfies the Hermitian redundancy where out[i] is the conjugate of out[n-i]. If this parameter is YES, the conjugates are included, otherwise they are not, and approximately half of the output values, n/2+1, are computed.
OBEYSOURCEZONEBLANKING	= <boolean>	If value blanking is active and this value is YES, value blanking is applied to the data values of both the independent and dependent variables before the data is interpolated for non-uniformity. If data values eliminated from the independent or dependent variables cause the data to be non-uniform, the values are interpolated appropriately. Additionally, all blanked data values up to the first non-blanked data value and all blanked data values after the last non-blanked data value are ignored, providing a mechanism to constrain the domain over which the Fourier transformation is performed.

Optional Parameters

Parameter	Syntax	Default	Notes
REPLACEMATCHINGRESULTZONES	= <boolean>	NO	If YES, any existing result zones for the specified combination of source zone, independent variable, and window function are re-used. If NO, new result zones are created.
REPLACEMATCHINGRESULTVARIABLES	= <boolean>	NO	If YES, any existing result variables for the specified dependent variables are re-used. If NO, new result variables are created.

Example: Perform a Fourier transform on variables 2 through 11 of zones 1 through 10 obeying source zone blanking, applying the Hann window function and excluding conjugates from the output.

```
$!FOURIERTRANSFORM
INDEPENDENTVAR = 1
WINDOWFUNCTION = HANN
DEPENDENTVARS = [2-11]
SOURCEZONES = [1-10]
INCLUDECONJUGATES = NO
OBEYSOURCEZONEBLANKING = YES
```

\$!FRAMECONTROL [Required Control Option]

Description: The different commands in the FRAMECONTROL compound function family are described separately in the following sections. When working with the FRAMECONTROL commands, it may help to realize that a command containing "Activate" changes the active frame; a command containing "MoveTo" changes the frame drawing order.

The FRAMECONTROL compound functions following are:

```
$!FRAMECONTROL ActivateTop
$!FRAMECONTROL ActivateNext
```

```
$!FRAMECONTROL ActivatePrevious  
$!FRAMECONTROL ActivateAtPosition  
$!FRAMECONTROL ActivateByName  
$!FRAMECONTROL ActivateByNumber  
$!FRAMECONTROL MoveToTopActive  
$!FRAMECONTROL MoveToTopByName  
$!FRAMECONTROL MoveToTopByNumber  
$!FRAMECONTROL MoveToBottomActive  
$!FRAMECONTROL MoveToBottomByName  
$!FRAMECONTROL MoveToBottomByNumber  
$!FRAMECONTROL DeleteActive  
$!FRAMECONTROL FitAllToPaper
```

\$!FRAMECONTROL ACTIVATETOP

Syntax: `$!FRAMECONTROL ACTIVATETOP`
[no parameters]

Description: Changes the active frame to the frame that is topmost in the frame drawing order.

Example:

```
$!FRAMECONTROL ACTIVATETOP
```

\$!FRAMECONTROL ACTIVATENEXT

Syntax: `$!FRAMECONTROL ACTIVATENEXT`
[no parameters]

Description: Changes the active frame to the next one up in the frame drawing order, or to the bottom frame if the active frame is at the top.

Example:

```
$!FRAMECONTROL ACTIVATENEXT
```

\$!FRAMECONTROL ACTIVATEPREVIOUS

Syntax: `$!FRAMECONTROL ACTIVATEPREVIOUS`
[no parameters]

Description: Changes the active frame to the next one down in the frame drawing order, or to the top frame if the active frame is at the bottom.

Example:

```
$!FRAMECONTROL ACTIVATEPREVIOUS
```

\$!FRAMECONTROL ACTIVATEATPOSITION

Syntax: `$!FRAMECONTROL ACTIVATEATPOSITION`
 $X = <xpos> Y = <ypos>$

Description: Activates the topmost frame at the specified position. X and Y are in paper coordinates.

\$!FRAMECONTROL ACTIVATEBYNAME

Required Parameters

Parameter	Syntax	Notes
X	= <dexp>	Specify X-coordinate of position.
Y	= <dexp>	Specify Y-coordinate of position.

Example:

```
$!FRAMECONTROL ACTIVATEATPOSITION X=0 Y=0
```

\$!FRAMECONTROL ACTIVATEBYNAME

Syntax: \$!FRAMECONTROL ACTIVATEBYNAME
NAME = <name>

Description: Changes the active frame to the specified frame. If no frame name is given, this will activate the bottom frame.

Required Parameter

Parameter	Syntax	Notes
NAME	= <string>	Specify name of the frame to activate.

Example: Activate a frame named Topography.

```
$!FRAMECONTROL ACTIVATEBYNAME NAME="Topography"
```

\$!FRAMECONTROL ACTIVATEBYNUMBER

Syntax: \$!FRAMECONTROL ACTIVATEBYNUMBER
FRAME = <number>

Description: Changes the active frame to the specified frame.

Required Parameter

Parameter	Syntax	Notes
FRAME	= <integer>	Specify number of the frame to activate.

Example: Activate Frame 4.

```
$!FRAMECONTROL ACTIVATEBYNUMBER FRAME=4
```

\$!FRAMECONTROL MOVETOTOPACTIVE

Syntax: \$!FRAMECONTROL MOVETOTOPACTIVE
[no parameters]

Description: Moves the active frame to the top of the drawing order.

Example:

```
$!FRAMECONTROL MOVETOTOPACTIVE
```

\$!FRAMECONTROL MOVETOTOPBYNAME

Syntax: \$!FRAMECONTROL MOVETOTOPBYNAME
NAME=<name>

Description: Moves the frame specified by name to the top of the frame drawing order.

Required Parameter

Parameter	Syntax	Notes
NAME	= <string>	Specify name of the frame to move to the top of the drawing order.

Example: Moves the frame named Topography to the top of the drawing order.

```
$!FRAMECONTROL MOVETOTOPBYNAME NAME="TOPOGRAPHY"
```

\$!FRAMECONTROL MOVETOTOPBYNUMBER

Syntax: \$!FRAMECONTROL MOVETOTOPBYNUMBER
FRAME=<number>

Description: Moves the frame specified by number to the top of the frame drawing order. If no frame number is specified, this command will move the bottom frame to the top of the frame drawing order.

Required Parameter

Parameter	Syntax	Notes
FRAME	= <integer>	Specify number of the frame to move to the top of the drawing order.

Example: Moves frame 4 to the top of the drawing order.

```
$!FRAMECONTROL MOVETOTOPBYNUMBER FRAME=4
```

\$!FRAMECONTROL MOVETOBOTTOMACTIVE

Syntax: \$!FRAMECONTROL MOVETOBOTTOMACTIVE
[no parameters]

Description: Moves the active frame to the top of the frame drawing order.

Example:

```
$!FRAMECONTROL MOVETOBOTTOMACTIVE
```

\$!FRAMECONTROL MOVETOBOTTOMBYNAME

Syntax: \$!FRAMECONTROL MOVETOBOTTOMBYNAME
FRAME=<name>

Description: Moves the frame specified by name to the bottom of the frame drawing order.

\$!FRAMECONTROL MOVENTOBOTTOMBYNUMBER

Required Parameter

Parameter	Syntax	Notes
NAME	= <string>	Specify name of the frame to move to the bottom.

Example:

```
$!FRAMECONTROL MOVENTOBOTTOMBYNAME NAME=<name>
```

\$!FRAMECONTROL MOVENTOBOTTOMBYNUMBER

Syntax: \$!FRAMECONTROL MOVENTOBOTTOMBYNUMBER
FRAME=<number>

Description: Moves the frame specified by number to the bottom of the frame drawing order.

Required Parameter

Parameter	Syntax	Notes
FRAME	= <integer>	Specify number of the frame to move to the bottom.

Example: Move Frame 003 to the bottom.

```
$!FRAMECONTROL MOVENTOBOTTOMBYNUMBER FRAME=003
```

\$!FRAMECONTROL DELETEACTIVE

Syntax: \$!FRAMECONTROL DELETEACTIVE
[no parameters]

Description: Delete the active frame.

Example:

```
$!FRAMECONTROL DELETEACTIVE
```

\$!FRAMECONTROL FITALLTOPAPER

Syntax: \$!FRAMECONTROL FITALLTOPAPER
[no parameters]

Description: Resize all frames so that they fit inside the hardclip limits of the paper.

Example:

```
$!FRAMECONTROL FITALLTOPAPER
```

\$!FRAMELAYOUT

Syntax: \$!FRAMELAYOUT
[optional parameters]

Description: A SetValue command that sets the position, border, and background attributes for the active

frame. Use the \$!FRAMECONTROL action command to push and pop frames if you want to change the settings for a frame other than the active frame.

Optional Parameters

Parameter	Syntax	Default	Notes
BACKGROUNDCOLOR	= <color>	WHITE	Only applies if ISTRANSPARENT = NO.
BORDERTHICKNESS	= <op> <dexp>	= 0.1	Value is in Y-frame units.
FRAMESIZEPOSUNITS	= <framecoordmode>		Whether frame sizes and positions are in absolute units (paper) or relative screen units from 0 to 1 (workspace)
HEADERCOLOR	= <color>	RED	Only applies if SHOWHEADER = YES.
HEADERFONTAMILY	= <string>	"Helvetica"	
HEIGHT	= <op> <dexp>	= 8	Value is in inches.
HEADERFONTISBOLD	= <boolean>	YES	
HEADERFONTISITALIC	= <boolean>	NO	
ISTRANSPARENT	= <boolean>	NO	
SHOWBORDER	= <boolean>	YES	
SHOWHEADER	= <boolean>	NO	
WIDTH	= <op> <dexp>	= 9	Value is in inches.
XYPOS	= <xy>	X=1, Y=0.25	Position of upper left corner of the frame in inches from left and top edge of the paper.

Example:

Place the active frame in the upper left corner of the paper (offset 0.5 inches from the top and left edges), make the frame dimensions 3 by 4 inches, and turn off the frame border:

```
$!FRAMELAYOUT
SHOWBORDER = NO
XYPOS
{
  X = 0.5
  Y = 0.5
}
WIDTH = 3
HEIGHT = 4
```

\$!FRAMENAME

Syntax: \$!FRAMENAME = <string>
[no parameters]

Description: Set the name for the active frame.

Example:

```
$!FRAMENAME = "Pressure Contours for well 33"
```

\$!FRAMESETUP

Syntax: \$!FRAMESETUP
[optional parameters]

Description: A SetValue command that sets parameters used to preset dynamic frame attributes when a frame is initialized.

Optional Parameters

Parameter	Syntax	Default	Notes
ALIGNINGCONTOURLABELS	= <boolean>	YES	If YES, the next interactively placed contour label is aligned to the contour line.
ASSIGNSEQUENCEDZONECOLORS	= <boolean>	NO	If set to YES, the values set via \$!FIELDMAP [nnn] MESHAYER {COLOR = <color>} are used for default zone mesh colors (similarly for Edge colors).
FITINITIALFRAMETOWORKSPACE	= <boolean>	YES	If set to NO, the new layout is shown as in V10 with the entire paper fit to the work area. If set to YES, the new layout is shown with the active frame fit to the work area. This command changes the behavior of Tecplot 360 as it first appears during a session and as it appears after a new layout command. It has no effect on the current plot, but it can be used in a macro to set the value for future new plots. It is typically found in the tecplot.cfg file.
INITIAL3DFITTOSURFACES	= <boolean>	YES	If YES, initial 3D plot shows a view equivalent to using "\$!View FitSurfaces" or the View->Fit Surface menu item, and ignores the "\$!FrameSetup Initial3DScale" parameter. If NO, initial 3D plot is equivalent to using the value of "\$!FrameSetup Initial3DScale" in the View->Translate/Magnify dialog or using the "\$!View Scale=<double>" command. This value defaults to YES for 360 EX and NO for Focus.
INITIAL3DSCALE	<op> <dexp>	= 1.1	Initial scale for 3D plots.
NUMSTREAMRAKEPOINTS	<op> <integer>	= 10	Number of points to place along streamtrace rakes.
NUMSTREAMSURFACEPOINTS	<op> <integer>	= 1	Number of points to place when seeding streamtraces on surfaces.
RODRIBBONDEFLEN	<op> <dexp>	= 0.06	Default width (in frame units) of a streamtrace or ribbon
SHOWAPPENDEDZONES	= <boolean>	YES	If set to NO, zones added via an append data operation will be turned off initially.
SHOWNONWALLBOUNDARYZONES	= <boolean>	NO	If set to YES, any new zone that has a non-wall BOUNDARYCONDITION defined will be turned off initially.
VECTDEFLEN	<op> <dexp>	= 0.06	When a vector plot is drawn for the first time the vector magnitude is adjusted so the longest vector is VECTDEFLEN units long. VECTDEFLEN is in frame units.
VECTMINLEN	<op> <dexp>	= 0.0005	Minimum length in centimeters. Vectors shorter than this length are not drawn.
VECTORDEFAULTSPACINGCOUNT	= <integer>	40	When evenly spaced vectors are first drawn or reset, the vector spacing is set so that about VectorDefaultSpacingCount vectors are drawn in each direction across the frame. (See also \$!RESETVECTORSPACING .)
USECOMMONSORTSTACK		YES	
DEFAULT2DSTREAMTRACESTREAMDIRECTION		BOTH	
DEFAULT3DSTREAMTRACESTREAMDIRECTION		BOTH	

Example: Make the default length for the longest vector five percent:

```
$!FRAMESETUP
VECTDEFLEN = 5
```

G

\$!GETAUXDATA

Syntax: \$!GETAUXDATA <macrovar>AUXDATALOCATION = [layout/zone/var/dataset/frame/linemap/page]
NAME = <string>
[optional parameters]**Description:** Retrieve Auxiliary Data in the form of name/value pairs from the given location and store it in the macro variable.**Required Parameters**

Parameter	Syntax	Notes
AUXDATALOCATION	= [layout/zone/var/dataset/frame/linemap page]	
NAME	= <string>	Name of existing auxiliary data

Optional Parameters

Parameter	Syntax	Default	Notes
MAP	= <integer>		Only required if AUXDATALOCATION = linemap
VAR	= <varref>		Only required if AUXDATALOCATION = var
ZONE	= <integer>		Only required if AUXDATALOCATION = zone

Example: Get the Auxiliary Data from Zone 2, and store it in the macro variable |ABC|:

```
$!GETAUXDATA |ABC|
AUXDATALOCATION = zone
NAME = 'ABC.Aux.Data'
ZONE = 2
```

\$!GETCONNECTIVITYREFCOUNT

Syntax: \$!GETCONNECTIVITYREFCOUNT <macrovar>ZONE = <integer>
[no optional parameters]**Description:** Fetch the count of how many zones share connectivity with the specified zone. Count includes specified zone.**Required Parameters**

Parameter	Syntax	Default	Notes
ZONE	= <integer>		

Example:

Fetch the connectivity count from Zone 2, and store it in the macro variable |ABC|. If zones 2, 5 and 6 share connectivity, |ABC| = 3.:

```
$!GETCONNECTIVITYREFCOUNT |ABC|
ZONE = 2
```

\$!GETCURFRAMENAME

\$!GETCURFRAMENAME

Syntax: \$!GETCURFRAMENAME [<macrovar>](#)
[no parameters]

Description: Query Tecplot 360 for the name of the active frame. The [<macrovar>](#) represents the macro variable to receive the results.

Example: Put the name of the active frame into the macro variable |CFRAME|.

```
$!GETCURFRAMENAME |CFRAME|
```

\$!GETFIELDVALUE

Syntax: \$!GETFIELDVALUE [<macrovar>](#)
ZONE = [<integer>](#)
VAR = [<varref>](#)
INDEX = [<integer>](#)

Description: Fetch the field value (data set value) at the specified point index and assign the value to [<macrovar>](#). If the zone referenced is IJ- or IJK-ordered, then the point index is calculated by treating the 2- or 3Dimensional array as a 1-D array.

Required Parameters

Parameter	Syntax	Notes
INDEX	= <integer>	
VAR	= <varref>	
ZONE	= <integer>	

Example:

A data set contains 2 zones and 3 variables. Zone 2 is dimensioned 5 by 3. Fetch the value from variable 3 at IJ-location (2, 2), and store it in the macro variable |ABC|:

```
$!GETFIELDVALUE |ABC|
ZONE = 2
VAR = 3
INDEX = 7
```

Note: INDEX was calculated using:

$$\begin{aligned} \text{INDEX} &= I + (J-1)*|\text{MAXI}| + (K-1) * |\text{MAXI}| * |\text{MAXJ}| \\ &= 5*(2-1)+2 \\ &= 7 \end{aligned}$$

\$!GETFIELDVALUERECOUNT

Syntax: \$!GETFIELDVALUERECOUNT [<macrovar>](#)
ZONE = [<integer>](#)
VAR = [<varref>](#)
[no optional parameters]

Description: Get the count of how many zones share the indicated variable with the specified zone. Count includes the specified zone.

Required Parameters

Parameter	Syntax	Notes
VAR	= <varref>	
ZONE	= <integer>	

Example:

A data set contains 5 zones and 3 variables. Zones 1, 2 and 4 share variable 3, and zones 3 and 5 share variable 3.

```
$!GETFIELDVALUERECOUNT |ABC|
ZONE = 2
VAR   = 3
```

This returns $|ABC| = 3$, while

```
$!GETFIELDVALUERECOUNT |DEF|
ZONE = 5
VAR   = 3
```

returns $|DEF| = 2$ because the variable is not shared across all five zones.

\$!GETNODEINDEX

Syntax: \$!GETNODEINDEX <macrovar>
 ZONE = <integer>
 ELEMENT = <integer>
 CORNER = <integer>
 [no optional parameters]

Description: This function only works for finite-element zones. Query for the node index in the specified location as described by the ZONE, ELEMENT, and CORNER parameters.

Required Parameter

Parameter	Syntax	Default	Notes
ZONE	= <integer>		Zone must be greater than or equal to one.
CORNER	= <integer>		Possible values are 1-3, 1-4, or 1-8, depending upon the element type.
ELEMENT	= <integer>		Must be greater than or equal to one and less than or equal to $ MAXJ $.

Example: Get the index for the node at corner 3 of the last element in zone number 1.

```
$!GETZONETYPE |ZONETYPE|
ZONE = 1
$!IF "|ZONETYPE|" = "FE BRICK"
$!GETNODEINDEX |INDEX|
  ZONE = 1
  ELEMENT = |MAXJ|
  CORNER = 3
  ... Do something with |INDEX|...
$!ENDIF
```

\$!GETVARLOCATION

Syntax: \$!GETVARLOCATION <macrovar>
 ZONE = <integer>
 VAR = <varref>

Description: Returns the location of the variable in the zone as either CELLCENTERED or NODAL and saves in the macro variable.

Required Parameter

Parameter	Syntax	Notes
VAR	= <varref>	
ZONE	= <integer>	

Example: Get the variable location for the third variable in zone 1.

```
$!GETVARLOCATION |ABC|
ZONE = 1
VAR = 3
```

\$!GETVARNUMBYNAME

Syntax: \$!GETVARNUMBYNAME <macrovar>
 NAME = <string>

Description: Given a variable name, get the number for that variable. This variable number can then be used to assign attributes, such as what variable to use for contouring.

Required Parameter

Parameter	Syntax	Notes
NAME	= <string>	Name of the variable. If a variable has aliases, the name must correspond to one of the aliases.

Example:

Get the variable number for the variable named PRESSURE and make it the contouring variable.

```
$!GETVARNUMBYNAME |PVARNUM|
NAME = "PRESSURE"
$!GLOBALCONTOUR
VAR = |PVARNUM|
```

\$!GETZONETYPE

Syntax: \$!GETZONETYPE |<macrovar>/
 ZONE = <integer>
 [no optional parameters]

Description: Query for the zone type of the specified zone. The zone type will be assigned to <macrovar>.

The possible return values are:

- "ORDERED"
- "FELINESEG"
- "FETRIANGLE"
- "FEQUAD"

```
"FETETRA"
"FEBrICK"
"FEPOLYGON"
"FEPOLYHEDRON"
```

Required Parameter

Parameter	Syntax	Notes
ZONE	= <integer>	Zone must be greater than or equal to one.

Example:

```
$!GETZONETYPE | ZONETYPE|
ZONE = 1
$!IF "|ZONETYPE|" == "FETRIANGLE"
    $!PAUSE "The zone is FE-Triangle."
$!ENDIF
```

\$!GLOBALCONTOUR

Syntax: \$!GLOBALCONTOUR <contourgroup>
[optional parameters]

Description: A SetValue command that changes global attributes associated with contour plots or contour levels. The optional parameter <contourgroup> refers to the defined contour groups, 1-8, allowed in Tecplot 360, and takes an integer value of one through eight. The <contourgroup> parameter is optional, and if omitted, Tecplot 360 will use contour group 1. If you would like the settings in these commands to persist, add them to your *tecplot.cfg* file, located in your installation directory. The NUMBERFORMAT setting for LABELS also controls the number format in the legend.

Optional Parameters

If you would like the settings in these commands to persist, add them to your *tecplot.cfg* file (located in your installation directory).

Parameter	Syntax	Default	Notes
COLORMAPNAME			Assigns the named colormap to the indicated global contour group. Names are case-insensitive.
CONTOURLINESTYLE			This is used to assign a special line pattern scheme for contour line plots.
{			
CONTOURLINEMODE	= <contourlinemode>	USEZONELINETYPE	
LINESKIP	= <integer>	4	
PATTERNLENGTH	= <dexp>	2	
}			
COLORCUTOFF			
{			
RANGEMIN	= <double>	-1 x 10 ¹⁵⁰	
RANGEMAX	= <double>	-1 x 10 ¹⁵⁰	
INCLUDEMIN	= <boolean>	NO	
INCLUDEMAX	= <boolean>	NO	
INVERTCUTOFF	= <boolean>	NO	
}			
COLORMAPFILTER			

Parameter	Syntax	Default	Notes
{			
COLORMAPCYCLES	<op> <integer>		
COLORMAPDISTRIBUTION	<colormapdistribution>	BANDED	
COLORMAPOVERRIDE	<integer> <<colormapoverride>>		Use <integer> to choose which override to operate on.
COLORMAPOVERRIDEACTIVE	= <boolean>	NO	
CONTINUOUSCOLOR	<<continuouscolor>>	CMIN=0, CMAX=1	
REVERSECOLORMAP	= <boolean>		
USEFASTAPPROXCONTINUOUSFLOOD	= <boolean>		
ZEBRA	<<zebrashade>>		
}			
DEFNUMLEVELS	= <integer>	15	Sets the target number of contour levels for situations where contour levels are automatically reset. Tecplot 360 will attempt to create levels where the start, end and increment values are all clipped floating point values.
LABELS			
{			
ALIGNAUTOLABELS	= <boolean>	YES	If YES, automatic labels are aligned with the contour lines, otherwise they are horizontal.
AUTOLABELSPACING	<op> <dexp>	= 30	
AUTOLEVELSKIP	<op> <integer>	= 1	Value is in Y-frame units.
COLOR	= <color>	BLACK	
FILLCOLOR	= <color>	WHITE	
GENERATEAUTOLABELS	= <boolean>	YES	If YES, automatic labels are repositioned on each redraw.
ISFILLED	= <boolean>	YES	
LABELWITHVALUE	= <boolean>	YES	If YES, automatic labels show the contour value otherwise they show the contour level number.
MARGIN	<op> <dexp>	= 5	
NUMFORMAT	<<numberformat>>	See Notes	FORMATTING=BESTFLOAT, CUSTOMLABEL=1, PRECISION=4, SHOWDECIMALSON WHOLENUMBERS=NO, REMOVELEADINGZEROS=NO, SHOWNEGATIVESIGN=YES, TIMEDATEFORMAT='yyyy-mm-dd hh:mm:ss.00'
SHOW	= <boolean>	NO	
TEXTSHAPE	<<textshape>>	FONTFAMILY="Helvetica", ISBOLD=NO, ISITALIC=NO, SIZEUNITS=FRAME, HEIGHT=1.5	Not allowed to change size units parameter.
}			
LEGEND			
{			
ANCHORALIGNMENT	<anchoralignment>	TOPRIGHT	
AUTORESIZE	= <boolean>	NO	
AUTOSIZEMAXLIMIT	= <double>	0.5	
BOX	<<textbox>>	See Notes	BOXTYPE=HOLLOW, MARGIN=10, LINETHICKNESS=0.1, COLOR=BLACK, FILLCOLOR=WHITE
HEADER	<<header>>		

Parameter	Syntax	Default	Notes
INCLUDECUTOFFLEVELS	= <boolean>	NO	
ISVERTICAL	= <boolean>	YES	
LABELINCREMENT	= <double>	1	
LABELLOCATION	= <contourlabellocation>	CONTOURLEVELS	
NUMBERTEXTSHAPE	= <textshape>	FONTFAMILY="Helvetica", ISBOLD=NO, ISITALIC=NO, SIZEUNITS=FRAME, HEIGHT=2.5	
OVERLAYBARGRID	= <boolean>	YES	Thin line around each band in the color bar.
ROWSPACING	= <op> <dexp>	= 1.2	
SHOW	= <boolean>	NO	
TEXTCOLOR	= <color>	BLACK	
XYPOS	= <xy>	X = 95, Y = 80	
}			
VAR	= <varref>	3	Var used for contour levels.

Example:

This example does the following: Turns on the contour legend; Sets the flood cutoff to go from 3 to 5; Reverses the color map; Inserts a color map override of yellow between contour level number 7 and level number 9.

```
$!GLOBALCONTOUR 1
LEGEND
{
  SHOW = YES
}
COLORCUTOFF
{
  RANGEMIN = 3
  RANGEMAX = 5
  INCLUDEMIN = YES
  INCLUDEMAX = YES
}
COLORMAPFILTER
{
  REVERSECOLORMAP = YES
  COLORMAPOVERRIDEACTIVE = YES
  COLORMAPOVERRIDE 1
  {
    INCLUDE = YES
    COLOR = YELLOW
    STARTLEVEL = 7
    ENDLEVEL = 9
  }
}
```

Syntax: \$!GLOBALEdge

Description: A SetValue command that sets attributes which sets the minimum crease angle for edges.

\$!GLOBALFRAME

Optional Parameters

If you would like the settings in this command to persist, add them to your *tecplot.cfg* file (located in your installation directory).

Parameter	Syntax	Notes
MINCREASEANGLE	= <double>	

\$!GLOBALFRAME

Syntax: \$!GLOBALFRAME
[optional parameters]

Description: A SetValue command that sets attributes which apply to all frames. If you would like the settings in this command to persist, add it to your *tecplot.cfg* file, located in your installation directory.

Optional Parameters

If you would like the settings in this command to persist, add them to your *tecplot.cfg* file (located in your installation directory).

Parameter	Syntax	Default	Notes
FRAMEHEADERFORMAT	= <string>		The <string> contains the text that appears in each of Tecplot 360's frame headers. This string typically contains dynamic text. See also the User's Manual. The default string is: &(FRAMENAME) &(DATE) &(DATASETTITLE).
FRAMEHEADERHEIGHT	<op> <dexp>	= 0.2	Value is in inches.
SNAPTOGRID	= <boolean>	NO	Even if set to YES, Tecplot 360 may not allow snapping in some situations.
SNAPTOPAPER	= <boolean>	NO	Even if set to YES, Tecplot 360 may not allow snapping in some situations.
USETHICKERACTIVEFRAMEBORDERONSCREEN	= <boolean>	YES	When YES, the active frame displays in the work area with a border one pixel wider than specified to make the active frame more visible. Set to NO to keep the active frame the same size as specified (but still black while inactive frames are gray). This will not affect printed or exported material unless the image is exported directly from the workspace.

Example:

Customize the frame header text, and set the frame header height to be 0.25 inches:

```
$!GLOBALFRAME
FRAMEHEADERFORMAT = "My frame, the current date is &(Date), &(Time)"
FRAMEHEADERHEIGHT = 0.25
```

\$!GLOBALLINEPLOT

Syntax: \$!GLOBALLINEPLOT
[optional parameters]

Description: A SetValue command that changes global attributes associated with Line-plots. If you would like the settings in these commands to persist, add it to your *tecplot.cfg* file, located in your installation

directory.

Optional Parameters

If you would like the settings in these commands to persist, add them to your *tecplot.cfg* file (located in your installation directory).

Parameter	Syntax	Default	Notes
DATALABELS { COLOR COLORBYZONEMAP DISTANCESKIP INCLUDEBOX INDEXSKIP NODELABELTYPE NUMFORMAT SHOWNodelabels SKIPMODE TEXTSHAPE CELLLABELTYPE }	= <color> = <boolean> <op> <dexp> = <boolean> <op> <integer> = <labeltype> <>numberformat>> = <boolean> = <skipmode> <>textshape>> = <labeltype>	BLACK NO = 5 YES = 1 INDEX NO BYINDEX See Notes INDEX	Text values that can be added to a plot to show the indices or values for the data points. FONTFAMILY="Helvetica", ISBOLD=NO, ISITALIC=NO, SIZEUNITS=FRAME, HEIGHT=3
LEGEND { ANCHORALIGNMENT BOX ROWSPACING SHOW SHOWTEXT TEXTCOLOR TEXTSHAPE XYPOS }	= <anchoralignment> <>textbox>> <op> <dexp> = <boolean> = <boolean> = <color> <>textshape>> <>xy>>	TOPRIGHT See Notes = 1.2 NO YES BLACK See Notes X=95, Y=80	Attributes for an optional legend added to a Line-plot. Entries in the legend are determined dynamically by Tecplot 360 depending on which mappings are turned on. BOXTYPE=HOLLOW, MARGIN=10, LINETHICKNESS=0.1, COLOR=BLACK, FILLCOLOR=WHITE FONTFAMILY="Helvetica", ISBOLD=YES, ISITALIC=NO, SIZEUNITS=FRAME, HEIGHT=3

Example:

Turn on the data labels and show the line legend. Use boldface Times font in the legend:

```
$!GLOBALLINEPLOT
DATALABELS
{
  SHOWNodelabels = YES
}
LEGEND
{
  SHOW = YES
  TEXTSHAPE
  {
```

\$!GLOBALPAPER

```
FONTFAMILY = "Times"  
ISBOLD = YES  
ISITALIC = NO  
}  
}  
}
```

\$!GLOBALPAPER

Syntax: \$!GLOBALPAPER
[optional parameters]

Description: A SetValue command that sets the paper size characteristics. If you would like the settings in this command to persist, add it to your *tecplot.cfg* file, located in your installation directory.

Optional Parameters

If you would like the settings in these commands to persist, add them to your *tecplot.cfg* file (located in your installation directory).

Parameter	Syntax	Default	Notes
PAPERSIZEINFO			
{			
LETTER	<<papersize>>		WIDTH=8.5, HEIGHT=11, LEFTHARDCLIPOFFSET=0.125, RIGHTHARDCLIPOFFSET=0.125, TOPHARDCLIPOFFSET=0.125, BOTTOMHARDCLIPOFFSET=0.125
DOUBLE	<<papersize>>		
A3	<<papersize>>		WIDTH=11.693, HEIGHT=16.535, LEFTHARDCLIPOFFSET=0.125, RIGHTHARDCLIPOFFSET=0.125, TOPHARDCLIPOFFSET=0.125, BOTTOMHARDCLIPOFFSET=0.125
A4	<<papersize>>		WIDTH=8.2677, HEIGHT=11.693, LEFTHARDCLIPOFFSET=0.125, RIGHTHARDCLIPOFFSET=0.125, TOPHARDCLIPOFFSET=0.125, BOTTOMHARDCLIPOFFSET=0.125
CUSTOM1	<<papersize>>		
CUSTOM2	<<papersize>>		
}			

See also: [Section “\\$!PAGE”](#) on page 165.

\$!GLOBALPOLAR

Syntax: \$!GLOBALPOLAR
[optional parameters]

Description: Allows polar plots to have curved lines that are interpolated along the R-Axis between data points.

Optional Parameters

If you would like the settings in this command to persist, add them to your *tecplot.cfg* file (located in your installation directory).

Parameter	Syntax	Default	Notes
ANGLE	= <double>	5	Determines the angle for which lines will be approximated as curves.
DRAWSTRAIGHTLINES	= <boolean>	YES	Alternates between straight and curved interpolated lines for polar plots.

Example:

This example turns on curved lines and defines the maximum angle to be approximated as a curved line to be 2.0 degrees.

```
$!GLOBALPOLAR
DRAWSTRAIGHTLINES = NO
ANGLE = 2.0
```

\$!GLOBALRGB

Syntax: \$!GLOBALRGB
 RGBMode = [<rgbmode>](#)
 [optional parameters]

Description: Allows RGB coloring for plots which have RGB values specified at each vertex. This coloring option is valuable for plots with entities such as Gas, Oil and Water. RGB Coloring can be assigned to field plot objects such as zones, iso-surfaces and slices

Required Parameter

Parameter	Syntax	Default	Notes
RGBMODE	= <specifyrgb>	SPECIFYRGB	Sets whether the user specifies all three color variables for RGB Coloring, or if Tecplot 360 calculates one variable while the user specifies two.

Optional Parameters

If you would like the settings in these commands to persist, add them to your *tecplot.cfg* file (located in your installation directory).

Parameter	Syntax	Default	Notes
REDCHANNELVAR	= <varref>		Sets variable for the red channel.
GREENCHANNELVAR	= <varref>		Sets variable for the green channel.
BLUECHANNELVAR	= <varref>		Sets variable for the blue channel.
RANGEMIN	= <double>	0.0	
RANGEMAX	= <double>	1.0	
LEGEND			
{			
ANCHORALIGNMENT	= <anchoralignment>	TOPCENTER	
BLUECHANNELLABEL	= <string>		
BOX	<textbox>	See Notes	BOXTYPE=NONE, MARGIN=10, LINETHICKNESS=0.1, COLOR=BLACK, FILLCOLOR=WHITE
GREENCHANNELLABEL	= <string>		
HEIGHT	= <double>	10	

\$!GLOBALSCATTER

Parameter	Syntax	Default	Notes
REDCHANNELLABEL	= <string>		
RGBLEGENDORIENTATION	= <rgblegendorientation>	RGB	
SHOW	= <boolean>	NO	
SHOWLABELS	= <boolean>	YES	
TEXTCOLOR	= <color>	BLACK	
TEXTSHAPE	<<textshape>>	See Notes	FONTFAMILY="Helvetica", ISBOLD=NO, ISITALIC=NO, SIZEUNITS=FRAME, HEIGHT=2.5
USEBLUEVARNAME	= <boolean>	YES	
USEGREENVARNAME	= <boolean>	YES	
USEREDVARNAME	= <boolean>	YES	
XYPOS	<x,y>	X = 80, Y = 80	
}			

Example:

This example turns on RGB Coloring and defines variables for the Red and Green Channel, leaving Tecplot 360 to calculate the Blue Channel values.

```
$!GLOBALRGB
RGBMODE = SPECIFYRG
REDCHANNELVAR = 1
GREENCHANNELVAR = 4
```

\$!GLOBALSCATTER

Syntax: \$!GLOBALSCATTER
[optional parameters]

Description: A SetValue command that changes global attributes associated with scatter plots.

Optional Parameters

If you would like the settings in these commands to persist, add them to your *tecplot.cfg* file (located in your installation directory).

Parameter	Syntax	Default	Notes
BASEFONTFAMILY	= <string>	"Helvetica"	
DATALABELS			These are text labels that can be added to a plot to show node or cell values.
{			
CELLLABELTYPE	= <labeltype>	INDEX	
CELLLABELVAR	= <varref>		
COLOR	= <color>	BLACK	
COLORBYZONEMAP	= <boolean>	NO	
DISTANCESKIP	<op> <dexp>		
INCLUDEBOX	= <boolean>	YES	
INDEXSKIP	<op> <integer>	1	
NODELABELTYPE	= <labeltype>	INDEX	
NODELABELVAR	<op> <varref>		
NUMFORMAT	<<numberformat>>	See Notes	FORMATTING=BESTFLOAT, CUSTOMLABEL=1, PRECISION=4, SHOWDECIMALSONWHOLENUMBERS=NO, REMOVELEADINGZEROS=NO, SHOWNEGATIVESIGN=YES, TIMEDATEFORMAT='yyyy-mm-dd hh:mm:ss.00'
SHOWCELLLABELS	= <boolean>	NO	

Parameter	Syntax	Default	Notes
SHOWNODELABELS	= <boolean>	NO	
SKIPMODE	= <skipmode>		
TEXTSHAPE	<<textshape>>	See Notes	FONTFAMILY="Helvetica", ISBOLD=NO, ISITALIC=NO, SIZEUNITS=FRAME, HEIGHT=3
}			
ISBOLD	= <boolean>	YES	
ISITALIC	= <boolean>	NO	
LEGEND			
{			
ANCHORALIGNMENT	<<anchorpos>>	TOPRIGHT	
BOX	<<textbox>>	See Notes	BOXTYPE=HOLLOW, MARGIN=10, LINETHICKNESS=0.1, COLOR=BLACK, FILLCOLOR=WHITE
ROWSPACING	<op> <dexp>	= 1.2	
SHOW	= <boolean>	NO	
SHOWTEXT	= <boolean>	YES	
TEXTCOLOR	= <color>	BLACK	
TEXTSHAPE	<<textshape>>	See Notes	FONTFAMILY="Helvetica", ISBOLD=YES, ISITALIC=NO, SIZEUNITS=FRAME, HEIGHT=3
XYPOS	<<xy>>	X=95, Y=80	
}			
NUMCIRCLEPOINTS	= <integer>	12	Number of points used to draw circle scatter symbols. Range 12-360.
REFSCATSYMBOL			
{			
COLOR	= <color>	RED	
FILLCOLOR	= <color>	RED	
ISFILLED	= <boolean>	NO	
LINETHICKNESS	<op> <dexp>	= 0.1	
MAGNITUDE	<op> <dexp>	= 1	
SHOW	= <boolean>	NO	
SYMBOLSHAPE	<<symbolshape>>	See Notes	ISASCII=NO, GEOMSHAPE=SQUARE
XYPOS	<<xy>>	X=80, Y=80	
}			
RELATIVESIZE	<op> <dexp>	= 0	Scaling factor for scatter symbols sized "By Variable."
RELATIVESIZEINGRIDUNITS	= <boolean>	YES	If YES, scatter sizing "By Variable" is in grid units / magnitude otherwise centimeters/magnitude.
SPHERESCATTERRENDERQUALITY	= <spherescatterrenderquality>	HIGH	Config file and stylesheet only option.
VAR	= <varref>		Scatter sizing variable.

Example:

This example does the following:

- Increases the relative size of scatter symbols that are sized by variable by ten percent.
- Turns on the scatter sizing legend.
- Turns on the reference scatter symbol and makes it red.
- Turns on data labels for nodes.

```
$!GLOBALSCATTER
RELATIVESIZE * = 1.1
LEGEND
{
  SHOW = YES
}
```

```

REFSCATSYMBOL
{
  SHOW = YES
  COLOR = RED
}
DATALABELS
{
  SHOWNODELABELS = YES
}

```

\$!GLOBALTHREED

Syntax: \$!GLOBALTHREED
[optional parameters]**Description:** A SetValue command that changes global attributes associated with 3D plots.***Optional Parameters***If you would like the settings in these commands to persist, add them to your *tecplot.cfg* file (located in your installation directory).

Parameter	Syntax	Default	Notes
AXISBOXPADDING	<op> <dexp>	= 5	
AXISSCALEFACT	<>xyz>>	X=1, Y=1, Z=1	The 3D axis must be INDEPENDENT for this option to work properly. See \$!THREEDAXIS .
LIGHTSOURCE			
{			
BACKGROUNDLIGHT	= double	25	
INCLUDESPECULAR	= boolean	YES	
INTENSITY	= double	75	
SPECULARINTENSITY	= integer	40	Range = 1-100
SPECULARSHININESS	= integer	60	Range = 1-100
SURFACECOLORCONTRAST	= double	100	
XYZDIRECTION	<>xyz>>	X = -0.2, Y = -0.2, Z = 0.959...	Always specify all three components here. Tecplot 360 normalizes X, Y and Z after processing the Z-component. X, Y and Z represent a vector in the eye coordinate system.
FORCEGOURADFOR3DCONTFLLOOD	= boolean	YES	
FORCEPANELEDFOR3DCELLFLLOOD	= boolean	YES	
}			
LINELIFTFRACTION	<op> <dexp>	= 0.2	
NEARPLANEFRACTION	dexp	0.1	Specify the position of the "near plane". In a 3D plot, the "near plane" acts as a windshield: anything in front of this plane does not display.
PERFORMEXTRA3DSORTING	boolean	NO	
PLACEMENTPLANEPOSITION			Specify the coordinate of the placement plane.
{			
X	= double		
Y	= double		
Z	= double		
}			
ROTATEORIGIN	<>xyz>>	X=0.5, Y=0.5, Z=0.5	
SLICE			
{			
ORIGIN	<>xyz>>	X=0, Y=0, Z=0	
NORMAL	<>xyz>>	X=0, Y=0, Z=1	

Parameter	Syntax	Default	Notes
}			
SYMBOLLIFTFRACTION	<op> <dexp>	= 0.6	
VECTORLIFTFRACTION	<op> <dexp>	= 0.7	

Example:

```
$!GLOBALTHREED ROTATEORIGIN{X = 4.36052333891}
$!GLOBALTHREED
LIGHTSOURCE
{
    XYZDIRECTION
    {
        X = 0.398226616447
        Y = 0.435028248588
        Z = 0.807567944438
    }
}
$!GLOBALTHREED LIGHTSOURCE{INTENSITY = 80}
$!GLOBALTHREED LIGHTSOURCE{BACKGROUNDLIGHT = 25}
$!GLOBALTHREED LIGHTSOURCE{SURFACECOLORCONTRAST = 85}
$!GLOBALTHREED LINELIFTFRACTION = 7
$!GLOBALTHREED SYMBOLLIFTFRACTION = 0.5
$!GLOBALTHREED VECTORLIFTFRACTION = 6
$!GLOBALTHREED PERFORMEXTRA3DSORTING = YES
```

\$!GLOBALTHREEDVECTOR

Syntax: \$!GLOBALTHREEDVECTOR
[optional parameters]**Description:** A SetValue command that changes global attributes associated with 3D vector plots.***Optional Parameters***If you would like the settings in these commands to persist, add them to your *tecplot.cfg* file (located in your installation directory).

Parameter	Syntax	Default	Notes
ARROWHEADANGLE	<op> <dexp>	= 18	Angle is in degrees.
EVENSPACING	= <<xyz>>		Approximate spacing in the coordinate directions between evenly spaced vectors.
HEADSIZEASFRACTION	<op> <dexp>	= 0.2	Head is sized as a fraction of the stem length.
HEADSIZEINFRAMEUNITS	<op> <dexp>	= 2	Value is in Y-frame units.
REFVECTOR			
{			
SHOW	= <boolean>	NO	
COLOR	= <color>	BLACK	
MAGNITUDE	<op> <dexp>	= 1	
LINETHICKNESS	<op> <dexp>	= 0.1	
ANGLE	<op> <dexp>	= 0	
XYPOS	<<xy>>	X=80, Y=80	
MAGNITUDELABEL			
{			
SHOW	= <boolean>	NO	
TEXTCOLOR	= <color>	BLACK	

Parameter	Syntax	Default	Notes
TEXTSHAPE	<code><>textshape>></code>		
NUMFORMAT	<code><>numberformat>></code>	See Notes	FONTFAMILY="Helvetica", ISBOLD=YES, ISITALIC=NO, SIZEUNITS=FRAME, HEIGHT=3
OFFSET	= <code><double></code>	2	
}			
}			
RELATIVELENGTH	<code><op> <dexp></code>	= 0	
RELATIVELENGTHIN GRIDUNITS	= <code><boolean></code>	YES	If YES and USERELATIVE is YES then vectors are sized in Grid Units/Magnitude. If NO and USERELATIVE is YES then vectors are sized in cm/magnitude.
SIZEHEADBY FRACTION	= <code><boolean></code>	YES	If YES, HEADSIZEASFRACTION is used to size arrowheads otherwise HEADSIZEINFRAMEUNITS is used.
USEEVENSPACING	= <code><boolean></code>	NO	Disperses vectors more evenly throughout the plot.
UNIFORMLENGTH	<code><op> <dexp></code>	= 2	Value is in Y-frame units.
USERELATIVE	= <code><boolean></code>	YES	If NO, vectors are all the same size (UNIFORMLENGTH).
UVAR	= <code><varref></code>		Variable reference for the X-vector component.
VVAR	= <code><varref></code>		Variable reference for the Y-vector component.
WVAR	= <code><varref></code>		Variable reference for the Z-vector component.

Example:

This example does the following:

- Makes all vectors be uniform in size; 5 percent in Y-frame units.
- Makes the arrowheads 0.2 times the size of the stems.
- Turns off the reference vector.

```
$!GLOBALTHREEVECTOR
USERELATIVE = NO
UNIFORMLENGTH = 5
HEADSIZEASFRACTION = .2
REFVECTOR
{
  SHOW = NO
}
```

\$!GLOBALTIME

Syntax: \$!GLOBALTIME
[optional parameters]

Description: A SetValue command for frames (2D and 3D ONLY). Different frames can have different values of \$!GLOBALTIME. If you would like the settings in this command to persist, add them to yours

tecplot.cfg file (located in your installation directory).

Parameter	Syntax	Default	Notes
SOLUTIONTIME	= <double>	0	If SolutionTime is not set to a solution time in set of solution times from all zones of the active strand field-maps, SolutionTime is adjusted to the closest value in that set.
TRANSIENTZONEVISIBILITY	= <transientzonevisibility>	ZonesAtOrBefore SolutionTime	ZonesAtOrBeforeSolutionTime: For each strand at a given solution time, the zones shown are those that are at the solution time, within a tolerance. Except for the very last time step, if no zones exist at the given solution time, zones shown are those from the first prior solution time showing zones. ZonesAtSolutionTime: For each strand at a given solution time, the zones shown are those that are at the solution time, within a tolerance.

\$!GLOBALTWODVECTOR

Syntax: \$!GLOBALTWODVECTOR
[optional parameters]

Description: A SetValue command that changes global attributes associated with 2D vector plots.

Optional Parameters

If you would like the settings in these commands to persist, add them to your *tecplot.cfg* file (located in your installation directory).

Parameter	Syntax	Default	Notes
ARROWHEADANGLE	<op><dexp>	= 18	Angle is in degrees.
EVENSPACING	= <xy>>		Approximate spacing in the coordinate directions between evenly spaced vectors.
HEADSIZEASFRACTION	<op><dexp>	= 0.2	Head is sized as a fraction of the stem length.
HEADSIZEINFRAMEUNITS	<op><dexp>	= 2	Value is in Y-frame units.
REFVECTOR			
{			
SHOW	= <boolean>	NO	
COLOR	= <color>	BLACK	
MAGNITUDE	<op><dexp>	= 1	
LINETHICKNESS	<op><dexp>	= 0.1	
ANGLE	<op><dexp>	= 0	
XYPOS	<<xy>>	X=80, Y=80	
MAGNITUDELABEL			
{			
SHOW	= <boolean>	NO	
TEXTCOLOR	= <color>	BLACK	
TEXTSHAPE	<<textshape>>	See Notes	FONTFAMILY="Helvetica", ISBOLD=YES, ISITALIC=NO, SIZEUNITS=FRAME, HEIGHT=3
NUMFORMAT	<<numberformat>>		
OFFSET	= <double>	2	
}			

\$!IF...\$!ENDIF

Parameter	Syntax	Default	Notes
}			
RELATIVELENGTH	= <op> <dexp>	= 0	
RELATIVELENGTHINGRIDUNITS	= <boolean>	YES	If YES and USERELATIVE is YES then vectors are sized in Grid Units/Magnitude. If NO and USERELATIVE is YES then vectors are sized in cm/magnitude.
SIZEHEADBYFRACTION	= <boolean>	YES	If YES, HEADSIZEASFRACTION is used to size arrowheads otherwise HEADSIZEINFRAMEUNITS is used.
USEEVENSPACING	= <boolean>	NO	Disperses vectors more evenly throughout the plot.
UNIFORMLENGTH	= <op> <dexp>	= 2	Value is in Y-frame units.
USERELATIVE	= <boolean>	YES	If NO, vectors are all the same size (UNIFORMLENGTH).
UVAR	= <varref>		Variable reference for the X-vector component.
VVAR	= <varref>		Variable reference for the Y-vector component.

Example:

This example does the following:

- Doubles the vector length (assume vectors currently drawn using relative length).
- Make the vector heads uniform in size; 2 percent in frame units.
- Make the head angle 15 degrees.

```
$!GLOBALTWODVECTOR
RELATIVELENGTH *= 2
SIZEHEADBYFRACTION = NO
HEADSIZEINFRAMEUNITS = 2
HEADANGLE = 15
```



\$!IF...\$!ENDIF

Syntax: \$!IF [<conditionalexp>](#)
\$!ENDIF

Description: Conditionally process macro commands.

Examples:

Example 1:

Process macro commands if the macro variable |myvar| is less than 73.2:

```
$!IF |myvar| < 73.2
$!ENDIF
```

Example 2:

Process macro commands if the macro variable |response| is YES:

```
$!IF "|response|" == "YES"
.
.
.
$!ENDIF
```

\$!INCLUDEMACRO

Syntax: \$!INCLUDEMACRO [<string>](#)**Description:** Insert commands from another macro file. Note that any macro variables used within the string must either pre-exist loading of this macro or be macro variables that reference environment variables. Macro variables that are defined within the loaded macro are not assigned until execution of the macro and thus will not expand.**Example:** Include the macro file m2.mcr:

```
$!INCLUDEMACRO "m2.mcr"
```

\$!INTERFACE

Syntax: \$!INTERFACE
[optional parameters]**Description:** A SetValue command that sets attributes related to the Tecplot 360 interface.***Optional Parameters***If you would like the settings in these commands to persist, add them to your *tecplot.cfg* file (located in your installation directory). Some can be used only in *tecplot.cfg*.

Parameter	Syntax	Default	Notes
ALLOWDATAPPOINTSELECT	= <boolean>	YES	If YES, Tecplot 360 allows you to use the Adjustor tool to select and move data points.
ALLOWDATAPPOINTADJUST	= <boolean>	YES	
ALWAYSPOPACTIVEFRAME	= <boolean>	NO	If YES, whenever the active frame changes in the interface, Tecplot 360 moves the active frame to the top of the draw order. This makes Tecplot 360 run like v.11.3 and earlier versions, and may help older macros to run correctly. Default is NO.
AUTOREDRAWISACTIVE	= <boolean>	YES	Set to NO to turn Auto Redraw off.
BACKINGSTOREMODE	= <backingstoremode>	REALTIMEUPDATE	
BEEPONFRAMEINTERRUPT	= <boolean>	NO	
CACHELIGHTDISPLAYLISTSONLY	= <boolean>	NO	When caching graphics in display lists, only cache those objects which use little memory. When this is on, only approximated plots are saved. Full plots are not saved. Only has an effect if USEDISPLAYLISTS is set to YES and USEAPPROXIMATEPLOTS is YES.
CONSERVEDERIVEDVARIABLESPACE	= <boolean>		
COLLECTTIMESTATISTICS	= <boolean>	NO	
DATA			
{			
SMOOTHBNDRYCOND	= <boundarycondition>	FIXED	
NUMSMOOTHPASSES	= <op> <integer>	= 1	
SMOOTHWEIGHT	= <op> <dexp>	= 0.5	
INVDISTEXPONENT	= <op> <dexp>	= 3.5	
INVDISTMINRADIUS	= <op> <dexp>	= 0	
LINEARINTERPCONST	= <op> <dexp>	= 0	

Parameter	Syntax	Default	Notes
LINEARINTERPMODE	= <linearinterpmode>	SETTOCONST	
INTERPPTSELECTION	= <pointselection>	OCTANTNPOINTS	
INTERPNPOINTS	<op> <integer> <sop> <dexp> <sop> <dexp>	= 8 = 0.3 = 0	
KRIGRANGE	<sop> <dexp>	LINEAR	
KRIGZEROVALUE	= <krigdrift>	SIMPLE	
KRIGDRIFT	= <derivpos>	= 0.25	
DERIVATIVEBOUNDARY	<sop> <dexp>	FAST	
TRIANGLEKEEPFACTOR	= [ACCURATE or FAST]	PIECEWISELINEAR	
VARIABLEDERIVATIONMETHOD	= [TRILINEAR or PIECEWISELINEAR]		By default, volume interpolation is piece-wise linear and calculates for first-order accuracy. This tri-linear interpolation option calculates for second-order accuracy.
VOLUMECELL			
INTERPOLATIONMODE			
EXTRACTSLICEFROM	= <boolean>	NO	
PLANECOPYCELLCENTERS			
CONTLINECREATEMODE	= [ONEZONEPER CONTOURLEVEL, ONEZONEPER INDEPENDENT POLYLINE]	ONEZONEPER CONTOURLEVEL	
POLYCELL	= [USECCVALUE, AVERAGENODES]	AVERAGENODES	This parameter only appears in the tecplot config file. When using contour flooding, contour lines, or precise value blanking for polyhedral and polygonal data, it chooses between using the cell-centered value or using the average of the nodes. This parameter also applies to the creation of iso-surfaces for cell-centered values in a polyhedral zone. It does not apply to Primary Value contour flooding.
}			
ENABLEDELAYS	= <boolean>	YES	Enable or disable delays in macro commands.
ENABLEERRORS	= <boolean>	YES	If NO, no error message dialogs are displayed.
ENABLEINTERRUPTS	= <boolean>	YES	Enable or disable user interrupts.
ENABLEPAUSES	= <boolean>	YES	Enable or disable pause.
ENABLEWARNINGS	= <boolean>	YES	Enable or disable warning dialogs.
GLOBALPLACEMENTPLANE			Use a placement plane.
{			
SHOW			Turn the placement plane on/off.
PLACEMENTPLANE ORIENTATION			Specify the axis orientation of the placement plane.
FONTPATH	<string>	The OS font folder(s)	One or more directories where TrueType fonts can be found, e.g. "PATH1" "PATH2" "PATH3". Note use of double quotes around each path and single quotes around the entire string.
IDOTSPERSQUAREINCH	= <double>		This along with IDOTSPERSQUAREINCH set the size and aspect of the screen. If left unspecified, Tecplot 360 will determine the value for you.
INITIALPLOT FIRSTZONEONLY	= <boolean>	NO	If YES, only the first enabled zone is activated. Default shows all zones (except from within a layout).
INITIALPLOTTYPE	= <plottype>	AUTOMATIC	
INTERRUPTCHECKING FREQUENCY	= <integer>		Set the number of milliseconds between checks for a key- or button-press by the user to interrupt processing in Tecplot 360.

Parameter	Syntax	Default	Notes
JDOTSPERSQUAREINCH	= <double>		This along with IDOTSPERSQUAREINCH set the size and aspect of the screen. If left unspecified, Tecplot 360 will determine the value for you.
LISTCOMMANDSIN MACROVIEWER	= <boolean>		If NO, macro commands are displayed in full one at a time.
LOADADDONSUSING LAZYRELOCATE	= <boolean>	YES	If set to NO, all add-on symbols are loaded immediately.
MAXNUMUNDOLEVELS	= <integer>	50	
MAXRENDERTIMEBEFOREAPPROX	= <double>	0.8	When not using the "All Frames Always Approximated" mode use this value to determine when, in seconds, to automatically turn on plot approximation for all frames. All frames will be approximated when the time to render the plot (all frames) when doing interactive view changes (rotation, translation, scaling) is greater than the supplied value
MINPIXELSFORDRAG	= <integer>	1	Number of pixels to move the pointer before it is considered a drag.
MOUSEACTIONS { MIDDLEBUTTON { BUTTONDOWN { SIMPLEDRAG = <mousebuttonclick> CONTROLLEDDRAG = <mousebuttondrag> ALTEDDRAG = <mousebuttondrag> SHIFTEDDRAG = <mousebuttondrag> CONTROLALTEDDRAG = <mousebuttondrag> CONTROLSHIFTEDDRAG = <mousebuttondrag> ALTSHIFTEDDRAG = <mousebuttondrag> CONTROLALTSHIFTEDDRAG = <mousebuttondrag> DRAG } RIGHTBUTTON { BUTTONDOWN { BUTTONCLICK = <mousebuttonclick> SIMPLEDRAG = <mousebuttondrag> CONTROLLEDDRAG = <mousebuttondrag> ALTEDDRAG = <mousebuttondrag> SHIFTEDDRAG = <mousebuttondrag> CONTROLALTEDDRAG = <mousebuttondrag> CONTROLSHIFTEDDRAG = <mousebuttondrag> ALTSHIFTEDDRAG = <mousebuttondrag> CONTROLALTSHIFTEDDRAG = <mousebuttondrag> } } } }	REDRAW ZOOMDATA ZOOMDATA ZOOMVIEWER ZOOMPAPER ZOOMVIEWER ZOOMPAPER ZOOMVIEWER ZOOMPAPER		
NUMCOLORCELLSTORETURN	= <integer>	10	
NUMMOUSEBUTTONS	= <integer>		Only for Linux users who are using MIDDLEMOUSEBUTTONMODE or RIGHTMOUSEBUTTONMODE.
NUMPTSALLOWED BEFOREAPPROX	= <integer>	500,000	Ignored. Use MAXRENDERTIMEBEFOREAPPROX instead

Parameter	Syntax	Default	Notes
OKTOEXECUTESYSTEMCOMMAND	= <boolean>	YES	Allow use of !\$SYSTEM commands in macros. This is a security issue. If set to NO and the macro is run interactively, you will be asked for permission to execute the \$.SYSTEM command. If Tecplot 360 is run in batch mode and this is NO an error will be generated and the macro will terminate.
OPENGLCONFIG { RUNDISPLAYLIST SAFTERBUILDING	= <boolean>	YES	Tecplot 360 defaults to building and running display lists simultaneously. Turn RunDisplayListsAfterBuilding on if you want to run the display lists after they are built. This may increase display list performance on some machines. The difference is often times negligible.
ALLOWHWAACCELERATION	= <boolean>	YES	Windows only. Disables hardware acceleration in Tecplot 360 EX without having to change the Windows Display properties. Setting ALLOWHWAACCELERATION to NO may fix errors caused by hardware acceleration on buggy graphics card drivers.
SCREENRENDERING IMAGERENDERING	<> renderconfig > <> renderconfig >		Sets options for screen rendering. Sets options for offscreen rendering (for image exports or raster printing).
MAXFILTERMAGNIFICATION	= <integer>	2	Sets the maximum magnification by non-texture resize filter before textures are used. This keeps Tecplot 360 EX from creating textures which are too large. Setting this above three is not recommended. Setting below 1.0 will result in the use of a faster texture algorithm.
INCLUDEBACKBUFFER DURINGFRONTBUFFERDRAWS	= <boolean>	NO	
PRETRANSLATEDATA	= <pretranslatemode>	AUTO	Pre-translation may be used to solve jitter issues with data that is far from zero but has small deltas. On data surrounding zero it is better to turn it off. AUTO turns the setting on when necessary based on your data.
USEADVANCED VIUSUALCHOOSEN	= <boolean>	YES	If YES, activate Tecplot's advanced OpenGL visual chooser, which will attempt to choose a reasonable visual based on your system capabilities. If NO, the Qt visual chooser is used; this may choose a different visual. Also allows a fixed visual mode to be specified using VISUALID (next). Available in <i>tecplot.cfg</i> only and has effect only on Linux.
VISUALID	= <integer>	0	Specify the OpenGL visual. If 0, the system automatically chooses a visual based on your system capabilities. Other values may be obtained using the <i>glxinfo</i> tool. (The visual IDs displayed in <i>glxinfo</i> are in hexadecimal and must be converted to decimal for use here.) USEADVANCEDVISUALCHOOSEN must be YES. Available in <i>tecplot.cfg</i> only and has effect only on Linux.
}			

Parameter	Syntax	Default	Notes
PERCENTAGEOFPONTSSTOKEEP	= <integer>	10	Sets the percentage of points to keep in a frame when a frame is approximated. See also Best Practices for Screen Performance in the User's Manual.
PICKHANDLEWIDTH	= <op> <dexp>	= 0.1	Value is in inches on the screen.
PLOTAPPROXIMATIONMODE	= <splotapproximationmode>	AUTOMATIC	Specifies the mode in which you want the plots to be approximated. See Plot Approximations in the User's Manual for a complete description of each mode.
PRINTDEBUG	= <boolean>	NO	If YES, debugging information is sent to the standard output.
ROTATION { ARBSLICESTEPANGLE ROTATIONMODE CURRENTANGLE SMALLANGLE MEDIUMANGLE LARGEANGLE ROTATEDEGPERFRAMEUNIT SHOWGEOMS }	= <double> = <rotationmode> <op> <dexp> <op> <dexp> <op> <dexp> <op> <dexp> = <integer> = <boolean>	0.5 XYAXIS = 5 = 1 = 5 = 15 YES	Settings for interactive rotations in 3D. Step value for orienting arbitrary slice using +/- buttons (degrees).
ROTATEDEGPERFRAMEUNIT	= <integer>		
RULERPADGING	= <op> <dexp>	= 0.05	Distance between workarea ruler and clipping edge for the paper and frames. Units are inches.
RULERTHICKNESS	= <op> <dexp>	= 0.15	Value is in inches on the screen.
SCALE { STEP SIZE SMALLSTEP MEDIUMSTEP LARGESTEP ZOOMSCALEPERFRAMEUNIT }	<op> <dexp> <op> <dexp> <op> <dexp> <op> <dexp> <op> <double>	= 10 = 1 = 10 = 20 = 4	Settings for interactive scaling.
SCRBACKGROUND COLOR	= <color>		Set the workspace background color.
SECURESPPOOLCOMMANDS	= <boolean>	YES	Set to NO to allow \$!SPOOLER commands outside the configuration file.
SHOWCONTINUOUSSTATUS	= <boolean>	YES	
SHOWCOORDINATES	= <boolean>	YES	
SHOWCOORDINATES WITHSELECTORADJUSTOR	= <boolean>	NO	When YES, running coordinates for both X&Y are displayed in grid coordinates in the status line for all plot types but 3D. If \$!INTERFACE SHOWCOORDINATES is off, value of SHOWCOORDINATESWITH SELECTORADJUSTOR is ignored. This command is available via the config file (tecplot.cfg) only.
SHOWFRAMEBORDERSWHENOFF	= <boolean>	NO	If YES, frame borders are drawn using a dashed line when they are turned off. This applies only to the screen and does not effect the hardcopy.
SHOWSTATUSLINE	= <boolean>	YES	
SHOWTEXTGEOMS INAPPROXVIEWS	= <boolean>	YES	Set to YES if you want text and geometries to show up in frames using approximated plots

Parameter	Syntax	Default	Notes
SHOWTOOLTIPS	= <boolean>	YES	
SHOWWAITDIALOGS	= <boolean>	YES	If NO, all "Please Wait" and "Percent Done" dialogs will be disabled.
SIDEBARSIZING TRANSLATION { STEPSIZE SMALLSTEP MEDIUMSTEP LARGESTEP ZOOMSCALEPERFRAMEUNIT }	= <sidebarsizing> <op> <dexp> <op> <dexp> <op> <dexp> <op> <dexp> = <double>	MAXOFA LL = 10 = 5 = 10 = 20	Settings for interactive translation.
TRUETYPEMIN OUTLINEPOINTSIZE	= <integer>	19 on Windows 16 on other platforms	Tecplot 360 EX will use a bitmap font for text smaller than this size.
USEMOD2MASKFOR ALTDETECTION	= <boolean>	NO	Certain platforms have a problem with the ALT key. Set to YES to bypass the problem.
USECLASSICADJUSTORTOOL	= <boolean>	NO	If set to YES, uses the old-style adjustor tool that selects the closest control point, rather than the whole object, when clicking.
TRYTOUSEDDOUBLEBUFFER	= <boolean>	YES	
USEAPPROXIMATEPLOTS	= <boolean>	NO	Set to YES to use approximate plots. See Plot Approximation in the User's Manual for further details.
USEDISPLAYLISTS	= <boolean>	YES	
USEDDOUBLEBUFFERING	= <boolean>		
USEDDOUBLEFOR DISPLAYLISTS	= <boolean>	YES	
USEFASTAPPROX CONTINUOUSFLOOD	= <boolean>		
USEOPENGL	= <boolean>	YES	
USESTROKEFONTSFOR3DTEXT	= <boolean>	YES	Set to YES to use Tecplot 360's internal stroke fonts, set to NO to use TrueType fonts. This option is only available on Windows platforms.
USESTROKEFONTS FORSMALLSCREENTEXT	= <boolean>		See above
USESTROKEFONTSONSCREEN	= <boolean>	NO	See above
USETECPLOTPRINTDRIVERS	= <boolean>	NO	Set to YES to use Tecplot 360's printer drivers. Set to NO to use your default printer driver.
XORCOLOR	<op> <integer>	= 0	Color index to use for XORed lines. Set to 0 to make Tecplot 360 calculate.
XPGONFILLOFFSET	= <integer>	0	
YPGONFILLOFFSET	= <integer>	0	
ZONEBOUNDINGBOXMODE	= <boundingboxmode>	AUTO	Corresponds to Show Bounding Boxes for Enabled Volume Zones with No Style on Option menu.

Example:

This example does the following:

- Makes the frame borders show on the screen when they are turned off.
- Makes the middle mouse button be Redraw.
- Makes the right mouse button revert to Selector.
- Makes the default number of passes for smoothing 20.

- Turns off the status line.

```
$!INTERFACE
SHOWFRAMEBORDERSWHENOFF = YES
MOUSEACTIONS
{
  MIDDLEBUTTON
  {
    BUTTONCLICK = REDRAW
  }
  RIGHTBUTTON
  {
    BUTTONCLICK = REVERTTOSELECT
  }
}
DATA
{
  NUMSMOOTHPASSES = 20
}
SHOWSTATUSLINE = NO
```

\$!INVERSEDISTINTERPOLATE

Syntax: \$!INVERSEDISTINTERPOLATE
 DESTINATIONZONE = [<integer>](#)
 [optional parameters]

Description: Interpolate selected variables from one or more zones onto a destination zone using the inverse distance method.

Required Parameter

Parameters	Syntax	Notes
DESTINATIONZONE	= <integer>	Zone to which to interpolate.

Optional Parameters

Parameters	Syntax	Default	Notes
INTERPNPOINTS	= <integer>	8	
INTERPPTSELECTION	= <interpptselection>	OCTANTNPOINTS	
INVDISTEXPONENT	= <dexp>	3.5	
INVDISTMINRADIUS	= <dexp>	0.0	
SOURCEZONES	= <set>	All zones except destination zone.	
VARLIST	= <varsel>	All variables except spatial variables.	Choose the variables to interpolate. The spatial variables (X, Y and Z if 3D) are not allowed.

Example: Interpolate variables 7-10 from zone 4 to zone 2:

```
$!INVERSEDISTINTERPOLATE
SOURCEZONES      = [4]
DESTINATIONZONE = 2
VARLIST         = [7-10]
```

\$!ISOSURFACEATTRIBUTES

Syntax: \$!ISOSURFACEATTRIBUTES [<group>]
[optional parameters]

Description: A SetValue command which changes attributes associated with iso-surfaces. The optional group parameter can range from 1-8 and defaults to 1 when absent.

Optional Parameters

Parameter	Syntax	Default	Notes
SHOWGROUP	= <boolean>	YES	
ISOSURFACESELECTION	= <isosurfaceselection>	ONESPECIFICVALUE	
ISOVALUE1	= <double>	1×10^{150}	
ISOVALUE2	= <double>	1×10^{150}	
ISOVALUE3	= <double>	1×10^{150}	
MESH { SHOW COLOR MESHTYPE }	= <boolean> = <color> = <meshtype>	NO OVERLAY	
CONTOUR { SHOW CONTOURTYPE FLOODCOLORING LINECONTOURGROUP COLOR LINETHICKNESS USELIGHTINGEFFECT }	= <boolean> = <contourtype> = <contourcoloring> = <integer> = <color> = <double> = <boolean>	YES FLOOD GROUP1 1 0.1 NO	PRIMARYVALUE and AVERAGECELL not allowed.
EFFECTS { USEVALUEBLANKING LIGHTINGEFFECT SURFACETRANSLUCENCY USETRANSLUCENCY USECLIPPLANES }	= <boolean> = <lightingeffect> = <translucency> = <boolean> = <set>	YES GOURAUD 50 NO [1-6]	
DEFINITIONCONTOURGROUP	= <integer>	1	Contour group from which iso-surfaces are based.
OBEYSOURCEZONEBLANKING	= <boolean>	NO	
OBEYCLIPPLANES	= <boolean>	YES	Clip the iso-surface by any clipping planes that intersect the iso-surface.
SHADE { COLOR SHOW USELIGHTINGEFFECT }	= <color> = <boolean> = <boolean>	NO YES	

Parameter	Syntax	Default	Notes
SURFACEGENERATIONMETHOD	= <surfacegenerationmethod>	AUTO	<p>Auto: Selects one of the surface generation algorithms best suited for the zones participating in the iso-surface generation. "All Polygons" is used if one or more of the participating zones is polytope, otherwise isosurfaces use "All Triangles" unless the iso-surface is defined by a coordinate variable in which case "Allow Quads" is used.</p> <p>AllowQuads: Produces quads or triangles, and the resulting surface more closely resembles the shape of the volume cells from the source zone.</p> <p>AllTriangles: An advanced algorithm that can handle complex saddle issues and guarantees that there will be no holes in the final surface. As the surface is composed entirely of triangles, it can be delivered more efficiently to the graphics hardware.</p> <p>AllPolygons: Similar to the "All triangles" method except that all interior faces generated as a result of triangulation that are not part of the original mesh are eliminated. This preserves the original mesh of the source zones on the resulting iso-surface.</p>
VECTOR { SHOW VECTORTYPE ARROWHEADSTYLE COLOR ISTANGENT LINETHICKNESS }	= <boolean> = <vectortype> = <arrowheadstyle> = <color> = <boolean> = <double>	NO TAILATPOINT PLAIN BLACK NO 0.1	

Example:

```
$!ISOSURFACEATTRIBUTES
ISOSURFACESELECTION = ONESPECIFICVALUE
ISOVALUE1 = 113.626812744
MESH{SHOW = YES}
MESH{COLOR = BLUE}
MESH{LINETHICKNESS = 0.4}
CONTOUR{SHOW = YES}
SURFACEEFFECTS{LIGHTINGEFFECT = PANELED}
SURFACEEFFECTS{SURFACETRANSLUCENCY = 60}
```

\$!ISOSURFACELAYERS

Syntax: \$!ISOSURFACELAYERS SHOW = [<boolean>](#)

Description: Turn iso-surfaces on or off.

Required Parameters

Parameter	Syntax	Default	Notes
SHOW	= <boolean>	NO	

Note

When iso-surfaces are activated, they are colored using the contour variable by default. When you activate iso-surfaces via the macro language you must perform one of the following steps in order for the iso-surfaces to be visible in your final plot:

- Set the contour variable by adding the following command to your macro file (prior to calling \$!ISOSURFACELAYERS).

[\\$!GLOBALCONTOUR](#) *n* VAR=*m*

where *n* is the contour group number and *m* is the number of the variable to use for contouring.

or

- Set CONTOURSHOW = NO via the [\\$!ISOSURFACEATTRIBUTES](#) command. If you choose this option, you may want to turn on shading to improve the visibility of your slice.

K - O

\$!KRIG

Syntax: \$!KRIG

DESTINATIONZONE = [<integer>](#)
[optional parameters]

Description: Interpolate selected variables from a set of source zones to a destination zone using the kriging method.

Required Parameter

Parameters	Syntax	Default	Notes
DESTINATIONZONE	= <integer>		Zone to interpolate to.

Optional Parameters

Parameters	Syntax	Default	Notes
INTERPNPOINTS	= <integer>	8	
INTERPPTSELECTION	= <interppptselection>	OCTANTNPOINTS	
KRIGDRIFT	= <krigdrift>	LINEAR	
KRIGRANGE	= <dexp>	0.3	
KRIGZEROVALUE	= <dexp>	0.0	
SOURCEZONES	= <set>	All zones except the destination zone.	
VARLIST	= <varset>	All variables except spatial variables.	Choose the variables to interpolate. The spatial variables (X, Y and Z if 3D) are not allowed.

Example: Krig from zones 3 and 4 onto zone 2. Only interpolate variable 7:

```
$!KRIG
SOURCEZONES = [3, 4]
DESTINATIONZONE= 2
VARLIST      = [7]
```

\$!LATEX

Syntax: \$!LaTeX [<string>](#)
[optional parameters]

Description: Set configuration attributes for using LaTeX expressions in Tecplot plots. By default LaTeX configuration attributes are read from a tecplot_latex.mcr file placed in standard search locations such as the home folder.

Optional Parameters

Parameter	Syntax	Default	Notes
DVIPNGCMD	= <string>	N/A	A path to an utility that converts DVI files to PNG.
Preamble	= <string> OR = <rawstring>	N/A	A LaTeX preamble that will be prepended to every LaTeX expression. For multi-line support use the raw string format. For more information about raw strings see the TEXT parameter of \$!ATTACHTEXT .
LATEXCMD	= <string>	N/A	A path to a LaTeX engine that generates DVI files.

\$!LIMITS

Syntax: \$!LIMITS
[optional parameters]

Description: A SetValue command that sets some of the internal limits in Tecplot 360. See the [User's Manual](#) for additional information. The \$!LIMITS command can only be used in the Tecplot 360

configuration file.

Optional Parameters

Parameter	Syntax	Default	Notes
LODTHRESHOLDMINFRACT	<op><double>	= 0.3	
LODTHRESHOLDMAXFRACT	<op><double>	= 0.7	When Load on demand is set to auto-unload, set the minimum and maximum memory thresholds. The values may be from 0 to 1, where .5 corresponds to a threshold of 50%. If Tecplot 360's memory usage exceeds the maximum threshold, it continues to unload variables until it either runs out of variables or reaches the minimum threshold. These values may also be set interactively via the Performance dialog. Refer to Miscellaneous Settings in the User's Manual for additional information.
MAXAVAILABLEPROCESSORS	<op><integer>	= 0	Restrict the number of processors (processor cores) employed by Tecplot 360 to the <i>numprocs</i> specified. Some tasks can be performed in parallel, so using all available processors greatly increases performance of those tasks. By default, Tecplot 360 uses all processors available on the machine to provide the best performance in most cases. Assign a value less than the total number of available processors to limit the number of processors used by Tecplot 360 to the assigned number.
MAXPTSINALINE	<op><integer>		Maximum number of points for geometry polylines.
MAXCHRSINTEXTLABELS	<op><integer>		Maximum number of characters in text labels.
MAXNUMCONTOURLEVELS	<op><integer>		Maximum number of contour levels.
MAXNUMPICKOBJECTS	<op><integer>		Maximum number of objects to pick.
MAXUSABLEMEMORY	<op><integer>		Limit the amount of memory used by Tecplot 360 (units of MB).
PRELOADDATATIMETHRESHOLDINMS	<integer>		Sets the maximum time in milliseconds to spend pre-loading data.

Example: Increase the maximum number of contour levels allowed to 1,000:

```
$!LIMITS
MAXNUMCONTOURLEVELS = 1000
```

\$!LINEARINTERPOLATE

Syntax: \$!LINEARINTERPOLATE
 DESTINATIONZONE = <integer>
 [optional parameters]

Description: Interpolate selected variables from a set of source zones to a destination zone using linear interpolation. The source zones cannot be I-ordered. Values assigned to the destination zone are equivalent to the results of using the probe tool in Tecplot 360.

Required Parameter

Parameters	Syntax	Default	Notes
DESTINATIONZONE	= <integer>		Zone to interpolate to.

Optional Parameters

Parameters	Syntax	Default	Notes
SOURCEZONES	= <set>	All zones except the destination zone.	
VARLIST	= <varset>	All variables except spatial variables.	Choose the variables to interpolate. The spatial variables (X, Y and Z if 3D) are not allowed.
LINEARINTERPCONST	= <double>		Constant value if LINEARINTERPMODE is set to SETTOCONST. Otherwise not used.
LINEARINTERPMODE	= <linearinterpmode>	= DONTCHANGE	Choose how to treat points that lie outside the sourcezone data field. DONOTCHANGE - Preserves the values of points outside the data field. CONSTANT - Sets all points outside the data field to a constant value specified by LINEARINTERPCONST.

Example:

Do linear interpolation from zones 2, 3 and 4 onto zone 7. Interpolate only variables 3-7:

```
$!LINEARINTERPOLATE
SOURCEZONES      = [2-4]
DESTINATIONZONE = 7
VARLIST          = [3-7]
```

\$!LINEMAP

Syntax: \$!LINEMAP [[<set>](#)]
[optional parameters]

Description: A SetValue command that assigns attributes for individual line mappings. The [<set>](#) parameter immediately following the \$!LINEMAP command is optional. If [<set>](#) is omitted then the assignment is applied to all line mappings, otherwise the assignment is applied only to the line mappings specified in [<set>](#).

Optional Parameters

Parameter	Syntax	Default	Notes
ASSIGN { ZONE XAXISVAR YAXISVAR THETAXAXISVAR RAXISVAR XAXIS YAXIS FUNCTIONDEPENDENCY SHOWINLEGEND SORT SORTVAR }	= <integer> <op> <varref> <op> <varref> <op> <varref> <op> <varref> <op> <integer> <op> <integer> = <functiondependency> = [ALWAYS, NEVER, AUTO] <sortby> = <varref>	1 = 1 = 2 = 1 = 1 XINDEPENDENT AUTO NONE	
BARCHARTS { SHOW COLOR FILLMODE FILLCOLOR SIZE LINETHICKNESS }	= <boolean> = <color> = <fillmode> = <color> <op> <dexp> <op> <dexp>	YES RED USESPECIFICCOLOR RED = 2.5 = 0.4	
CURVES { CURVETYPE EXTENDEDNAME EXTENDEDSETTINGS USEWEIGHTVAR NUMPTS POLYORDER WEIGHTVAR INDVARMIN INDVARMAX USEINDVARRANGE CLAMPSPLINE SPLINEDERIVATIVEATSTART SPLINEDERIVATIVEATEND }	= <curvetype> = <string> = <string> = <boolean> <op> <integer> <op> <integer> = <varref> <op> <dexp> <op> <dexp> = <boolean> = <boolean> = <boolean> = <boolean>	LINESEG NO = 200 = 3 0 -1×10^{150} 1×10^{150} NO NO = 0 = 0	Only used by the Extended Curve-fit Add-on. Only used by the Extended Curve-fit Add-on.
ERRORBARS { SHOW VAR BARTYPE COLOR LINETHICKNESS SKIPPING SKIPMODE }	= <boolean> = <varref> = <errorbartype> = <color> <op> <dexp> <op> <dexp> = <skipmode>	NO VERT RED = 0.1 = 1 BYINDEX	Skip can be by index or distance depending on SKIPMODE.

Parameter	Syntax	Default	Notes
SIZE }	= <op> <dexp>	= 2.5	
INDICES { IJKLINES IRANGE JRANGE KRANGE }	= <ijklines> <<indexrange>> <ijklines> <<indexrange>> <<indexrange>>	I MIN=1, MAX=0, SKIP=1 MIN=1, MAX=0, SKIP=1 MIN=1, MAX=0, SKIP=1	The indices parameter is used to restrict the range of data plotted (and which lines are plotted if the data is IJ- or IJK-ordered).
LINES { SHOW COLOR LINEPATTERN PATTERNLENGTH LINETHICKNESS }	= <boolean> = <color> = <linepattern> = <op> <dexp> = <op> <dexp>	YES RED SOLID = 2 = 0.1	
NAME	= <string>	'&DV&'	
SYMBOLS { SHOW COLOR FILLMODE FILLCOLOR SIZE LINETHICKNESS SKIPPING SKIPMODE SYMBOLSHAPE }	= <boolean> = <color> = <fillmode> = <color> = <op> <dexp> = <op> <dexp> = <op> <dexp> = <skipmode> <<symbolshape>>	YES RED NONE RED = 2.5 = 0.1 = 1 BYINDEX ISASCII = NO, GEOMSHAPE = SQUARE	Skip can be by index or distance depending on SKIPMODE.

Examples:

Example 1:

Assign variable 1 to be on the X-axis and variable 4 to be on the Y-axis for Line-mapping number 7:

```
$!LINEMAP [7]
ASSIGN
{
  XAXISVAR = 1
  YAXISVAR = 4
}
```

Example 2:

Make Error Bars red for all Line-mappings:

```
$!LINEMAP
ERRORBARS
```

```
{
  COLOR = RED
}
```

Example 3:

Set Line-mappings 3-5 to draw a polynomial curve fit of order 5:

```
$!LINEMAP [3-5]
CURVES
{
  POLYORDER = 5
  CURVETYPE = CURVFIT
}
LINES
{
  SHOW = YES
}
```

\$!LINEPLOTLAYERS

Syntax: \$!LINEPLOTLAYERS
[optional parameters]

Description: A SetValue command that turns on or off Line-plot layers.

Optional Parameters:

Parameter	Syntax	Default	Notes
SHOWLINES	= <boolean>	YES	
SHOWSYMBOLS	= <boolean>	NO	
SHOWBARCHARTS	= <boolean>	NO	
SHOWERRORBARS	= <boolean>	NO	Line-mapping must have an error bar variable assigned for this to have an effect.

Example: Turn on the symbols layer for line plots:

```
$!LINEPLOTLAYERS
SHOWSYMBOLS = YES
```

\$!LINKING

Syntax: \$!LINKING
[optional parameters]

Description: Link attributes in two or more frames so that changes to attributes of one frame effect all linked frames.

\$!LOADADDON

Optional Parameters

Parameter	Syntax	Default	Notes
BETWEENFRAMES			
{			
LINKCONTOURLEVELS	= <boolean>	NO	
LINKFRAMESIZEANDPOSITION	= <boolean>	NO	
LINKXAXISRANGE	= <boolean>	NO	
LINKYAXISRANGE	= <boolean>	NO	
LINKPOLARVIEW	= <boolean>	NO	
LINK3DVIEW	= <boolean>	NO	
LINKGROUP	= <integer>	1	
LINKAXISPOSITION	= <boolean>	NO	
LINKVALUEBLANKING	= <boolean>	NO	
LINKSLICEPOSITIONS	= <boolean>	NO	
LINKISOSURFACEVALUES	= <boolean>	NO	
LINKSOLUTIONTIME	= <boolean>	NO	
}			
WITHINFRAME			
{			
LINKAXISSTYLE	= <boolean>	NO	
LINKGRIDLINESTYLE	= <boolean>	NO	
LINKLAYERLINECOLOR	= <boolean>	NO	
LINKLAYERLINEPATTERN	= <boolean>	NO	
}			

Example:

The following example will set the link attribute for all frames in the layout to LINK3DVIEW.:

```
$!LOOP |NUMFRAMES|
$!LINKING BETWEENFRAMES LINK3DVIEW = YES
$!FRAMECONTROL MOVETOBOTTOMBYNUMBER
$!FRAMECONTROL ATIVATETOP
$!ENDLOOP
```

\$!LOADADDON

Syntax: \$!LoadAddon [<string>](#)
AddonStyle = [<addonstyle>](#)

Description: Load an add-on into Tecplot 360. The [<string>](#) is the library name of the add-on to load. See the [User's Manual](#) for instructions on how to specify the add-on's library name ("libname").

Optional Parameters

Parameters	Syntax	Default	Notes
AddonStyle	= <string>	V7Standard	Style of the add-on to load. This can be either V7STANDARD or V7ACTIVEX. Usually not needed; applies to Windows only
IsOptional	= <boolean>	False	False: If the add-on fails to load for any reason, Tecplot will post an error dialog indicating the reason for the failure and stop processing macro commands that follow the failing \$!LoadAddOn command. True: If the add-on fails to load for any reason, Tecplot will print the reason for the failure to the Linux or Mac command line (Windows command line output is swallowed by the operating system) and Tecplot will continue to process macro commands that follow the failed \$!LoadAddOn command as if the error did not occur.

Example:

Load the Key Frame Animation add-on, stored in a library named tecutiltools_keyframe.:

```
$!LOADADDON "tecutiltools_keyframe"
```

\$!LOADCOLORMAP

Syntax: \$!LOADCOLORMAP [<string>](#)
[no parameters]

Description: Load a color map file. The [<string>](#) is the name of the file to load.

Example:

```
$!LOADCOLORMAP "mycolors.map"
```

\$!LOOP...\$!ENDLOOP

Syntax: \$!LOOP [<integer>](#)
\$!ENDLOOP

Description: Process macro commands in a loop. Within the loop you may access the current loop counter using the intrinsic macro variable |Loop|. Loops may be nested up to 10 levels deep.

Example: Process macro commands 3 times over:

```
$!LOOP 3
$!ENDLOOP
```

\$!MACROFUNCTION...\$!ENDMACROFUNCTION

Syntax: \$!MACROFUNCTION
NAME = [<string>](#)
[optional parameters]
\$!ENDMACROFUNCTION

Description: Define a macro function. All commands between a \$!MACROFUNCTION and the \$!ENDMACROFUNCTION are associated with the macro function NAME. These commands are not executed when they are defined but are executed when a \$!RUNMACROFUNCTION command is processed. Parameters can be passed to a macro function. Use |n| to reference the nth parameter. (See [\\$!RUNMACROFUNCTION](#)). In the user-interface, [Ctrl]-M must be pressed, before using the

\$!NEWLAYOUT

keyboard shortcut specified by the KEYSTROKE option. For example, if the KEYSTROKE option is set to "P", the user must press [CTRL]-M-P.

Required Parameter

Parameter	Syntax	Notes
NAME	= <string>	Name of the macro function.

Optional Parameters

Parameter	Syntax	Default	Notes
KEYSTROKE	= <string>		Allows keyboard shortcuts
RETAIN	= <boolean>	NO	Set this to YES if you want Tecplot 360 to retain this macro function when the macro in which this macro function was defined terminates. If the macro function is retained then it can be called when another macro is loaded at a later time.
SHOWINMACROPANEL	= <boolean>	YES	Used only for macro functions within the tecplot.mcr file. Set this to NO if you do not want Tecplot 360 to include the macro function in Tecplot 360's Quick Macro Panel.

Example:

Define a macro function that redraws the active frame *n* times when <Ctrl>+M is hit and then the 'R' key is pressed, where *n* is passed to the macro function:

```
$!MACROFUNCTION
NAME = "ABC"
KEYSTROKE = "R"
$!LOOP |n|
$!REDRAW
$!ENDLOOP
$!ENDMACROFUNCTION
```

\$!NEWLAYOUT

Syntax: `$!NEWLAYOUT`
[no parameters]

Description: Clear the current layout and start again.

When a new layout is created, the following steps occur:

1. All pages are deleted.
2. A new page is created.
3. A new frame is added to the page.

\$!OPENLAYOUT

Syntax: `$!OPENLAYOUT <string>`
[optional parameters]

Description: Open and read in a new layout file. The [<string>](#) is the name of the file to open.

Optional Parameters

Parameter	Syntax	Default	Notes
ALTDATALOADINSTRUCTIONS	= <string>	Null	<p>Specify alternate data load instructions.</p> <p>Tecplot 360 data files: This is a list of filenames to use as replacements for data files referenced in the layout file. Use " to enclose file names that contain spaces or the + symbol. By default, separate file names listed in the ALTDATALOADINSTRUCTIONS are assigned to successive data sets that are referenced within a layout file. If you have a data set that references multiple data files, use the plus symbol, +, to group file names.</p> <p>Non-Tecplot 360 formats (including data being input via a data loader add-on): This is a list of instructions that are passed on to the loader.</p>
APPEND	= <boolean>	NO	Set to NO if you want Tecplot 360 to delete the current layout prior to reading in the new one.

Examples:

Example 1:

Open a new layout file called *abc.lay* and replace the data file referenced in the layout file with *t.plt*:

```
$!OPENLAYOUT "abc.lay"
ALTDATALOADINSTRUCTIONS = "t.plt"
```

Example 2:

Open a new layout file called *multiframe.lay* and replace the first data set with *t.plt* and the second data set with the two files, *a.plt* and *b.plt*:

```
$!OPENLAYOUT "multiframe.lay"
ALTDATALOADINSTRUCTIONS = '"t.plt" "a.plt"+"b.plt"'
```

P - Q

\$!PAGE

Syntax: \$!PAGE
[optional parameters]

Description: A SetValue command that sets the paper characteristics.

Optional Parameters

Parameter	Syntax	Default	Notes
PAPERATTRIBUTES			
{			
BACKGROUNDCOLOR	= <color>	WHITE	
ISTRANSPARENT	= <boolean>	YES	
ORIENTPORTRAIT	= <boolean>	NO	
PAPERGRIDSPACING	= <papergridspacing>	HALFINCH	Set the spacing for the tick marks on the paper.
PAPERSIZE	= <papersize>	LETTER	
REGIONINWORKAREA	<<rect>>	X1=1, Y1=0.25, X2=10, Y2=8.25	Specify rectangle that must fit within the workarea. Units are in inches (that is, in the paper coordinate system).
RULERSPACING	= <paperrulerspacing>	ONEINCH	
SHOWGRID	= <boolean>	YES	
SHOWPAPER	= <boolean>	NO	
SHOWRULER	= <boolean>	NO	
}			
USESOFWARENDERING	= <boolean>		Use the painter's algorithm (meaning, display graphics cell-by-cell from front-to-back), instead of using OpenGL.
NAME	= <string>		Pages are unnamed by default.

Example:

This example does the following:

- Turns off the paper grid.
- Makes the paper size CUSTOM1.
- Makes the dimensions for CUSTOM1 to be 4 by 5 inches.

```
$!PAGE
PAPERATTRIBUTES
{
    SHOWGRID = NO
    PAPERSIZE = CUSTOM1
    PAPERSIZEINFO
    {
        CUSTOM1
        {
            WIDTH = 4
            HEIGHT = 5
        }
    }
}
```

See also: [Section “\\$!GLOBALPAPER” on page 136](#).

\$!PAGECONTROL [Required-Control Option]

Description: The different commands in the PAGECONTROL compound function family are described separately in the following sections.

The PAGECONTROL compound functions are:

```
$ !PAGECONTROL CREATE
$ !PAGECONTROL SETCURRENTTOPNEXT
$ !PAGECONTROL SETCURRENTTOPREV
```

```
$!PAGECONTROL SETCURRENTBYNAME  
$!PAGECONTROL DELETE  
$!PAGECONTROL CLEAR
```

\$!PAGECONTROL CREATE

Syntax: \$!PAGECONTROL CREATE
[no parameters]

Description: Create a new page. The created page will include an initial frame.

\$!PAGECONTROL SETCURRENTTONEXT

Syntax: \$!PAGECONTROL SETCURRENTTONEXT
[no parameters]

Description: Set the next page to be the current page.

\$!PAGECONTROL SETCURRENTTOPREV

Syntax: \$!PAGECONTROL SETCURRENTTOPREV
[no parameters]

Description: Set the previous page to be the current page.

\$!PAGECONTROL SETCURRENTBYNAME

Syntax: \$!PAGECONTROL SETCURRENTBYNAME
NAME = <string>

Description: Set the current page to the page specified.

Example:

```
$!PAGECONTROL SETCURRENTBYNAME  
NAME = "BANANA"
```

\$!PAGECONTROL DELETE

Syntax: \$!PAGECONTROL DELETE

Description: Delete the current page. If the command is operated on the only page, then an initial page is created with an initial frame.

\$!PAGECONTROL CLEAR

Syntax: \$!PAGECONTROL CLEAR

Description: Clears all frames in the current page and creates a default initial frame.

\$!PAGEGETNAME

Syntax: \$!PAGEGETNAME |MACROVAR|

Description: Action command to get the name of the current page.

\$!PAGENAME

Syntax: \$!PAGENAME [<string>](#)
[no parameters]

Description: Set the name of the page.

\$!PAUSE

Syntax: \$!PAUSE [<string>](#)
[no parameters]

Description: Stop execution of a macro and optionally display a dialog with a message. If [<string>](#) is set to "" then no dialog is displayed and the user must click in the work area to continue.

Example: Pause and display the message This is the first example plot:

```
$!PAUSE "This is the first example plot."
```

\$!PICK [Required-Control Option]

Description: The different commands in the PICK compound function family are described separately in the following sections.

The PICK compound functions are:

```
$!PICK ADDATPOSITION  
$!PICK ADDALL  
$!PICK ADDALLINRECT  
$!PICK CLEAR  
$!PICK COPY  
$!PICK CUT  
$!PICK EDIT  
$!PICK MAGNIFY  
$!PICK PASTE  
$!PICK POP  
$!PICK PUSH  
$!PICK SETMOUSEMODE  
$!PICK SHIFT
```

\$!PICK ADDATPOSITION

Syntax: \$!PICK ADDATPOSITION

X = [<dexp>](#)
Y = [<dexp>](#)
[optional parameters]

Description: Attempt to pick an object at a specific location on the paper. Does not pop or activate frames.

Required Parameters

Parameters	Syntax	Default	Notes
X	= <dexp>		X-location (in inches) relative to the left edge of the paper.
Y	= <dexp>		Y-location (in inches) relative to the top edge of the paper.

Optional Parameters

Parameters	Syntax	Default	Notes
COLLECTINGOBJECTS	= <boolean>	NO	If NO, the list of picked objects is cleared before the attempt is made to add a new object.
COLLECTINGOBJECTS MODE	= <collectingobjects mode>		InvertingAdd: Picking an object that is not selected adds the object to the collection of selected objects. Picking an object that is selected removes the object from the collection of selected objects. Picking in a region of the work area where there is nothing to select leaves the collection of selected objects unchanged. AlwaysAdd: Picking an object that is not selected clears the collection of selected objects and adds the newly selected item to the collection of selected objects. Picking an object that is selected leaves the selected object and all other objects in the collection of selected objects unchanged. Picking in a region of the work area where there is nothing to select clears the collection of selected objects. HomogeneousAdd: Picking an object that is not selected clears the collection of selected objects and adds the newly selected item to the collection of selected objects. Picking an object that is selected leaves the selected object and all other objects of the same type in the collection of selected objects unchanged. Objects of differing types are removed from the collection of selected objects. Picking in a region of the work area where there is nothing to select clears the collection of selected objects.
CONSIDERSTYLE	= <boolean>	NO	If YES, objects that are not being drawn, or which are styled such that they are not visible, are ignored.
DIGGINGFOROBJECTS	= <boolean>	NO	If YES, attempt to pick objects below any currently picked objects at this location.
IGNOREZONEOBJECTS	= <boolean>	NO	If YES, pick operations will ignore zones and pick objects such as slices, iso-surfaces and streamtraces.

Example:

Attempt to add to the list of picked objects by picking at paper location (1.0, 7.0). Do not clear the list of picked objects before picking:

```
$!PICK ADDATPOSITION
X = 1.0
Y = 7.0
COLLECTINGOBJECTS = YES
```

\$!PICK ADDALL

Syntax: \$!PICK ADDALL
[optional parameters]

Description: Add all objects of a certain type to the list of picked objects.

Optional Parameters

Parameters	Syntax	Default	Notes
CONSIDERSTYLE	= <boolean>	NO	If YES, objects that are not being drawn, or which are styled such that they are not visible, are ignored.
SELECTTEXT	= <boolean>	NO	Select all text objects in the active frame.
SELECTGEOMS	= <boolean>	NO	Select all geometry objects in the active frame.
SELECTFRAMES	= <boolean>	NO	Select all frames.
SELECTSTREAMTRACES	= <boolean>	NO	Select all streamtrace objects in the active frame.
SELECTMAPS	= <boolean>	NO	Select all line map objects in the active frame.
SELECTZONES	= <boolean>	NO	Select all zone objects in the active frame.

Example: Add all text and geometries in the active frame to the list of picked objects:

```
$!PICK ADDALL
SELECTTEXT = YES
SELECTGEOMS = YES
```

\$!PICK ADDALLINRECT

Syntax: \$!PICK ADDALLINRECT

```
X1 = <dexp>
Y1 = <dexp>
X2 = <dexp>
Y2 = <dexp>
[optional parameters]
```

Description: Add objects defined within a specified region to the list of picked objects. The region is defined in terms of the paper coordinate system. Optional filters can be used to restrict the objects selected. The region is defined by the two corner points (X1, Y1) and (X2, Y2).

Required Parameters

Parameters	Syntax	Default	Notes
X1	= <dexp>		X-location (in inches) relative to the left edge of the paper.
Y1	= <dexp>		Y-location (in inches) relative to the top edge of the paper.
X2	= <dexp>		X-location (in inches) relative to the left edge of the paper.
Y2	= <dexp>		Y-location (in inches) relative to the top edge of the paper.

Optional Parameters

Parameters	Syntax	Default	Notes
COLORFILTER	= <color>	Not used. ^a	Only objects of this color will be selected.
CONSIDERSTYLE	= <boolean>	NO	If YES, objects that are not being drawn, or which are styled such that they are not visible, are ignored.
FONTFAMILYFILTER	= <string>	Not used. ^a	Only text objects with this font will be selected.
ISBOLD	= <boolean>	NO	Only boldface text objects will be selected.
ISITALIC	= <boolean>	NO	Only italicized text objects will be selected.
GEOMFILTER	= <geomtype>	Not used. ^a	Only geometry objects of this type will be selected.
LINEPATTERNFILTER	= <linepattern>	Not used. ^a	Only geometry objects with this line pattern will be selected.
SELECTCONTOURLABELS	= <boolean>	NO	Select all contour labels in specified region
SELECTFRAMES	= <boolean>	NO	Select all frame objects in the specified region.
SELECTGEOMS	= <boolean>	NO	Select all geometry objects in the specified region.
SELECTGRIDAREA	= <boolean>	NO	Select the grid area in specified region
SELECTMAPS	= <boolean>	NO	Select all line map objects in the specified region.
SELECT	= <boolean>	NO	Select all streamtrace objects in the specified region.
STREAMTRACES			
SELECTTEXT	= <boolean>	NO	Select all text objects in the specified region.
SELECTZONES	= <boolean>	NO	Select all zone objects in the specified region.

a. There is no default for this parameter. If this parameter is omitted then the corresponding filter is not used.

Example:

Pick all circles using a dashed line pattern within the rectangle bounded by the points (0, 0) and (3, 5):

```
$!PICK ADDALLINRECT
SELECTGEOMS = YES
LINEPATTERNFILTER= DASHED
GEOMFILTER = CIRCLE
X1      = 0
Y1      = 0
X2      = 3
Y2      = 5
```

\$!PICK CLEAR

Syntax: \$!PICK CLEAR
[no parameters]

Description: Delete all objects that are currently picked. (These objects cannot be retrieved.)

Example:

```
$!PICK CLEAR
```

\$!PICK COPY

Syntax: \$!PICK COPY
[no parameters]

Description: Copy all objects that are currently picked to the paste buffer.

Example:

```
$!PICK COPY
```

\$!PICK CUT

Syntax: \$!PICK CUT
[no parameters]

Description: Copy all objects that are currently picked to the paste buffer and then delete them.

Example:

```
$!PICK CUT
```

\$!PICK EDIT

Syntax: \$!PICK EDIT
[parameters]

Description: Perform a global edit operation on the currently picked objects. Only one edit operation is allowed per \$!PICK EDIT command. Objects are edited only if the supplied parameter is relevant. Actions taken using the **Quick Edit** dialog in Tecplot 360 generate these commands.

Parameters

Must select one from this table.

Parameters	Syntax	Default	Notes
ANGLE	= <dexp>		Angle in degrees.
ARROWHEADANGLE	= <dexp>		Angle is in degrees.
ARROWHEADATTACHMENT	= <arrowheadattachment>		
ARROWHEADSIZE	= <dexp>		Value is in Y-frame units (0-100).
ARROWHEADSTYLE	<arrowheadstyle>		
ASCIICHAR	= <string>		
BARCHARTS			Only operates on XY line mapping objects.
{			
SHOW	= <boolean>		
ISFILLED	= <boolean>		
}			
COLOR	= <color>		
CONTOUR			Only operates on 2D or 3D zone objects.
{			
SHOW	= <boolean>		
CONTOURTYPE	= <contourtype>		
}			
CURVES			Only operates on XY line mapping objects.

Parameters	Syntax	Default	Notes
{			
CURVETYPE	= <curvetype>		
}			
EDGELAYER			Only operates on 2D or 3D zone objects.
{			
SHOW	= <boolean>		
SUBBOUNDARY	= <subboundary>		
}			
ERRORBARS			Only operates on XY line mapping objects.
{			
SHOW	= <boolean>		
BARTYPE	= <errorbartype>		
}			
FILLCOLOR	= <color>		
FONTFAMILY	= <string>		
GEOMSHAPE	= <geomshape>		Applies only to scatter symbols or XY-plot symbols.
ISBOLD	= <boolean>		
ISFILLED	= <boolean>		Applies only to geometries.
ISITALIC	= <boolean>		
LINEPATTERN	= <linepattern>		
LINES			Only operates on XY line mapping objects.
{			
SHOW	= <boolean>		
}			
LINETHICKNESS	= <dexp>		Value is in Y-frame units (0-100).
MESH			Only operates on 2D or 3D zone objects.
{			
SHOW	= <boolean>		
MESHTYPE	= <meshtype>		Only operates on 2D or 3D zone objects.
}			
OBJECTALIGN	= <objectalign>		Only allowed if selected objects are all text and/or geometries.
PATTERNLENGTH	= <dexp>		Value is in Y-frame units (0-100).
SCATTER			Only operates on 2D or 3D zone objects.
{			
SHOW	= <boolean>		
FILLMODE	= <fillmode>		
}			
SHADE			Only operates on 2D or 3D zone objects.
{			
SHOW	= <boolean>		
SHADETYPE	= <shadetype>		
}			
SHOWBORDER	= <boolean>		Only operates on frame objects.
SIZE	= <dexp>		Value is in Y-frame units. This applies to things like symbols.
SYMBOLS			Only operates on line mapping objects.
{			
SHOW	= <boolean>		
ISFILLED	= <boolean>		
}			
TEXTCOLOR	= <color>		
TEXTHEIGHTBYPERCENT	= <dexp>		Value is in Y-frame units (0-100).

\$!PICK MAGNIFY

Parameters	Syntax	Default	Notes
TEXTHEIGHTBYPPOINTS	= <dexp>		Value is in points.
VECTOR			Only operates on 2D or 3D zone objects.
{			
SHOW	= <boolean>		
VECTORTYPE	= <vectortype>		
}			

Examples:

Example 1:

Set all picked objects to use the color yellow:

```
$!PICK EDIT
COLOR = YELLOW
```

Example 2:

Set all picked objects to use the dashed line pattern:

```
$!PICK EDIT
LINEPATTERN = DASHED
```

Example 3:

Set all picked objects (which are zones) to use the contour plot type of flooding:

```
$!PICK EDIT
CONTOUR {CONTOURTYPE = FLOOD}
```

\$!PICK MAGNIFY

Syntax: \$!PICK MAGNIFY
MAG = [<dexp>](#)

Description: Magnify all picked objects. The objects will also be translated proportional to the distance between their anchor position and the anchor position of the first object picked.

Example: Magnify all objects by 1.5:

```
$!PICK MAGNIFY
MAG = 1.5
```

\$!PICK PASTE

Syntax: \$!PICK PASTE
[no parameters]

Description: Paste the currently picked objects from the paste buffer to the work area.

\$!PICK POP

Syntax: \$!PICK POP
[no parameters]

Description: Change the order in which objects are drawn by popping the currently picked objects to the front. Only frames, text, geometries, and the grid area for 2D plots are allowed.

\$!PICK PUSH

Syntax: \$!PICK PUSH
[no parameters]

Description: Change the order in which objects are drawn by pushing the currently picked objects back. Only frames, text, geometries, and the grid area for 2D plots are allowed.

\$!PICK SETMOUSEMODE

Syntax: \$!PICK SETMOUSEMODE
MOUSEMODE = [<mousemode>](#)

Description: Prepare to pick objects by setting the mouse mode to SELECT, ADJUST, or ADVANCEADJUST. ADVANCEADJUST is a combination of SELECT and ADJUST that allows an object's control points to be adjusted by dragging, or the entire object to be selected by clicking away from the control points. This command also clears the list of picked objects (that is, unpicks all picked objects).

Required Parameter

Parameter	Syntax	Default	Notes
MOUSEMODE	= <mousemode>		Set to SELECT or ADJUST.

Example: Set the mouse mode so picked objects are adjusted:

```
$!PICK SETMOUSEMODE
MOUSEMODE = ADJUST
```

\$!PICK SHIFT

Syntax: \$!PICK SHIFT
X = [<dexp>](#)
Y = [<dexp>](#)
[optional parameters]

Description: Shift the currently picked objects that are allowed to shift. Picked objects such as zones or linemaps cannot be moved when using the selector mouse mode (these can however be moved when using the adjuster mouse mode).

Objects are shifted relative to their starting position. X and Y shift amounts are in paper units (inches). If snapping is in effect then it is applied after shifting in X and Y. (See the SetValue commands [\\$!GLOBALFRAME SNAPTOGRID](#) and [\\$!GLOBALFRAME SNAPTOPAPER](#).)

\$!PLOTTYPE

Required Parameters

Parameters	Syntax	Default	Notes
X	= <dexp>		Shift amount in the X-direction. Units are inches.
Y	= <dexp>		Shift amount in the Y-direction. Units are inches.

Optional Parameter

Parameters	Syntax	Default	Notes
POINTERSTYLE	= <pointerstyle>	ALLDIRECTIONS	Only frames and non-3D grid area objects can use a pointer style that is not ALLDIRECTIONS.

Example: Shift the currently picked objects 1 inch to the right and 2 inches down:

```
$!PICK SHIFT  
X = 1  
Y = 2
```

\$!PLOTTYPE

Syntax: \$!PLOTTYPE = <plottype>
[no parameters]

Description: Changes plot types between valid Tecplot 360 modes such as XYLine and Cartesian2D. Valid options shown below.

Required Parameters

Parameter	Syntax	Default	Notes
PLOTTYPE	= <plottype>	CARTESIAN3D	

Example: Change the plot style to show a polar plot:

```
$!PLOTTYPE = POLARLINE
```

\$!POLARAXIS

Syntax: \$!POLARAXIS
[optional parameters]

Description: A SetValue command that assigns attributes for axes in a polar frame.

Optional Parameters

Parameter	Syntax	Default	Notes
GRIDAREA	<<areastyle>>	See Notes	DRAWBORDER=YES, ISFILLED=NO, FILLCOLOR=WHITE, DRAWGRIDLAST=NO
PRECISEGRID	<<precisegrid>>		INCLUDE=NO, SIZE=0.0045, COLOR=BLACK
PRESERVEAXISSCALE	<boolean>	YES	
RDETAIL	<<axisdetail>>		
THETADETAIL	<<axisdetail>>		
THETAMODE	= <thetamode>	DEGREES	
THETAPERIOD	= <double>	360	
VIEWPORTPOSITION	<<rect>>	See Notes	X1=0, Y1=0, X2=100, Y2=100
VIEWPORTSTYLE	<<areastyle>>	See Notes	DRAWBORDER=NO, COLOR=BLACK, LINETHICKNESS=0.4, ISFILLED=NO, FILLCOLOR=WHITE

Example: Set the Theta range, in Radians, from Pi to -Pi.

```
$!POLARAXIS THETAMODE = RADIANS
$!POLARAXIS THETAPERIOD = 6.28318530718
$!POLARAXIS THETADETAIL{VALUEATORIGIN = 0}
$!POLARAXIS THETADETAIL{RANGEMIN = -3.14159265359}
```

\$!POLARTORECTANGULAR

Syntax: \$!POLARTORECTANGULAR [<set>](#)
[no parameters]

Description: Treat the variables currently assigned to X and Y as referring to R and q and convert them to X and Y. In 3D, X, Y and Z refer to R, q, and y. Tecplot 360 has additional capabilities for transforming coordinates, please see [\\$!TRANSFORMCOORDINATES](#).

Example: Convert zones 1, 2 and 3 from polar to rectangular:

```
$!POLARTORECTANGULAR [1-3]
```

\$!POLARVIEW

Syntax: \$!POLARVIEW
[optional parameters]

Description: Sets the viewing style for polar plots in a layout.

Required Parameters

Parameter	Syntax	Default	Notes
EXTENTS	<<rect>>	X1=-1.29771, Y1=-1.15352, X2=1.29771, Y2=1.15352	View extents of transformed X & Y in polar plots. Numbers listed are in the form of grid units.

Example: Set the view of the polar plot to view the full extents of the plot area.

```
$!POLARVIEW
EXTENTS
{
  X1=10
```

\$!POLARWATERMARK

```
Y1=10  
X2=90  
Y2=90  
}
```

\$!POLARWATERMARK

Syntax: \$!POLARWATERMARK
[Optional Parameters]

Description: Set the size and placement of watermarks for Polar plots for a specific frame.

Optional Parameters

Parameter	Syntax	Default	Notes
ANCHORALIGNMENT	= <anchoralignment>	BOTTOMRIGHT	Sets the origin location on the watermark itself. Similar to legends.
XYPOS	= <<xy>>	X = 99, Y = 1	Location of watermark origin.
WIDTH	= <double>	15	Width of the watermark in X Frame units (0-100).

\$!PRINT

Syntax: \$!PRINT
[no parameters]

Description: Print the current layout to a printer or send the print instructions to a file. Use the \$!PRINTSETUP SetValue command to configure printing.

Example:

```
$!PRINT
```

\$!PRINTSETUP

Syntax: \$!PRINTSETUP
[optional parameters]

Description: A SetValue command that sets the attributes for printing. Use \$!PRINT to do the actual printing.
See [\\$!EXPORTSETUP](#) and [\\$!EXPORT](#) if you intend to create image files destined for desktop publishing programs.

Optional Parameters

Parameter	Syntax	Default	Notes
DRIVER	= <printerdriver>		Only applies if using the Tecplot 360 printer drivers. See \$!INTERFACE USETECPLOTPRINTDRIVERS.
FORCEEXTRA3D	= <boolean>		
SORTING			
JOBCONTROL			
{			
POSTMOPUPSTR	= <string>		
LGMOPUPSTR	= <string>		
POSTSETUPSTR	= <string>		
LGSETUPSTR	= <string>		
}			
IMAGERESOLUTION	= <integer>		
NUMHARDCOPYCOPIES	<op> <integer>		Applies only when DRIVER = PS.
NUMLIGHTSOURCESHADES	= <integer>		
PALETTE	= <palette>		Must choose options valid for current DRIVER setting.
PRECISION	= <op> <integer>		Applies only if EXPORTFORMAT is PS, EPS, or RASTERMETAFILE.
PRINTFNAME	= <string>		Name of the file to write to if SENDPRINTTOFILE is YES.
PRINTRENDERTYPE	= <printrendertype>		
RGBLEGENDOUTPUTRESOLUTION	= <integer>	50	Determines the number of triangles which compose the bottom layer of the RGB Legend. This option is only available through macro language (for example, the config file)
SENDPRINTTOFILE	= <boolean>		If YES then PRINTFNAME is name of file to write to.
SPOOLER			
{			
PSMONOSPOOLCMD	= <string>		These strings contain the system command needed to send a file to the print spooler on your computer. Use the @ symbol as a place holder for where you normally insert the name of the file to be printed.
PSCOLORSPOOLCMD	= <string>		For security reasons these commands can only be used in the Tecplot 360 configuration file.
LGSPPOOLCMD	= <string>		
}			
USEISOLATIN1FONTSINPS	= <boolean>		Use extended ISO-Latin1 fonts when generating PostScript® output using Tecplot 360's internal PostScript driver.

Example:

This example does the following:

- Instruct Tecplot 360 to send print output to the print spooler.
- Sets the spooler command for monochrome PostScript to be lpr @.
- Sets the print driver to be monochrome PostScript.

```
$!PRINTSETUP
SENDPRINTTOFILE = NO
DRIVER = PS
PALETTE = MONOCHROME
SPOOLER
{
  PSMONOSPOOLCMD = "lpr @"
}
```

\$!PROMPTFORFILENAME

Syntax: \$!PROMPTFORFILENAME [<macrovar>](#)DIALOGTITLE = [<string>](#)
DEFAULTFNAME = [<string>](#)
FILEFILTER = [<string>](#)**Description:** Instruct Tecplot 360 to launch a file selection dialog. The resulting file name will be placed in [<macrovar>](#). If the user cancels out of the dialog then [<macrovar>](#) will be empty (see the example below).***Optional Parameters***

Parameter	Syntax	Default	Notes
DIALOGTITLE	= <string>	""	Include a title at the top of the dialog.
DEFAULTFNAME	= <string>	""	Make the dialog come up with a default file name.
FILEFILTER	= <string>	""	Set the filter for the file selection dialog.
FILEMUSTEXIST	= <string>	YES	

Example: Prompt the user for the name of a file to delete:

```
$!PROMPTFORFILENAME|filetodelete|
DIALOGTITLE = "Delete File"
FILEFILTER = "*.*"
$!IF "|filetodelete|" != ""
$!IF |OPSys| = 1 # Linux/Mac
    $!System "rm |filetodelete|"
$!Endif
$!IF |OPSys| = 2 # Windows
    $!System "cmd /c del |filetodelete|"
$!Endif
$!Endif
```

\$!PROMPTFORTEXTSTRING

Syntax: \$!PROMPTFORTEXTSTRING [<macrovar>](#)
INSTRUCTIONS = [<string>](#)**Description:** Instruct Tecplot 360 to launch a dialog containing a single line text field and optional instructions. The user enters text into the text field and the resulting string is assigned to [<macrovar>](#).***Optional Parameter***

Parameter	Syntax	Default	Notes
INSTRUCTIONS	= <string>	""	Include text at the top of the dialog to instruct the user regarding the value to enter. On Windows platforms, this is limited to three lines of text.

Example:

```
$!PROMPTFORTEXTSTRING |timestring|
INSTRUCTIONS = "Enter the time of the experiment"
```

\$!PROMPTFORYESNO

Syntax: \$!PROMPTFORYESNO [<macrovar>](#)
INSTRUCTIONS = [<string>](#)

Description: Instruct Tecplot 360 to launch a dialog containing two buttons, one labeled Yes and the other No.
The [<macrovar>](#) is assigned the string Yes or No depending on the selection.

Optional Parameter

Parameter	Syntax	Default	Notes
INSTRUCTIONS	= <u><string></u>	""	Include text at the top of the dialog with instructions.

Example:

```
$!PROMPTFORYESNO |goforit|
INSTRUCTIONS = "Do you want to go for it?"
$!IF "|goforit|" == "YES"
... code that goes for it....
$!ENDIF
```

\$!PROPAGATELINKING

Syntax: \$!PROPAGATELINKING
[optional parameters]

Description: Link multiple frames, either within frame or between frames.

Optional Parameters

Parameter	Syntax	Default	Notes
FRAMECOLLECTION	= [ALL, PICKED]		
LINKTYPE	= [WITHINFRAME, BETWEENFRAMES]		

Example:

```
$!PROPAGATELINKING
LINKTYPE = BETWEENFRAMES
FRAMECOLLECTION = ALL
```

\$!PUBLISH

Syntax: \$!PUBLISH [<string>](#)

Description: Create an HTML file displaying one or more images. A linked layout with packaged data may be included. You must provide the file name.

\$!QUIT

Optional Parameters

Parameter	Syntax	Default	Notes
IMAGESELECTION	= <imagestyle>	ONEPERFRAME	Choosing ONEPERFRAME will create one image per frame, selecting WORKSPACEONLY creates one image which includes all your frames.
INCLUDELAYOUTPACKAGE	= <boolean>	No	Choose YES to create a linked layout file.

Example:

```
$!PUBLISH "C:\TEC360\separate.html"
INCLUDELAYOUTPACKAGE = NO
IMAGESELECTION = ONEPERFRAME
```

\$!QUIT

Syntax:\$!QUIT

Description:Terminate the execution of the Tecplot 360 program.

Example:

```
$!QUIT
```

R

\$!RAWCOLORMAP

Syntax: \$!RAWCOLORMAP [<colormaprawdata>](#)

Description:Assign the RGB values that define the Raw user-defined color map. This does not choose the Raw user-defined color map for use in a contour group. Use \$!GLOBALCONTOUR COLORMAPNAME to set the color map used by a contour group.

Required Parameter

Parameter	Syntax	Default	Notes
<colormaprawdata>			This is a list of RGB values.

Example: Assign the Raw user-defined color map to a gray scale using 11 colors:

```
$!RAWCOLORMAP
RAWDATA
11
0      0      0
25     25     25
50     50     50
75     75     75
100    100    100
125    125    125
150    150    150
175    175    175
200    200    200
```

225	225	225
255	255	255

\$!READDATASET

Syntax: \$!READDATASET [<string>](#)
[optional parameters]

Description: The \$!READDATASET macro command has two separate uses. The parameters available for the command are dependent upon the intended use. It may either be used to load data in Tecplot 360's file format (*.plt or *.dat) or in a foreign data file format. To load data in Tecplot 360's file format, use the parameters listed in [Table 10 - 2](#). To load data in a foreign file format, use the parameters listed in [Table 10 - 1](#) along with a set of name/value pairs. The name/value pairs are specific to the data loader and described in the [User's Manual](#).

Examples:

FLUENT® Loader Example:

The following example loads one case file and one data file with the FLUENT file loader. Note that the DATASETREADER parameter is at the end of the command call.

```
$!READDATASET
  "STANDARDSYNTAX" "1.0"
  "LoadOption" "MultipleCaseAndData"
  "FILELIST_Files" "2" "triangular.cas" "triangular.dat"
  "UnsteadyOption" "ReadTimeFromDataFiles"
  "AssignStrandIDs" "Yes"
  "GridZones" "CellsAndBoundaries"
  "IncludeParticleData" "Yes"
  "AverageToNodes" "Yes"
  "AveragingMethod" "Arithmetic"
  DATASETREADER = 'Fluent Data Loader'
```

Ensight Loader Example

The following example loads one Ensight case file. Note that the DATASETREADER parameter is at the end of the command call.

```
$!READDATASET
  "STANDARDSYNTAX" "1.0"
  "FILENAME_CASEFILE" "wing.case"
  "ISkip" "1"
  "JSkip" "1"
  "KSkip" "1"
  DATASETREADER = 'EnSight Loader'
```

Table 10 - 1: Parameters for loading data in a foreign file format

Parameters	Syntax	Default	Notes
DATASETREADER	= <u><string></u>		Used to specify an alternate data reader for Tecplot 360.

Table 10 - 2: Parameters for loading data in Tecplot format

Parameters	Syntax	Default	Notes
ADDZONESTOEXISTINGSTRANDS	= <u><boolean></u>	NO	If YES, Tecplot 360 will add the zones from the appended data to any existing strands in the dataset. If NO, Tecplot 360 will append the strands from the appended data to any existing strands in the dataset.
ASSIGNSTRANDIDS	= <u><boolean></u>	NO	If YES, Tecplot 360 will assign strand ID's to zones if time is supplied for the zones but strand ID's are not. If NO, Tecplot 360 will not associate these zones with any strands.

\$!READDATASET

Table 10 - 2: Parameters for loading data in Tecplot format

Parameters	Syntax	Default	Notes
IJKSKIP { I J K }	= <integer> = <integer> = <integer>	1 1 1	Use values greater than 1 to skip data points.
COLLAPSEZONESANDVARS	= <boolean>	NO	Renumber zones and variables if zones or variables are disabled.
INCLUDECUSTOMLABELS	= <boolean>	YES	Set to YES to load in any custom labels in the data files.
INCLUDEDATA	= <boolean>	YES	Set to YES to load in any field data in the data files.
INCLUDEGEOM	= <boolean>	YES	Set to YES to load in any geometries in the data files.
INCLUDETEXT	= <boolean>	YES	Set to YES to load in any text in the data files.
INITIALPLOTFIRSTZONEONLY	= <boolean>		Allows faster performance for files with multiple zones.
INITIALPLOTTYPE	= <plottype>		
READDATAOPTION	= <readdataoption>	NEW	Set to APPEND to append the new zones to the zones in the data set that existed prior to using this command. Set to NEW to remove the data set from the active frame prior to reading in the new data set. If other frames use the same data set they will continue to use the old one. Set to REPLACE to replace the data set attached to the active frame and to all other frames that use the same data set, with the new data set.
RESETSTYLE	= <boolean>	YES	Set to NO if you want Tecplot 360 to keep the current style. This only applies if READDATAOPTION is set to REPLACE. When RESETSTYLE is set to NO, the prior style is matched to the incoming data as best as possible and in some cases some style settings may need to be turned off or reassigned. The option \$!COMPATIBILITY USENAMESFORVARIABLEASSIGNMENTS, when set to TRUE will make style settings match variable assignments based on the variable names, regardless of their position in the old and new datasets. If \$!COMPATIBILITY USENAMESFORVARIABLEASSIGNMENTS is set to FALSE then the variable offsets from the old style assignments will be used with the new data regardless of the old and new variable names.
VARLOADMODE	= <varloadmode>	BYPOSITION	Set to BYPOSITION to load variables based on their position in the file. Set to BYNAME to load variables based on their name. If set to BYNAME, then VARNAMELIST must be supplied as well except when appending.
VARNAMELIST	= <string>		Use this to list the names of the variables to load into Tecplot 360. Names separated by a ; or a + are joined together to form a set of aliases for a given variable.
VARPOSITIONLIST	= <varset>	All vars.	Use this to reduce the number of variables loaded.
ZONELIST	= <set>	All zones.	Use this to reduce the number of zones loaded.

Example 1:

Read in the data files t1.plt and t2.plt to form a single data set in Tecplot 360:

```
$!READDATASET "t1.plt t2.plt"
```

Example 2:

Read in the datafile t1.plt. Only read in zones 1 and 4. Skip over every other I-index:

```
$!READDATASET "t1.plt"
ZONELIST = [1,4]
IJKSKIP
{
  I = 2
}
```

Example 3:

Read in the data files t1.plt, t2.plt, and t3.plt. Append the new data set to the current one:

```
$!READDATASET "t1.plt t2.plt t3.plt"
READDATAOPTION = APPEND
```

Example 4:

Read in the data files t1.plt and t2.plt from directory, /users/john/testrun7/runb:

```
$!VARSET |BASEDIR| = "/users/john/testrun7/runb"
$!READDATASET "|basedir|/t1.plt |basedir|/t2.plt"
```

\$!READSTYLESHEET

Syntax: \$!READSTYLESHEET [<string>](#)
[optional parameters]

Description: Read in a stylesheet file. The [<string>](#) is the name of the file to read.

Optional Parameters

Parameters	Syntax	Default	Notes
INCLUDEAUXDATA	= <boolean>	YES	Set to YES to read auxiliary data .
INCLUDECONTOURLEVELS	= <boolean>	YES	Set to YES to read in all contour levels.
INCLUDEFRAMESIZEANDPOSITION	= <boolean>	NO	Set to YES if you want the active frame to be sized and positioned exactly like the frame used to create the stylesheet.
INCLUDEGEOM	= <boolean>	YES	Set to YES to load in any geometries in the stylesheet file.
INCLUDEPLOTSTYLE	= <boolean>	YES	Set to YES to process commands related to plot style (mesh color, vector type, and so on).
INCLUDESTREAMPOSITIONS	= <boolean>	YES	Set to YES to read in streamtrace starting positions.
INCLUDETEXT	= <boolean>	YES	Set to YES to load in any text in the stylesheet file.
MERGE	= <boolean>	NO	Set to NO to reset all frame attributes back to their factory defaults prior to reading in the stylesheet.

Example: Read the stylesheet file t.sty. Do not read in any text or geometries:

```
$!READSTYLESHEET "t.sty"
INCLUDETEXT      = NO
INCLUDEGEOM      = NO
```

\$!REDISTRIBUTE COLOR MAP CONTROL POINTS

\$!REDISTRIBUTE COLOR MAP CONTROL POINTS

Syntax: \$!REDISTRIBUTE COLOR MAP CONTROL POINTS [<string>](#)

Description: Redistributes control points for the named color map, which must exist and must be a custom color map (not a built-in color map such as "Small Rainbow").

\$!REDRAW

Syntax: \$!REDRAW
[optional parameters]

Description: Redraw the active frame.

Optional Parameter

Parameter	Syntax	Default	Notes
DOFULLDRAWING	= <boolean>	YES	Set to NO to draw only a "trace" of the data in the frame.

Example:

```
$!REDRAW
```

\$!REDRAWALL

Syntax: \$!REDRAWALL
[optional parameters]

Description: Redraw all frames.

Optional Parameter

Parameter	Syntax	Default	Notes
DOFULLDRAWING	= <boolean>	YES	Set to NO to draw only a "trace" of the data in each frame.

Example:

```
$!REDRAWALL
```

\$!REMOVEVAR

Syntax: \$!REMOVEVAR [<macrouserdefvar>](#)

Description: Remove a user-defined macro variable. This frees up space so another user-defined macro variable can be defined.

Example: Remove the macro variable |ABC|:

```
$!REMOVEVAR |ABC|
```

\$!RENAMECOLORMAP

Syntax: \$!RENAMECOLORMAP

OLDNAME = <string>
 NAME = <string>
 [no optional parameters]

Description: Renames a custom color map.**Required Parameters**

Parameter	Syntax	Default	Notes
OLDNAME	= <string>		The name of the color map to be renamed. The named color map must exist.
NAME	= <string>		The new name for the color map. May not be the same as an existing color map name (including built-in color maps).

Example: Rename My Small Rainbow to My New Small Rainbow.

```
$!RENAMECOLORMAP
OLDNAME = "My Small Rainbow"
NAME = "My New Small Rainbow"
```

\$!RENAMEDATASETVAR

Syntax: \$!RENAMEDATASETVAR

VAR = <varref>
 NAME = <string>
 [no optional parameters]

Description: Rename a data set variable in Tecplot 360.**Required Parameters**

Parameter	Syntax	Default	Notes
VAR	= <varref>		Specify the variable number.
NAME	= <string>		Specify the new variable name.

Example: Rename variable 1 to be Banana:

```
$!RENAMEDATASETVAR
VAR = 1
NAME = "Banana"
```

\$!RENAMEDATASETZONE

Syntax: \$!RENAMEDATASETZONE

ZONE = <integer>
 NAME = <string>
 [no optional parameters]

Description: Rename a data set zone in Tecplot 360.

\$!RESET3DAXES

Required Parameters

Parameter	Syntax	Default	Notes
ZONE	= <integer>		Specify the zone number.
NAME	= <string>		Specify the new zone name.

Example: Rename zone 1 to be Banana:

```
$!RENAMEDATASETZONE  
ZONE = 1  
NAME = "Banana"
```

\$!RESET3DAXES

Syntax: \$!RESET3DAXES
[no parameters]

Description: Reset the ranges on the 3D axes.

Example:

```
$!RESET3DAXES
```

\$!RESET3DORIGIN

Syntax: \$!RESET3DORIGIN
[optional parameters]

Description: Reposition the rotation origin in 3D to be at the specified location.

Optional Parameter

Parameter	Syntax	Default	Notes
ORIGINRESETLOCATION	= <originresetlocation>	DATACENTER	

Example:

```
$!RESET3DORIGIN  
ORIGINRESETLOCATION = DATACENTER
```

\$!RESET3DSCALEFACTORS

Syntax: \$!RESET3DSCALEFACTORS
[no parameters]

Description: Recalculate the scale factors for the 3D axes. Aspect ratio limits are taken into account.

Example:

```
$!RESET3DSCALEFACTORS
```

\$!RESETRAWUSERDEFINEDCOLORMAP

Syntax: `$!RESETRAWUSERDEFINEDCOLORMAP`
 `SOURCECOLORMAP = <string>`

Description: Resets the raw user-defined color map to the color map named by SOURCECOLORMAP.

Required Parameter

Parameter	Syntax	Default	Notes
<code>SOURCECOLORMAP</code>	= <code><string></code>		The color map named must exist and may be either a built-in or custom color map.

\$!RESETVECTORLENGTH

Syntax: `$!RESETVECTORLENGTH`
 [no parameters]

Description: Reset the length of the vectors. Tecplot 360 will find the vector with the largest magnitude and set the scaling factor so it will appear on the screen using the length specified by `$!FRAMESETUP VECTDEFLEN`.

Example:

```
$!RESETVECTORLENGTH
```

\$!RESETVECTORSPACING

Syntax: `$!RESETVECTORSPACING`
 [no parameters]

Description: Reset the spacing between evenly spaced vectors to an appropriate value for the current plot.

Tecplot 360 EX uses `$!FRAMESETUP VECTORDEFAULTSPACINGCOUNT` along with the current view to reset the spacing in each of the axial directions.

Example:

```
$!RESETVECTORSPACING
```

\$!ROTATE2DDATA

Syntax: `$!ROTATE2DDATA`
 `ANGLE = <dexp>`
 [optional parameters]

Description: Rotate field data in 2D about any point. See also [\\$!ROTATEDATA](#).

\$!ROTATE3DVIEW

Required Parameter

Parameter	Syntax	Default	Notes
ANGLE	= <dexp>		Specify angle of rotation in degrees.

Optional Parameters

Parameter	Syntax	Default	Notes
ZONELIST	= <set>	All zones.	Zones to rotate.
X	= <dexp>	0	X-origin to rotate about.
Y	= <dexp>	0	Y-origin to rotate about.

Example: Rotate zone 3 30 degrees about the point (7, 2):

```
$!ROTATE2DDATA
ANGLE = 30
ZONELIST = [3]
X = 7
Y = 2
```

\$!ROTATE3DVIEW

Syntax: \$!ROTATE3DVIEW [<rotateaxis>](#)
ANGLE = [<dexp>](#)
[optional parameters]

Description: Do a 3D rotation about a given axis. The [<rotateaxis>](#) must be supplied.

Required Parameter

Parameter	Syntax	Default	Notes
ANGLE	= <dexp>		Angle to rotate (in degrees).

Optional Parameters

Parameter	Syntax	Default	Notes
ROTATEORIGIN	= <rotateoriginlocation>		
LOCATION			
VECTORX	= <dexp>		Required when rotate axis is ABOUTVECTOR.
VECTORY	= <dexp>		Required when rotate axis is ABOUTVECTOR.
VECTORZ	= <dexp>		Required when rotate axis is ABOUTVECTOR.

Example:

```
$!ROTATE3DVIEW PSI
ANGLE = 10
```

\$!ROTATEDATA

Syntax: \$!ROTATEDATA
ANGLE = [<dexp>](#)
XVAR = [<varref>](#)
YVAR = [<varref>](#)

UVARLIST = = <varset>
 VVARLIST = = <varset>
 [optional parameters]

Description: Using the right-hand rule, rotate the axis variables and/or vector variables in the specified set of zones. You may optionally specify the origin and axis of rotation. See also [\\$!ROTATE2DDATA](#) and [\\$!AXIALDUPLICATE](#).

Required Parameters

Parameter	Syntax	Notes
ANGLE	= <dexp>	Angle to rotate (in degrees).

Optional Parameters

Parameter	Syntax	Default	Notes
NORMALX	= <dexp>	0.0	For 3D rotation, the X component of the axis of rotation. If NORMALs are not specified, the rotation will occur around the Z axis.
NORMALY	= <dexp>	0.0	For 3D rotation, the Y component of the axis of rotation. If NORMALs are not specified, the rotation will occur around the Z axis.
NORMALZ	= <dexp>	1.0	For 3D rotation, the Z component of the axis of rotation. If NORMALs are not specified, the rotation will occur around the Z axis.
ORIGINX	= <dexp>	0.0	X coordinate of the center of rotation.
ORIGINY	= <dexp>	0.0	Y coordinate of the center of rotation.
ORIGINZ	= <dexp>	0.0	Z coordinate of the center of rotation (for 3D rotation only).
UVARLIST	= <varset>		Set containing vector variable U components to rotate. If omitted, XVAR, YVAR, and if performing 3D rotation ZVAR must be supplied.
VVARLIST	= <varset>		Set containing vector variable V components to rotate. If omitted, XVAR, YVAR, and if performing 3D rotation ZVAR must be supplied.
WVARLIST	= <varset>		Set containing vector variable W components to rotate if performing 3D rotation, otherwise it must be omitted. If performing 3D rotation and omitted, XVAR, YVAR, and if performing 3D rotation ZVAR must be supplied.
XVAR	= <varref>		X variable to rotate. XVAR may be omitted if only rotating vectory variables in which case YVAR and ZVAR must be omitted. If the spatial variables are omitted then UVARLIST, VVARLIST, and if performing 3D rotation, WVARLIST sets must be supplied.
YVAR	= <varref>		Y variable to rotate. YVAR may be omitted if only rotating vectory variables in which case XVAR and ZVAR must be omitted. If the spatial variables are omitted then UVARLIST, VVARLIST, and if performing 3D rotation, WVARLIST sets must be supplied.
ZVAR	= <varref>		Z variable to rotate if performing 3D rotation otherwise it must be omitted. ZVAR may be omitted if only rotating vectory variables in which case XVAR and YVAR must be omitted. If the spatial variables are omitted then UVARLIST, VVARLIST, and if performing 3D rotation, WVARLIST sets must be supplied.
ZONELIST	= <set>	All zones	Set specifying the zones to be rotated. If omitted, rotate all zones.

\$!RUNMACROFUNCTION

Syntax: \$!RUNMACROFUNCTION [`<string>`](#) [[`<macroparameterlist>`](#)]

Description: Execute commands defined in a macro function. The [`<string>`](#) references the name of the macro function to run. If the macro command requires parameters, then include them (within parentheses) after the macro command name.

Example:

Run macro function XYZ and pass the value 7 as the first parameter and the value 3.5 as the second parameter:

```
$!RUNMACROFUNCTION "XYZ" (7,3.5)
```

\$!SAVELAYOUT

S

\$!SAVELAYOUT

Syntax: \$!SAVELAYOUT <string>
[optional parameters]

Description: Save the current layout to a file. You must supply the file name. Note that variable assignments will use either integers or variable names depending on the current value of [\\$!COMPATIBILITY](#) UseNamesForVariableAssignments (if set to TRUE then variable names will be used otherwise integers).

Optional Parameters

Parameters	Syntax	Default	Notes
INCLUDEDATA	= <boolean>	NO	If YES, a layout package file will be created. The extension .lpk is recommended.
INCLUDEPREVIEW	= <boolean>	YES	Applies only if INCLUDEDATA is YES.
USERELATIVEPATHS	= <boolean>	NO	If YES, all files referenced in the layout file will use relative paths.

Example: Save the current layout to a file called ex1.lay:

```
$!SAVELAYOUT "ex1.lay"
```

\$!SET3DEYEDISTANCE

Syntax: \$!SET3DEYEDISTANCE
EYEDISTANCE = <dexp>

Description: Sets the distance from the viewer to the plane of the current center of rotation.

Example:

```
$!SET3DEYEDISTANCE  
EYEDISTANCE = 13.5
```

\$!SETARBITRARYSLICEUSINGTHREEPOINTS

Syntax: \$!SETARBITRARYSLICEUSINGTHREEPOINTS
GROUP = <integer>
X1 = <dexp>
Y1 = <dexp>
Z1 = <dexp>
X2 = <dexp>
Y2 = <dexp>
Z2 = <dexp>
X3 = <dexp>
Y3 = <dexp>
Z3 = <dexp>

Description: Set the orientation of an arbitrarily-oriented slice by specifying the X, Y, and Z coordinates of three points on a plane. The three points must not be coincident or collinear. The slice's origin is set to the third point and its normal is recalculated such that the cutting plane passes through all three points.

Required Parameters

Parameter	Syntax	Default	Notes
GROUP	= <integer>		The slice group.
X1	= <dexp>		
Y1	= <dexp>		
Z1	= <dexp>		
X2	= <dexp>		
Y2	= <dexp>		
Z2	= <dexp>		
X3	= <dexp>		
Y3	= <dexp>		
Z3	= <dexp>		Coordinates of the third point on the cutting plane. This point is used as the origin of the slice.

\$!SETAUXDATA

Syntax: \$!SETAUXDATA

AUXDATALOCATION = [layout/zone/var/dataset/frame/linemap]
NAME = <string>
VALUESTRING = <string>
[optional parameters]

Description: Add Auxiliary Data in the form of name/value pairs to layouts, zones, frames or datasets. The name must begin with an underscore or letter, and may be followed by one or more underscore, period, letter, or digit characters.

Required Parameters

Parameter	Syntax	Default	Notes
AUXDATALOCATION	= [layout/zone/ var/dataset/frame/ linemap page]		
NAME	= <string>		
RETAIN	= <boolean>	NO	Set this to YES to have this auxiliary data item saved when exporting a data file or layout.
VALUESTRING	= <string>		

Optional Parameters

Parameter	Syntax	Default	Notes
MAP	= <integer>		Only required if AUXDATALOCATION = linemap
VAR	= <varref>		Only required if AUXDATALOCATION = var
ZONE	= <integer>		Only required if AUXDATALOCATION = zone

Example: Set the selected Auxiliary Data to Zone 2:

```
$!SETAUXDATA
AUXDATALOCATION = zone
ZONE = 2
NAME = "VARIABLE.DATA"
VALUESTRING = "WEST SECTOR"
```

\$!SETDATASETTITLE

\$!SETDATASETTITLE

Syntax: \$!SETDATASETTITLE [<string>](#)
[no optional parameters]

Description: Set the title for the current data set.

Example:

```
$!SETDATASETTITLE "My data set"
```

\$!SETFIELDVALUE

Syntax: \$!SETFIELDVALUE
ZONE = [<integer>](#)
VAR = [<varref>](#)
INDEX = [<integer>](#)
FIELDVALUE = [<dexp>](#)
AUTOBRANCH = [<boolean>](#)
[no optional parameters]

Description: Specify a field value (data set value) at a specified point index. If the zone referenced is IJ- or IJK- ordered then the point index is calculated by treating the 2- or 3D array as a 1-D array.

Required Parameters

Parameters	Syntax	Default	Notes
AUTOBRANCH	= <boolean>		Affects shared variables only. If YES, the specified zone will no longer share that variable with the other zones. If NO, the variable will still be shared, and the change to the variable will be shown for all zones where it is shared.
FIELDVALUE	= <dexp>		
INDEX	= <integer>		
VAR	= <varref>		
ZONE	= <integer>		

Example:

A data set contains 2 zones and 3 variables. Zone 2 is dimensioned 5 by 3. Set the value for variable 3 at IJ-location (2, 2) to be 37.5:

```
$!SETFIELDVALUE  
ZONE = 2  
VAR = 3  
INDEX = 7  
FIELDVALUE = 37.5  
AUTOBRANCH = YES
```

Note that the INDEX value was calculated using:

$$\begin{aligned} \text{INDEX} &= I + (J-1)*|\text{MAXI}| + (K-1) * |\text{MAXI}| * |\text{MAXJ}| \\ &= 5*(2-1)+2 \\ &= 7 \end{aligned}$$

\$!SETFRAMEBACKGROUNDCOLOR

Syntax: \$!SETFRAMEBACKGROUNDCOLOR [<color>](#)

Description: Sets the frame background to the specified color and surveys all basic color assignments in Tecplot 360, converting the all basic colors using the following rules to achieve the best contrast:

1. For all line type basic colors that match the new basic frame color, set the basic line color to the best show color of the basic frame color.
2. For all fill type basic colors that match the best show color of the new basic frame color, set the fill color to the new frame color.

Exceptions:

1. For geometries and text boxes if the line and fill colors are the same and filling is active then both lines and fill follow the fill rules above.
2. For zone, slice, iso-surface, and streamtrace object types the basic color shading (i.e. fill) only follows the fill rules above if lighting effects are not being used.

\$!SETSOLUTIONTIMECLUSTERING

Syntax: **\$!SETSOLUTIONTIMECLUSTERING**
[one or more optional parameters]

Description: Sets the solution time clustering options for the dataset that specify how Tecplot gathers together solution times when forming time steps from the dataset's zones.

Optional Parameters

Parameters	Syntax	Default	Notes
TIMESCALING	= <timescaling>	LINEAR	Identifies if the dataset's zone solution times are distributed linearly or logarithmically. Linear: Used to cluster transient zones by solution time that is varying linearly. Logarithmic: Used to cluster transient zones by solution time that is varying logarithmically.
ABSOLUTETOLERANCE	= <double>	0.0	Absolute tolerance applied to each solution time when clustering with nearby times. It must be greater than or equal to zero.
TOLERANCEFACTOR	= <double>	1e-6	Tolerance factor, which is multiplied by the overall solution time delta and applied to each solution time when clustering nearby times. It must be a value between zero and one, inclusive.

\$!SETSTYLEBASE

Syntax: **\$!SETSTYLEBASE** [<stylebase>](#)
[no parameters]

Description: Instruct Tecplot 360 on how to initialize frame style values when a new frame is created. During normal operation, Tecplot 360 bases the style of a new frame on the factory defaults plus any changes assigned in the Tecplot 360 configuration file. Layout files and stylesheet files, however, rely on Tecplot 360 basing new frames only on the factory defaults. This command is typically not used by the casual user.

Example: Set the style base for frames to use the factory defaults:

```
$!SETSTYLEBASE FACTORY
```

\$!SHARECONNECTIVITY

Syntax: \$!SHARECONNECTIVITY
 SOURCEZONE = [<integer>](#)
 DESTINATIONZONE = [<integer>](#)
 [no optional parameters]

Description: Share the nodemap between the source and destination zones, presuming that the zones are FE and have the same element type and number of nodes.

Required Parameters

Parameter	Syntax	Default	Notes
DESTINATIONZONE	= <integer>		
SOURCEZONE	= <integer>		

Example: Shares the connectivity of the second zone with the sixth zone:

```
$!SHARECONNECTIVITY
SOURCEZONE = 2
DESTINATIONZONE = 6
```

\$!SHAREFIELDATAVAR

Syntax: \$!SHAREFIELDATAVAR
 SOURCEZONE = [<integer>](#)
 VAR = [<varref>](#)
 DESTINATIONZONE = [<integer>](#)
 [no optional parameters]

Description: Allows sharing of the specified variable from the source zone to the destination zone. Zone must be of the same type (ordered or FE) and dimensions. Cell centered variables in FE must have the same number of cells. Sharing is not allowed if either zone has global face neighbors.

Required Parameters

Parameter	Syntax	Default	Notes
DESTINATIONZONE	= <integer>		
SOURCEZONE	= <integer>		
VAR	= <varref>		

Example: Shares the third variable from the second zone, with the fifth zone:

```
$!SHAREFIELDATAVAR
SOURCEZONE = 2
VAR = 3
DESTINATIONZONE = 5
```

\$!SHIFTLINEMAPSTOBOTTOM

Syntax: \$!SHIFTLINEMAPSTOBOTTOM [<set>](#)
 [no parameters]

Description: Shift a list of Line-mappings to the bottom of the Line-mapping list. This in effect causes the selected Line-mappings to be drawn last.

Example: Shift Line-mappings 2 and 4 to the bottom:

```
$!SHIFTLINEMAPSTOBOTTOM [2,4]
```

\$!SHIFTLINEMAPSTOBOTTOM

Syntax: \$!SHIFTLINEMAPSTOBOTTOM [<set>](#)
[no parameters]

Description: Shift a list of Line-maps to the top of the Line-map list. This in effect causes the selected Line-maps to be drawn first.

Example: Shift Line-maps 2 and 4 to the top:

```
$!SHIFTLINEMAPSTOBOTTOM [2,4]
```

\$!SHOWMOUSEPOINTER

Syntax: \$!SHOWMOUSEPOINTER [<boolean>](#)
[optional parameters]

Description: The mouse icon may be deactivated within a macro to enhance the on-screen animation. It must be reactivated before exiting the macro.

Example:

```
$!SHOWMOUSEPOINTER NO  
$!LOOP 36  
  $!ROTATE3DVIEW X  
    ANGLE = 5  
  $!REDRAW  
$!ENDLOOP  
$!SHOWMOUSEPOINTER YES
```

\$!SKETCHAXIS

Syntax: \$!SKETCHAXIS
[optional parameters]

Description: A SetValue command that assigns attributes for axes in a sketch mode frame. Axes are rarely used in sketch frames.

Optional Parameters

Parameter	Syntax	Default	Notes
AUTOADJUSTRANGESTONICEVALEUS	= <boolean>	NO	
AXISMODE	= <axismode>	XYDEPENDENT	Set to INDEPENDENT or XYDEPENDENT.
DEPXTOYRATIO	<op> <dexp>	= 1	AXISMODE must be XYDEPENDENT to use this.
GRIDAREA	<>gridarea>>	DRAWBORDER=NO, COLOR=BLACK, LINETHICKNESS=0.4	
PRECISEGRID	<>precisegrid>>	INCLUDE=NO, SIZE=0.0045, COLOR=BLACK, ISFILLED=NO, FILLCOLOR=WHITE, DRAWGRIDLAST=NO	
PRESERVEAXISSCALE	= <boolean>	NO	
VIEWPORTNICEFIT	= <double>		
BUFFER			
VIEWPORTPOSITION	<>rect>>	X1=0, Y1=0, X2=100, Y2=100	
VIEWPORTTOPSNAPTARGET	= <double>	100	
VIEWPORTTOPSNAPTOLERANCE	= <double>	10	
XDETAIL	<>axisdetail>>		
YDETAIL	<>axisdetail>>		

Example: Change the axis mode to be INDEPENDENT for sketch mode in the active frame:

```
$!SKETCHAXIS
AXISMODE = INDEPENDENT
```

\$!SKETCHWATERMARK

Syntax: \$!SKETCHWATERMARK
[Optional Parameters]

Description: Set the size and placement of watermarks for Sketch plots for a specific frame.

Optional Parameters

Parameter	Syntax	Default	Notes
ANCHORALIGNMENT	= <anchoralignment>	BOTTOMRIGHT	Sets the origin location on the watermark itself. Similar to legends.
XYPOS	= <>xy>>	X = 99, Y = 1	Location of watermark origin.
WIDTH	= <double>	15	Width of the watermark in X Frame units (0-100).

\$!SLICEATTRIBUTES

Syntax: \$!SLICEATTRIBUTES [<sliceigroup>]
[optional parameters]

Description: A SetValue command that changes global attributes associated with slices.

Optional Parameters

Parameter	Syntax	Default	Notes
CONTOUR { SHOW CONTOURTYPE COLOR LINETHICKNESS USELIGHTINGEFFECT FLOODCOLORING LINECONTOURGROUP }	= <boolean> = <contourtype> = <color> = <double> = <boolean> = <contourcoloring> = <integer>	YES FLOOD BLACK 0.1 NO GROUP1 1	CORNERCELL and AVERAGECELL options not allowed for CONTOURTYPE.
EDGELAYER { EDGETYPE SHOW COLOR LINETHICKNESS }		BORDERS NO BLACK = 0.4	
EFFECTS { LIGHTINGEFFECT SURFACETRANSLUCENCY USETRANSLUCENCY USEVALUEBLANKING USECLIPPLANES }		GOURAUD 10 YES YES [1-6]	
ENDPOSITION { X Y Z I J K }	= <double> = <double> = <double> = <integer> = <integer> = <integer>	0.95 0.95 0.95 10 10 10	
MESH { SHOW COLOR LINETHICKNESS }		NO 0.1	
NUMINTERMEDIATE SLICES	= <integer>	1	
NORMAL { X Y Z }			Used for defining arbitrary slice orientation. These settings are only used if the SliceSurface is set to ARBITRARY
OBEYSOURCEZONEBLANKING	= <boolean>	NO	

\$!SLICEATTRIBUTES

Parameter	Syntax	Default	Notes
CLIPPLANE	= <clipplane>	NONE	Use slice as a clipping plane with one of the clip plane types.
OBEYCLIPPLANES	= <boolean>	YES	Clip slice by any clipping planes that intersect it.
PRIMARYPOSITION { X Y Z I J K }	= <double> = <double> = <double> = <integer> = <integer> = <integer>	0.5 0.5 0.5 5 5 5	XYZ are used as the origin when SLICESURFACE = ARBITRARY
SHADE { SHOW COLOR USELIGHTINGEFFECT }	= <boolean> = <color> = <boolean>	NO BLACK YES	
SHOWGROUP	= <boolean>	YES	
SHOWINTERMEDIATE	= <boolean>	NO	
SLICES			
SHOWPRIMARYSLICE	= <boolean>	YES	
SHOWSTARTENDSLICE	= <boolean>	NO	
SLICECONSTRAINT			
{ INCLUDE BOXDIMENSION ORIGIN }	= <boolean> <xyz> <xyz>		
SLICESOURCE	= <slicesource>	VOLUMEZONES	
SLICESURFACE	= <slicesurface>	XPLANES	
STARTPOSITION { X Y Z I J K }	= <double> = <double> = <double> = <integer> = <integer> = <integer>	0.05 0.05 0.05 0 0 0	
VECTOR { SHOW COLOR ISTANGENT LINETHICKNESS VECTORTYPE ARROWHEADSTYLE	= <boolean> = <color> = <boolean> = <double> = <vectortype> = <arrowheadstyle>	NO BLACK NO 0.1 TAILATPOINT PLAIN	

Parameter	Syntax	Default	Notes
{ SURFACEGENERATIONMETHOD	= <surfacegenerationmethod>	AUTO	<p>Auto: Selects one of the surface generation algorithms best suited for the zones participating in the slice generation. "All Polygons" is used if one or more of the participating zones is polytope, otherwise slices use "Allow Quads".</p> <p>AllowQuads: Produces quads or triangles, and the resulting surface more closely resembles the shape of the volume cells from the source zone.</p> <p>AllTriangles: An advanced algorithm that can handle complex saddle issues and guarantees that there will be no holes in the final surface. As the surface is composed entirely of triangles, it can be delivered more efficiently to the graphics hardware.</p> <p>AllPolygons: Similar to the "All triangles" method except that all interior faces generated as a result of triangulation that are not part of the original mesh are eliminated. This preserves the original mesh of the source zones on the resulting slice.</p>

Example:

```
$!GLOBALCONTOUR VAR = 4
$!SLICEATTRIBUTES ENDPOSITION {X = 1}
$!SLICEATTRIBUTES STARTPOSITION {X = 6}
$!SLICEATTRIBUTES NUMINTERMEDIATESLICES = 6
$!SLICEATTRIBUTES SHOWSTARTENDSLICE = YES
$!SLICEATTRIBUTES SHOWINTERMEDIATESLICES = YES
$!REDRAW
$!EXTRACTSLICES
```

\$!SLICELAYERS

Syntax: \$!SLICELAYERS SHOW = [<boolean>](#)**Description:** Turn slicing on or off.**Required Parameters**

Parameter	Syntax	Default	Notes
SHOW	= <boolean>	NO	

\$!SMOOTH

Syntax: \$!SMOOTHZONE = [<integer>](#)
VAR = [<varref>](#)
[optional parameters]**Description:** Smooth data (reduce the spikes) for selected variables in selected zones.

\$!STREAMATTRIBUTES

Required Parameters

Parameter	Syntax	Default	Notes
ZONE	= <integer>		Zone to smooth.
VAR	= <varref>		Variable to smooth. This cannot be X or Y if in 2D or Z if in 3D and they must be a dependent variable in XY-plots.

Optional Parameters

Parameter	Syntax	Default	Notes
NUMSMOOTHPASSES	= <integer>	1	
SMOOTHWEIGHT	= <dexp>	0.8	
SMOOTHBNDRYCOND	= <boundarycondition>	FIXED	

Example: Smooth variable 3 in zone 2:

```
$!SMOOTH
ZONE = 2
VAR = 3
NUMSMOOTHPASSES = 5
SMOOTHBNDRYCOND = ZERO2ND
```

\$!STREAMATTRIBUTES

Syntax: \$!STREAMATTRIBUTES
[optional parameters]

Description: A SetValue command that changes global attributes associated with streamtraces.

Optional Parameters

Parameter	Syntax	Default	Notes
ADDARROWS	= <boolean>	YES	
ARROWHEADSIZE	<op> <dexp>	= 1.2	
ARROWHEADSPACING	<op> <double>	= 10	Distance between arrowheads in frame units.
CELLFRACTION	<op> <dexp>	= 0.25	Maximum fraction of the distance across a cell a streamtrace moves in one step. A streamtrace adjusts its step-size between CELLFRACTION and MINCELLFRACTION depending on local curvature of the streamtrace.
COLOR	= <color>	BLACK	
LINETHICKNESS	<op> <dexp>	= 0.1	
MAXSTEPS	<op> <integer>	= 10,000	
MINCELLFRACTION	<op> <dexp>	= 1×10^{-5}	Minimum fraction of the distance across a cell a streamtrace moves in one step.
OBEYSOURCEZONEBLANKING	= <boolean>	NO	
OBEYCLIPPLANES	= <boolean>	NO	Clip streamtraces by any clipping planes that intersect the streamtraces.
RODRIBBON { WIDTH NUMRODPOINTS MESH { SHOW } CONTOUR { SHOW USELIGHTINGEFFECT FLOODCOLORING } SHADE { SHOW COLOR USELIGHTINGEFFECT } EFFECTS { LIGHTINGEFFECT SURFACETRANSLUCENCY USETRANSLUCENCY } }	<op><dexp> <op><integer> = <boolean> = <boolean> = <boolean> = <contourcoloring> = <boolean> = <color> = <boolean> = <lightingeffect> = <translucency> = <boolean>	= 0.01 = 3 NO NO YES GROUP1 YES YES	Value is grid units. Number of points defining the streamrod cross-section
SHOWPATHS	= <boolean>	YES	
STREAMTIMING { SHOWDASHES SHOWMARKERS MARKCOLOR MARKSIZE DASHSKIP			
	= <boolean> = <boolean> = <color> = <op> <dexp> = <op> <integer>	NO NO BLACK = 1 = 1	

\$!STREAMTRACE [Required-Control Option]

Parameter	Syntax	Default	Notes
MARKSYMBOL	= <<symbolshape>>	ISASCII=NO, GEOMSHAPE=SQUARE	
TIMESTART	= <double>	-1 x 10 ¹⁵⁰	
TIMEEND	= <double>	1 x 10 ¹⁵⁰	
TIMEANCHOR	= <double>	0	
TIMEDELTA	= <double>	1 x 10 ¹⁵⁰	
}			
TERMLINE			
{			
ISACTIVE	= <boolean>	NO	
SHOW	= <boolean>	YES	
COLOR	= <color>	BLACK	
LINEPATTERN	= <linepattern>	SOLID	
PATTERNLENGTH	= <op> <dexp>	= 2	
LINETHICKNESS	= <op> <dexp>	= 0.1	
}			

\$!STREAMTRACE [Required-Control Option]

Description: The different commands in the STREAMTRACE compound function family are described separately in the following sections.

The STREAMTRACE compound function family is:

```
$!STREAMTRACE ADD
$!STREAMTRACE DELETALL
$!STREAMTRACE DELETERANGE
$!STREAMTRACE RESETDELTATIME
$!STREAMTRACE SETTERMINATIONLINE
```

\$!STREAMTRACE ADD

Syntax: \$!STREAMTRACE ADD
[optional parameters]

Description: Add a single streamtrace or a rake of streamtraces to the active frame. The frame must be a 2D or 3D field plot.

Optional Parameters

Parameters	Syntax	Default	Notes
ALTSTARTPOS			This is required if NUMPTS is greater than 1 or if the streamtype is a volume rod or volume ribbon.
{			
X	= <dexp>	0.0	
Y	= <dexp>	0.0	
Z	= <dexp>	0.0	
}			
DIRECTION	= <streamdirection>	FORWARD	
DISTRIBUTIONREGION	= <streamdistributionregion>		If not present, use NUMPTS to decide whether to add a single streamtrace or a rake of streamtraces.
NUMPTS	= <integer>	1	Use 1 to add a single streamtrace. Use n, n>1 for a rake of streamtraces.
STARTPOS			Z is necessary only if dealing with a 3D streamtrace.
{			
X	= <dexp>	0.0	
Y	= <dexp>	0.0	
Z	= <dexp>	0.0	
}			
STREAMTYPE	= <streamtype>		Tecplot 360 determines the default STREAMTYPE based on a number of factors. It is best to always specify this parameter explicitly.

Example 1:

Add a rake of 5 streamtraces in a 2D field plot:

```
$!STREAMTRACE ADD
NUMPTS      = 5
STREAMTYPE  = TWODLINE
STARTPOS
{
  X = 0.5
  Y = 0.5
}
ALTSTARTPOS
{
  X = 0.5
  Y = 1.5
}
```

Example 2:

Add a single volume ribbon. Start the ribbon oriented parallel to the Z-axis:

```
$!STREAMTRACE ADD
STREAMTYPE = VOLUMERIBBON
STARTPOS
{
  X = 3.0
  Y = 4.0
  Z = 1.0
}
ALTSTARTPOS
{
  X = 3.0
  Y = 4.0
}
```

\$!STREAMTRACE DELETEALL

```
Z = 8.0
}
```

\$!STREAMTRACE DELETEALL

Syntax: \$!STREAMTRACE DELETEALL
[no parameters]

Description: Deletes all streamtraces in the active frame. If the frame mode is 2D, all 2D streamtraces are deleted. If the frame mode is 3D, all 3D streamtraces are deleted.

Example:

```
$!STREAMTRACE DELETEALL
```

\$!STREAMTRACE DELETERANGE

Syntax: \$!STREAMTRACE DELETERANGE
[optional parameters]

Description: Delete a range of streamtraces. Streamtraces are numbered sequentially in the order they were created.

Optional Parameters

Parameters	Syntax	Default	Notes
RANGESTART	= <integer>	1	
RANGEEND	= <integer>	1	

Example: Delete streamtraces 3-5:

```
$!STREAMTRACE DELETERANGE
RANGESTART = 3
RANGEEND   = 5
```

\$!STREAMTRACE RESETDELTATIME

Syntax: \$!STREAMTRACE RESETDELTATIME
[no parameters]

Description: Reset the time delta for dashed streamtraces. The delta time is reset such that a stream dash in the vicinity of the maximum vector magnitude will have a length approximately equal to 10 percent of the frame width.

Example:

```
$!STREAMTRACE RESETDELTATIME
```

\$!STREAMTRACE SETTERMINATIONLINE

Syntax: \$!STREAMTRACE SETTERMINATIONLINE
 <xyrawdata>

Description: Set the position of the termination line for streamtraces.

Required Parameter

Parameters	Syntax	Default	Notes
<xyrawdata>			In 3D, the termination line is defined in the eye coordinate system.

Example: Set the termination line using 3 points:

```
$!STREAMTRACE SETTERMINATIONLINE
RAWDATA
3
4 0 7 0
5 0 9 0
5 0 3 0
```

\$!STREAMTRACELAYERS

Syntax: \$!STREAMTRACELAYERS SHOW = [<boolean>](#)

Description: Turn streamtraces on or off.

Required Parameters

Parameter	Syntax	Default	Notes
SHOW	= <boolean>	NO	

\$!SYSTEM

Syntax: \$!SYSTEM [<string>](#)

[optional parameters]

Description: Instruct Tecplot 360 to submit a command to the operating system. For security reasons, execution of the \$!SYSTEM command can be disabled to prevent unauthorized execution of system commands via macros. Use the OKTOEXECUTESYSTEMCOMMAND option to the \$!INTERFACE macro command.

Example: Submit the system command to copy the file t7.plt to xxx.plt (Linux/Mac):

```
$!SYSTEM "cp t7.plt xxx.plt"
```

Example: Submit the system command to copy the file t7.plt to xxx.plt (Windows):

```
$!SYSTEM "cmd /c copy t7.plt xxx.plt"
```

Optional Parameters

Parameter	Syntax	Default	Notes
WAIT	= <boolean>	YES	If YES, Tecplot 360 will wait until the execution of the system command has completed before continuing.

T**\$!THREEDAXIS**

Syntax: \$!THREEDAXIS
[optional parameters]

Description: A SetValue command that assigns attributes for axes in a 3D frame.

Optional Parameters

Parameter	Syntax	Default	Notes
ASPECTRATIOLIMIT	<op> <dexp>	= 25	Restrict the aspect ratio of the data.
ASPECTRATIORESET	<op> <dexp>	= 2	Set aspect ratio for the data to this value when ASPECTRATIOLIMIT is exceeded.
AXISMODE	= <axismode>		Set to INDEPENDENT, XYDEPENDENT, or XYZDEPENDENT.
BOXASPECTRATIOLIMIT	<op> <dexp>	= 25	Restrict the aspect ratio of the axis box.
BOXASPECTRATIORESET	<op> <dexp>	= 2	Set aspect ratio for the axis box to this value when ASPECTRATIOLIMIT is exceeded.
DEPXTOYRATIO	<op> <dexp>		AXISMODE must be DEPENDENT to use this.
DEPXTORZTIO	<op> <dexp>		AXISMODE must be DEPENDENT to use this.
EDGEAUTORESET	= <boolean>		Make Tecplot 360 automatically choose edges to label.
FRAMEAXIS			
{			
SHOW	= <boolean>		
SHOWVARIABLENAME	= <boolean>		Shows variable name instead of axis name on the orientation axis
SIZE	<op> <dexp>		
LINETHICKNESS	<op> <dexp>		
COLOR	= <color>		
XYPOS	<>xy>>		
}			
PRESERVEAXISSCALE	= <boolean>		
XDETAIL	<>axisdetail>>		
XYDEPXTORZTIO	<op> <dexp>		AXISMODE must be XYDEPENDENT to use this.
YDETAIL	<>axisdetail>>		
ZDETAIL	<>axisdetail>>		

Example:

This example does the following:

- Changes the variable assigned to the Z-axis to be variable number 2.
- Turns off auto edge assignment and make axis labeling for the Y-axis occur on edge 2.

```
$!THREEDAXIS
ZDetail {Var = 2}
```

```
EDGEAUTORESET = NO
YEDGE = 2
```

\$!THREEDVIEW

Syntax: \$!THREEDVIEW
[optional parameters]

Description: A SetValue command that changes global attributes associated with the 3D view.

Optional Parameters

Parameter	Syntax	Default	Notes
ALPHAANGLE	<op> <dexp>	= 0	Angle is in degrees.
DRAWINPERSPECTIVE	= <boolean>	NO	
FIELDOFVIEW	<op> <dexp>		
PSIANGLE	<op> <dexp>	= 60	Angle is in degrees.
THETAANGLE	<op> <dexp>	= 240	Angle is in degrees.
VIEWERPOSITION	<<xyz>>	See Notes	X = 8.073, Y = 4.873, Z = 5.549
VIEWWIDTH	<op> <dexp>	= 1.74267	

Example:

This example does the following:

- Switches to perspective.
- Changes the field of view.
- Rotates around psi by 20 degrees.
- Changes the viewer position.

```
$!THREEDVIEW
DRAWINPERSPECTIVE = YES
FIELDOFVIEW = 100
PSIANGLE += 20
VIEWERPOSITION
{
    X = 1.26
    Y = 1.25
    Z = 0.74
}
```

\$!THREEDWATERMARK

Syntax: \$!THREEDWATERMARK
[Optional Parameters]

Description: Set the size and placement of watermarks for 3D Cartesian plots for a specific frame.

\$!TRANSFORMCOORDINATES

Optional Parameters

Parameter	Syntax	Default	Notes
ANCHORALIGNMENT	= <anchoralignment>	BOTTOMRIGHT	Sets the origin location on the watermark itself. Similar to legends.
XYPOS	= <<xy>>	X = 99, Y = 1	Location of watermark origin.
WIDTH	= <double>	15	Width of the watermark in X Frame units (0-100).

\$!TRANSFORMCOORDINATES

Syntax: \$!TRANSFORMCOORDINATES

TRANSFORMATION = [<transformation>](#)
[optional parameters]

Description: Transforms all points in one or more zones from one coordinate system to another.

Tecplot 360 versions 2006 and earlier incorrectly recorded the \$!TRANSFORMCOORDINATES command. In these versions, the variable number options in this command were recorded as zero-based values instead of one-based values. Macros or layout files created with any of these versions and containing \$!TRANSFORMCOORDINATES should increment each variable sub-command option by one in order to operate correctly with Tecplot 360 versions 2008 and newer.

Required Parameter

Parameters	Syntax	Default	Notes
TRANSFORMATION	= <transformation>		Transformation.

Optional Parameters

Parameter	Syntax	Default	Notes
ANGLESPEC	= <anglespec>	RADIANS	Specifies whether data is in degrees or radians
CREATENEWVARIABLES	= <boolean>	NO	If YES, then new variables X,Y,Z will be created if converting to rectangular coordinates, or R,THETA,PHI if converting to spherical. If NO, then you must specify the output variables.
PSIVAR	= <varref>		PSI variable reference. REQUIRED if the transformation is spherical to rectangular or if CREATENEWVARIABLES is NO.
RVAR	= <varref>		R variable reference. REQUIRED if the transformation is polar to rectangular or spherical to rectangular or if CREATENEWVARIABLES is NO.
THETAVAR	= <varref>	NONE	Theta variable reference. REQUIRED if the transformation is polar to rectangular or spherical to rectangular or if CREATENEWVARIABLES is NO.
XVAR	= <varref>		X variable reference. REQUIRED if the transformation is rectangular to polar or rectangular to spherical or if CREATENEWVARIABLES is NO.
YVAR	= <varref>		Y variable reference. REQUIRED if the transformation is rectangular to polar or rectangular to spherical or if CREATENEWVARIABLES is NO.
ZONELIST	= <set>	all zones	Set of zones to operate on.
ZVAR	= <varref>		Z variable reference. REQUIRED if the transformation is rectangular to spherical or if CREATENEWVARIABLES is NO.

Example:

Transform data from rectangular coordinates to polar coordinates specifying angles in degrees and creating new variables.

```
$!TRANSFORMCOORDINATES
TRANSFORMATION = RECTTOPOLAR
ANGLESPEC = DEGREES
CREATENEWVARIABLES = YES
XVAR = 2
YVAR = 3
```

\$!TRIANGULATE

Syntax: \$!TRIANGULATE
[optional parameters]

Description: Create a new zone by forming triangles from data points in existing zones.

Optional Parameters:

Parameters	Syntax	Default	Notes
AUTOSTRANSTRANSIENTDATA	= <boolean>	YES	If set to YES, time strands are automatically created for transient data in the new zone.
BOUNDARYZONES	= <set>		Required if USEBOUNDARY is YES.
INCLUDEBOUNDARY PTS	= <boolean>	NO	Set to YES if you also want the boundary points to be used to create triangles.
SOURCEZONES	= <set>	All zones.	
TRIANGLEKEEP FACTOR	= <exp>	0.25	
USEBOUNDARY	= <boolean>	NO	Specify one or more I-ordered zones that define boundaries across which no triangles can be created.

Example: Create a zone by triangulating data points from zones 1 and 2:

```
$!TRIANGULATE
SOURCEZONES= [1,2]
```

\$!TWODAXIS

Syntax: \$!TWODAXIS
[optional parameters]

Description: A SetValue command that assigns attributes for axes in a 2D frame.

Optional Parameters

Parameter	Syntax	Default	Notes
AUTOADJUSTRANGESTONICEVALUES	= <boolean>		
AXISMODE	= <axismode>		Set to INDEPENDENT or XYDEPENDENT
DEPXTOYRATIO	= <op> <dexp>		AXISMODE must be XYDEPENDENT to use.
GRIDAREA	= <>gridarea>>		
PRECISEGRID	= <>precisegrid>>		
PRESERVEAXISSCALE	= <boolean>		
VIEWPORTNICEFIT	= <double>		
BUFFER			
VIEWPORTPOSTITION	= <>rect>>		
VIEWPORTTOPSNAP	= <integer>	100	
TARGET			
VIEWPORTTOPSNAP	= <integer>	10	
TOLERANCE			
XDETAIL	= <>axisdetail>>		
YDETAIL	= <>axisdetail>>		

Example: Set the X-axis to use the Z variable for a 2D plot:

```
$!TWODAXIS
XDETAIL {VAR = "Z"}
```

Syntax: \$!TWODWATERMARK
[Optional Parameters]

Description: Set the size and placement of watermarks for 2D Cartesian plots for a specific frame.

Optional Parameters

Parameter	Syntax	Default	Notes
ANCHORALIGNMENT	= <anchoralignment>	BOTTOMRIGHT	Sets the origin location on the watermark itself. Similar to legends.
XYPOS	= <>xy>>	X = 99, Y = 1	Location of watermark origin.
WIDTH	= <double>	15	Width of the watermark in X Frame units (0-100).

Syntax: \$!VARSET [<macrovar>](#) [<op>](#) [<dexp>](#)
[no parameters]
or
\$!VARSET [<macrovar>](#) = [<string>](#)
[no parameters]

Description: Assign a value to a macro variable. If the macro variable did not exist prior to this command, then it is defined here. A macro variable can be assigned a numeric value or a string. If the value is to be calculated from an expression, the expression must be enclosed in parentheses.

Examples:

Example 1:

Set the macro variable |myvar| to 3:

```
$!VARSET |myvar| = 3
```

Example 2:

Add 2 to the macro variable |myvar|:

```
$!VARSET |myvar| += 2
```

Example 3:

Set the macro variable |File1| to be myfile.plt:

```
$!VARSET |File1| = "myfile.plt"
```

Example 4:

Set the macro variable |F1| to equal |v2| + |v3|, where |v2| and |v3| are predefined variables:

```
$!VARSET |V2| = 4  
$!VARSET |V3| = 5  
$!VARSET |F1| = (|V2| + |V3|)
```

\$!VIEW [Required-Control Option]

Description: The different commands in the VIEW compound function family are described separately in the following sections.

The VIEW compound function family is:

```
$!VIEW AXISFIT  
$!VIEW AXISMAKECURRENTVALUESNICE  
$!VIEW AXISNICEFIT  
$!VIEW CENTER  
$!VIEW COPY  
$!VIEW DATAFIT  
$!VIEW FIT  
$!VIEW FITSURFACES  
$!VIEW LAST  
$!VIEW MAKECURRENTVIEWNICE  
$!VIEW NICEFIT  
$!VIEW PASTE  
$!VIEW PUSH  
$!VIEW RESETTOENTIRECIRCLE  
$!VIEW SETMAGNIFICATION  
$!VIEW TRANSLATE  
$!VIEW ZOOM
```

\$!VIEW AXISFIT

Syntax: \$!VIEW AXISFIT
[optional parameters]

Description: Reset the range on a specific axis so that it equals the minimum and maximum of the data being plotted. If the axis dependency is not independent then this action may also affect the range on another axis.

Optional Parameters

Parameter	Syntax	Default	Notes
AXIS	= <xaxis>	'X'	Default is 'T' for polar plot type.
AXISNUM	= <integer>	1	Only XY frame mode allows for this to be a number greater than 1.
CONSIDERBLANKING	= <boolean>	NO	If CONSIDERBLANKING is YES, and blanking is enabled, the resulting view excludes blanked cells at the edges of the plot.

Example: Reset the range on the Y-axis to fit the data being plotted:

```
$!VIEW AXISFIT
AXIS ='Y'
```

\$!VIEW AXISMAKECURRENTVALUESNICE

Syntax: \$!VIEW AXISMAKECURRENTVALUESNICE
[optional parameters]

Description: Reset the axis-line label values such that all currently displayed values are set to have the smallest number of significant digits possible.

Optional Parameters

Parameter	Syntax	Default	Notes
AXIS	= <xaxis>	'X'	Default is 'T' for polar plot type.
AXISNUM	= <integer>	1	Only XY line plots allow for this to be a number greater than 1.

Example: Set the range on the Z-axis to have nice values for the axis labels:

```
$!VIEW AXISMAKECURRENTVALUESNICE
AXIS = 'Z'
```

\$!VIEW AXISNICEFIT

Syntax: \$!VIEW AXISNICEFIT
[optional parameters]

Description: Reset the range on a specific axis so that it equals the minimum and maximum of the data being plotted, but makes the axis values "nice" by setting labels to have the smallest number of significant digits possible. If the axis dependency is not independent then this action may also affect the range on another axis.

Optional Parameters:

Parameter	Syntax	Default	Notes
AXIS	= <xyaxis>	'X'	Default is 'T' for polar plot type.
AXISNUM	= <integer>	1	Only XY frame mode allows for this to be a number greater than 1.
CONSIDERBLANKING	= <boolean>	NO	If CONSIDERBLANKING is YES, and blanking is enabled, the resulting view excludes blanked cells at the edges of the plot.

Example:

Reset the range on the Y-axis to fit the data being plotted, with nice values on the axis-line:

```
$!VIEW AXISNICEFIT
  AXIS ='Y'
```

\$!VIEW CENTER

Syntax: \$!VIEW CENTER
[optional parameter]

Description: Center the data within the axis grid area.

Optional Parameter:

Parameter	Syntax	Default	Notes
CONSIDERBLANKING	= <boolean>	NO	If CONSIDERBLANKING is YES, and blanking is enabled, the resulting view excludes blanked cells at the edges of the plot.

\$!VIEW COPY

Syntax: \$!VIEW COPY
[no parameters]

Description: Copy the current view to the view paste buffer. See also [\\$!VIEW PASTE](#).

\$!VIEW DATAFIT

Syntax: \$!VIEW DATAFIT
[optional parameter]

Description: Fit the current set of data zones or line mappings being plotted within the grid area. This does not take into consideration text or geometries.

\$!VIEW FIT

Optional Parameter:

Parameter	Syntax	Default	Notes
CONSIDERBLANKING	= <boolean>	NO	If CONSIDERBLANKING is YES, and blanking is enabled, the resulting view excludes blanked cells at the edges of the plot.

\$!VIEW FIT

Syntax: \$!VIEW FIT
[optional parameter]

Description: Fit the entire plot to the grid area. This also takes into consideration text and geometries that are plotted using the grid coordinate system. In 3D, this also includes the axes.

Optional Parameter:

Parameter	Syntax	Default	Notes
CONSIDERBLANKING	= <boolean>	NO	If CONSIDERBLANKING is YES, and blanking is enabled, the resulting view excludes blanked cells at the edges of the plot.

\$!VIEW FITSURFACES

Syntax: \$!VIEW FITSURFACES
[optional parameter]

Description: Fits active plot surfaces to the grid area. 3D volume zones are excluded when surfaces to plot are set to none. See [\\$!FIELDMAP](#) for more information on setting surfaces to plot.

Optional Parameter:

Parameter	Syntax	Default	Notes
CONSIDERBLANKING	= <boolean>	NO	If CONSIDERBLANKING is YES, and blanking is enabled, the resulting view excludes blanked cells at the edges of the plot.

\$!VIEW LAST

Syntax: \$!VIEW LAST
[no parameters]

Description: Retrieve the previous view from the view stack. Each frame mode within each frame maintains its own view stack. \$!VIEW LAST will not reverse alterations to data.

\$!VIEW MAKECURRENTVIEWNICE

Syntax: \$!VIEW MAKECURRENTVIEWNICE
[no parameters]

Description: Shifts axis to make axis-line values nice without changing the extents of the window. Only works in Sketch/XY/2D.

\$!VIEW NICEFIT

Syntax: \$!VIEW NICEFIT
[optional parameter]

Description: Change view to make the extents of the frame neatly hold the plot with integer values for axis labels. Only works in Sketch/XY/2D.

Optional Parameter:

Parameter	Syntax	Default	Notes
CONSIDERBLANKING	= <boolean>	NO	If CONSIDERBLANKING is YES, and blanking is enabled, the resulting view excludes blanked cells at the edges of the plot.

\$!VIEW PASTE

Syntax: \$!VIEW PASTE
[no parameters]

Description: Retrieve the view from the view paste buffer and assign it to the active frame.

\$!VIEW PUSH

Syntax: \$!VIEW PUSH
[no parameters]

Description: Instruct Tecplot 360 to push the current view onto the view stack. A view will not be pushed if the current view is the same as the top view on the stack. Note that commands VIEW AXISFIT, VIEW CENTER, VIEW DATAFIT, VIEW FIT, and VIEW ZOOM automatically push a view onto the stack. Tecplot 360 automatically pushes the current view onto the stack when a \$!REDRAW command is issued and the current view is different from the top view on the view stack.

\$!VIEW RESETTOENTIRECIRCLE

Syntax: \$!VIEW RESETTOENTIRECIRCLE
[no parameters]

Description: Reset the Theta-R Axis to initial settings. For Polar plots only.

\$!VIEW SETMAGNIFICATION

Syntax: \$!VIEW SETMAGNIFICATION
MAGNIFICATION = [<dexp>](#)

Description: Set the magnification for the data being plotted. A magnification of 1 will size the plot so it can fit within the grid area.

Required Parameter

Parameter	Syntax	Default	Notes
MAGNIFICATION	= dexp		

Example: Make the plot to be drawn one-half as big as when it fits within the grid area:

```
$!VIEW SETMAGNIFICATION
MAGNIFICATION = 0.5
```

\$!VIEW TRANSLATE

Syntax: \$!VIEW TRANSLATE

X = [dexp](#)
Y = [dexp](#)
[no optional parameters]

Description: Shift the data being plotted in the X- and/or Y-direction. The amount translated is in frame units.

Required Parameters

Parameter	Syntax	Default	Notes
X	= dexp	0.0	Amount to translate in X-frame units.
Y	= dexp	0.0	Amount to translate in Y-frame units.

Example: Translate the view 10 percent of the frame width to the right:

```
$!VIEW TRANSLATE
X = 10
Y = 0
```

\$!VIEW ZOOM

Syntax: \$!VIEW ZOOM

X1 = [dexp](#)
Y1 = [dexp](#)
X2 = [dexp](#)
Y2 = [dexp](#)
[no optional parameters]

Description: Change the view by “zooming” into the data. In Sketch, XY, and 2D frame mode plots, Tecplot 360 will adjust the ranges on the axis to view the region defined by the rectangle with corners at (X1, Y1) and (X2, Y2). For 3D orthographic plots, the view is translated and scaled to fit the region. For 3D perspective plots, the view is rotated about the viewer and scaled to fit the region. X1 and so forth are measured in grid coordinates.

Required Parameters

Parameter	Syntax	Default	Notes
X1	= <dexp>		
Y1	= <dexp>		
X2	= <dexp>		
Y2	= <dexp>		

Example: Zoom so the rectangular region with corners at (1, 0) and (7, 9) are in view:

```
$!VIEW ZOOM
X1 = 1
Y1 = 0
X2 = 7
Y2 = 9
```

W - X

Syntax: \$!WATERMARK
[Optional Parameters]

Description: Change the overall state of watermarks in 360. In particular, the assignment of watermark images and the ability to turn watermarks on or off.

Optional Parameters:

Parameter	Syntax	Default	Notes
SHOW	= <boolean>	YES	
IMAGEFilenames	= <rawstring>	NULL	<p>Rawstring of filenames representing the image files for your watermark. If filenames are not absolute paths then files are assumed to be relative to the Tecplot startup directory. These files can be png, jpeg, or bmp files. All files should represent the same image but at different resolutions.</p> <p>For example resolutions of 50, 100, 200, 300 pixels wide would be a reasonable set of images. 360 will then pick the best resolution image for a given context.</p>
RESIZEFILTER	= <resizefilter>	TEXTUREFILTER	<p>The Resize filter determines how the image is resized to fit the screen. The following filters are available:</p> <ul style="list-style-type: none"> •TextureFilter (Fast) - default- Tecplot 360 EX uses OpenGL textures to resize the image. This is the fastest option (given sufficient graphics space). However, the accuracy of the image may suffer, especially when reducing an image to a size much smaller than it was before. •Pixelated - Choose this option when the image is much larger than its original size and you want to see the individual pixels. This option is slower than the Fast (textures) for increasing the size of images. •Smooth - There are seven smooth options, all producing slightly different effects. These options are slower than the Fast (textures), but produce better effects for highly reduced images. In general, use the Smooth (Lanczos2) option unless you have specific image processing needs.

\$!WHILE...\$!ENDWHILE

\$!WHILE...\$!ENDWHILE

Syntax: \$!WHILE [<conditionalexp>](#)

. \$!ENDWHILE

Description: Continue to execute a set of commands until a conditional expression is NO.

Example: Execute a set of commands until the macro variable |myvar| is greater than 1.0:

```
$!VARSET |myvar| = 0.0
$!WHILE |myvar| < 1.0
$!VARSET |myvar| += 0.01
$!ENDWHILE
```

\$!WORKSPACEVIEW [Required-Control Option]

Description: The different commands in the WORKSPACEVIEW compound function family are described separately in the following sections.

The WORKSPACEVIEW compound functions are:

```
$!WORKSPACEVIEW FITALLFRAMES
$!WORKSPACEVIEW FITPAPER
$!WORKSPACEVIEW FITSELECTEDFRAMES
$!WORKSPACEVIEW LASTVIEW
$!WORKSPACEVIEW MAXIMIZE
$!WORKSPACEVIEW TRANSLATE
$!WORKSPACEVIEW UNMAXIMIZE
$!WORKSPACEVIEW ZOOM
```

\$!WORKSPACEVIEW FITALLFRAMES

Syntax: \$!WORKSPACEVIEW FITALLFRAMES
[no parameters]

Description: Change the view in the workspace so all frames are fit just inside the edges of the workspace.

\$!WORKSPACEVIEW FITPAPER

Syntax: \$!WORKSPACEVIEW FITPAPER
[no parameters]

Description: Change the view in the workspace so the entire paper is fit just inside the edges of the workspace.

\$!WORKSPACEVIEW FITSELECTEDFRAMES

Syntax: \$!WORKSPACEVIEW FITSELECTEDFRAMES
[no parameters]

Description: Change the view in the workspace so the currently selected frames (that is, the frames with pick handles) are fit just inside the edges of the workspace.

\$!WORKSPACEVIEW LASTVIEW

Syntax: \$!WORKSPACEVIEW LASTVIEW
[no parameters]

Description: Return to the previous workspace view.

\$!WORKSPACEVIEW MAXIMIZE

Syntax: \$!WORKSPACEVIEW MAXIMIZE
[no parameters]

Description: Temporarily expand the work area as large as possible. The maximized work area occupies the entire Tecplot 360 process window.

\$!WORKSPACEVIEW TRANSLATE

Syntax: \$!WORKSPACEVIEW TRANSLATE
X = <dexp>
Y = <dexp>
[no optional parameters]

Description: Shift the view of the workspace. This has no effect on the local view within any frame in your layout.

Required Parameters

Parameter	Syntax	Default	Notes
X	= <dexp>	0	Value is in inches.
Y	= <dexp>	0	Value is in inches.

Example:

Shift the workspace view to the left by 2 inches (as measured by the workspace ruler):

```
$!WORKSPACEVIEW TRANSLATE
X = -2
Y = 0
```

\$!WORKSPACEVIEW UNMAXIMIZE

Syntax: \$!WORKSPACEVIEW UNMAXIMIZE
[no parameters]

Description: Returns the workspace to its normal size after it has been expanded after \$!WORKSPACE MAXIMIZE has been used.

\$!WORKSPACEVIEW ZOOM

Syntax: \$!WORKSPACEVIEW ZOOM
X1 = <dexp>
Y1 = <dexp>
X2 = <dexp>

\$!WRITECOLORMAP

Y2 = [<dexp>](#)
[no optional parameters]

Description: Change the view into the work area. This has no effect on the local view within any frame in your layout.

Required Parameters

Parameter	Syntax	Default	Notes
X1	= <dexp>		
Y1	= <dexp>		
X2	= <dexp>		
Y2	= <dexp>		

Example:

Make the region in the lower left corner of an 8.5 by 11 paper be viewable in the work area. The paper is in portrait orientation:

```
$!WORKSPACEVIEW ZOOM  
X1 = 0  
Y1 = 5.5  
X2 = 4.25  
Y2 = 9.75
```

\$!WRITECOLORMAP

Syntax: \$!WRITECOLORMAP [<string>](#)
[no parameters]

Description: Write all custom color maps to a file. The [<string>](#) is the name of the file to write to.

Example:

```
$!WRITECOLORMAP "mycolors.map"
```

\$!WRITECURVEINFO

Syntax: \$!WRITECURVEINFO [<string>](#)
SOURCEMAP = [<integer>](#)
[optional parameters]

Description: Write out the curve details or the calculated data points for the equation(s) used to draw the curve for a selected line mapping. The [<string>](#) is the name of the file to write to.

Required Parameter

Parameter	Syntax	Default	Notes
SOURCEMAP	= <integer>		This must be the number of a line mapping that does some type of curve fit or spline.

Optional Parameter

Parameters	Syntax	Default	Notes
CURVEINFOMODE	= <curveinfomode>	CURVEDETAILS	Use CURVE DETAILS or CURVEPOINTS.

Example: Write out the coefficients for XY line mapping number 3 to map3.out:

```
$!WRITECURVEINFO "map3.out"
SOURCEMAP      = 3
CURVEINFOMODE = CURVE DETAILS
```

\$!WRITEDATASET

Syntax: \$!WRITEDATASET <string>
[optional parameters]

Description: Write the data set attached to the active frame to a file. The <string> is the name of the file to write to.

Optional Parameters

Parameters	Syntax	Default	Notes
ASSOCIATELAYOUTWITHDATAFILE	= <boolean>	YES	
BINARY	= <boolean>	YES	If NO, can use PRECISION and USEPOINTFORMAT.
INCLUDEAUTOCEN	= <boolean>	NO	
FACENEIGHBORS			
INCLUDECUSTOM	= <boolean>	YES	
LABELS			
INCLUDEDATA	= <boolean>	YES	
INCLUDEDATASHARELINKAGE	= <boolean>	NO	
INCLUDEGEOM	= <boolean>	YES	
INCLUDETEXT	= <boolean>	YES	
PRECISION	= <integer>	12	Only used if ASCII (that is, BINARY is NO).
TECPLOTVERSIONTOWRITE	= <string>	TecplotCurrent	Optional designation of binary file version. Possible values are TecplotCurrent, Tecplot2009, Tecplot2008, and Tecplot2006.
USEPOINTFORMAT	= <boolean>	NO	Only used if ASCII (that is, BINARY is NO).
VARLIST	= <varset>	All vars.	Use this to limit the number of variables written out.
ZONELIST	= <set>	All zones.	Use this to limit the number of zones written out.

Example: Write out only zones 1, 2, 3, and 6 to a file called zones.plt:

```
$!WRITEDATASET "zones.plt"
INCLUDETEXT      = NO
INCLUDEGEOM      = NO
INCLUDECUSTOMLABELS = NO
ZONELIST         = [1-3, 6]
```

\$!WRITESTYLESHEET

Syntax: \$!WRITESTYLESHEET [<string>](#)
[optional parameters]

Description: Write the style for the active frame to a file. The [<string>](#) is the name of the file to write to. Note that variable assignments will use either integers or variable names depending on the current value of [\\$!COMPATIBILITY](#) UseNamesForVariableAssignments (if set to TRUE then variable names will be used otherwise integers).

Optional Parameters

Parameters	Syntax	Default	Notes
INCLUDECONTOURLEVELS	= <boolean>	YES	
INCLUDETEXT	= <boolean>	YES	
INCLUDEGEOM	= <boolean>	YES	
INCLUDEPLOTSTYLE	= <boolean>	YES	
INCLUDESTREAMPOSITIONS	= <boolean>	YES	
INCLUDEFACTORYDEFAULTS	= <boolean>	NO	
USERELATIVEPATHS	= <boolean>		
INCLUDEAUXDATA	= <boolean>	YES	

Example: Write out a stylesheet for the active frame to f1.sty:

```
$!WRITESTYLESHEET "f1.sty"  
INCLUDEFACTORYDEFAULTS = YES
```

\$!XYLINEAXIS

Syntax: \$!XYLINEAXIS
[optional parameters]

Description: A SetValue command that assigns attributes for axes in an XY Line plot.

Optional Parameters

Parameter	Syntax	Default	Notes
AUTOADJUSTRANGESTONICEVALUES	= <boolean>	NO	
AXISMODE	<axismode>	INDEPENDENT	INDEPENDENT or XYDEPENDENT.
DEPXTOYRATIO	<op> <dexp>	= 1	AXISMODE must be XYDEPENDENT to use this. This applies only to the X1- and Y1-axes.
GRIDAREA	<>gridarea>>	See Notes	DRAWBORDER=N0, COLOR=BLACK, LINE THICKNESS=0.4
PRECISEGRID	<>precisegrid>>	See Notes	INCLUDE=NO, SIZE=0.0045, COLOR=BLACK, ISFILLED=NO, FILLCOLOR=WHITE, DRAWGRIDLAST=NO
PRESERVEAXISSCALE	= <boolean>	NO	
VIEWPORTNICEFITBUFFER	= <double>		Between 1 and 100.
VIEWPORTPOSITION		See Notes	X1 = 13, Y1 = 11, X2 = 8, Y = 88
VIEWPORTTOPSNAPTARGET	= <double>	100	
VIEWPORTTOPSNAPTOLERANCE	= <double>	10	
XDETAIL	<integer> <axisdetail>		The <integer> option specifies which axis to operate on, 1 ≤ n ≤ 5.
YDETAIL	<integer> <axisdetail>		The <integer> option specifies which axis to operate on, 1 ≤ n ≤ 5.

Example: Set the axis mode to be independent for the XY-axes (note that this affects only X1 versus Y1):

```
$!XYLINEAXIS
AXISMODE = INDEPENDENT
```

Syntax: \$!XYLINEWATERMARK
[Optional Parameters]

Description: Set the size and placement of watermarks for XY Line plots for a specific frame.

Optional Parameters

Parameter	Syntax	Default	Notes
ANCHORALIGNMENT	= <anchoralignment>	BOTTOMRIGHT	Sets the origin location on the watermark itself. Similar to legends.
XYPOS	= <>xy>>	X = 99, Y = 1	Location of watermark origin.
WIDTH	= <double>	15	Width of the watermark in X Frame units (0-100).

Extended Macro Commands

Tecplot 360 add-ons can and often do extend the Tecplot macro language. Macro commands associated with add-ons are exposed to the macro language using Tecplot 360's EXTENDEDCOMMAND command, which delegates the processing of the command to a named add-on. The syntax of this command is shown below:

```
$!EXTENDEDCOMMAND
COMMANDPROCESSORID = <string>
COMMAND = <string>
```

The COMMANDPROCESSORID is set to a string that identifies the add-on, while the COMMAND is a string that is passed to the add-on for processing.

Documentation for the macro commands supported by most add-ons can be found in the [User's Manual](#). Two add-ons are also documented here:

- [CFD Analyzer](#), which provides the Analyze menu in Tecplot 360
- [Extend Macro](#), which provides additional functionality useful for scripting

11 - 1 CFD Analyzer

The Analyze menu is technically implemented as an add-on. Its COMMANDPROCESSORID is CFDAnalyzer3. The command string is set to one of the commands listed below.

11 - 1.1 Summary of Analyze Macro Commands

ANIMATESTREAKLINES may be used following a streakline calculation to animate the streaklines, either to the screen or to a file.

ATTACHINTEGRATIONRESULTS is used following an integration to create a text field and attach it to the current Tecplot 360 frame. This macro has the same effect as clicking Make Text on the Integration Results text dialog.

Note: It is not necessary to direct the macro to display the Integration Results dialog in order to attach or save the results.

CALCPARTICLEPATH calculates particle paths or streaklines for steady or unsteady flow solutions, using the location of any existing streamtraces as starting locations for the particles. Particles may have mass or be massless.

CALCTURBULENCEFUNCTION calculates any of four turbulence-related functions, given any two in your data set.

CALCULATE calculates a PLOT3D function. The name of this function must be specified in the shortened form listed in [Section 11 - 1.3 "Parameter Assignment Values"](#).

CALCULATEACCURACY uses Richardson extrapolation to estimate the order accuracy of the solution, given the solution on three grids of successively finer resolution. If either of the plotting options are set to TRUE, the resulting Tecplot 360 frames will be in front after executing this command.

DISPLAYBOUNDARIES displays zone boundaries in a new frame according to settings made by the **SETGEOMETRYANDBOUNDARIES** macro. Each boundary of each 3D zone (in 3D Cartesian plots) or 2D zone (in 2D Cartesian plots) is displayed and named according to the boundary condition applied to it. Boundaries that are connected to the boundaries of adjacent zones are named as such.

EXTRACTFLOWFEATURE displays shock surfaces, vortex cores, or separation and attachment lines for 3D flow solutions. Separation and attachment lines are only calculated on no-slip wall boundaries identified by the **SETGEOMETRYANDBOUNDARIES** macro. Shock surfaces are displayed as iso-surfaces of a new variable, ShockFeature, while the remaining features are displayed as new zones.

EXTRAPOLATESOLUTION performs Richardson extrapolation to estimate the true solution from three input solutions on grids of successively finer resolution. It saves the extrapolated solution as a new zone in the current data set. It also saves an additional zone containing the difference between this solution and the original solution.

INTEGRATE performs an integration. All Integrate dialog options are available to this macro, including the display options. If the **PLOTRESULTS** parameter is set to TRUE, then the Tecplot 360 frame showing the integration results is the active frame following this command.

SAVEINTEGRATIONRESULTS has the same effect as clicking Save on the Integration Results dialog and selecting a file. The results are saved to the file named by the **FILE** parameter.

SETFIELDVARIABLES identifies variables in your data, such as velocity, pressure and temperature, for use in analysis.

SETFLUIDPROPERTIES sets the properties of the fluid, such as viscosity. These are used by some actions of the **CALCULATE** and **INTEGRATE** commands.

SETGEOMETRYANDBOUNDARIES identifies boundaries of zones in a flow solution and the boundary conditions applied to them. It also specifies whether zones with coincident boundary nodes should be considered connected at those points, as well as whether 2D solutions should be regarded as axisymmetric.

SETREFERENCEVALUES sets the reference (free-stream) properties of the solution. This information is used by other calculations.

SETUNSTEADYFLOWOPTIONS identifies solution time levels for unsteady flow solutions. This information is used for particle path and streakline calculations.

11 - 1.2 Macro Command Description

The syntax, mandatory and optional parameters for each of the macro commands listed in [Section 11 - 1.1](#) are described below. Items within single angle brackets (<>) are defined in [Section 11 - 1.3](#).



The **COMMAND** strings below must be contained on a single line in your macro command file, although they appear on multiple lines below.

ANIMATESTREAKLINES

Syntax: \$!EXTENDEDCOMMAND
 COMMANDPROCESSORID = 'CFDANALYZER3'
 COMMAND = 'ANIMATESTREAKLINES'
 [optional parameters]

Description: Animates previously calculated streaklines to the screen or to a file.

Optional Parameters:

Parameter	Syntax	Default	Notes
DESTINATION	= <string>	SCREEN	Specifies the destination of the animation. May be SCREEN, AVIFILE or RASTERMETAFILE.
FILENAME	= <string>	""	The name of the file to which to save the animation. Must be specified for DESTINATION values of AVIFILE or RASTERMETAFILE.
WIDTH	= <integer>	300	The width of the animation when saved to a file.
SPEED	= <double>	10.0	The speed in frames per second of the animation. Only used for animations saved to an AVI file.
USEMULTIPLECOLORTABLES	= <boolean>	FALSE	Specifies whether animations saved to a file should include one color table for each frame. The default is to use a single color table.
INCLUDEZONEANIMATION	= <boolean>	FALSE	

ATTACHINTEGRATIONRESULTS

Syntax: \$!EXTENDEDCOMMAND
 COMMANDPROCESSORID = 'CFDAnalyzer3'
 COMMAND = 'ATTACHINTEGRATIONRESULTS'

Description: Attach the text results of the previous integration as a text field in the active frame.

CALCPARTICLEPATH

Syntax: \$!EXTENDEDCOMMAND
 COMMANDPROCESSORID = 'CFDAnalyzer3'
 COMMAND = 'CALCPARTICLEPATH'
 [optional parameters]

Description: Calculate particle paths or streaklines, starting from existing Tecplot 360 streamtraces.

Optional Parameters:

Parameter	Syntax	Default	Notes
FUNCTION	= <particlefunction>	PARTICLEPATH	Can be PARTICLEPATH or STREAKLINE.
TIMESTEP	= <double>	1	The integration time step for the calculation.
MAXTIMESTEPS	= <integer>	1000	For steady-state calculations only.
RELEASEFREQ	= <double>	1	For FUNCTION = STREAKLINE. Indicates the number of particles to release in the indicated time period (see the next parameter).
RELEASEOPTION	= <releaseoption>	TIMELEVEL	For FUNCTION = STREAKLINE. If TIMELEVEL, indicates that RELEASEFREQ particles should be released every solution time level. If UNITTIME, indicates that this number of particles should be released in a unit amount of solution time.
HAVEMASS	= <boolean>	FALSE	If TRUE, particles have mass; specify the particle mass options below.
CREATESINGLEZONE	= <boolean>	FALSE	For FUNCTION = PARTICLEPATH only, specifies that all particle paths should be combined into a single I-J ordered zone.
STOREOPTION	= <storeoption>	PARTICLEVALUES	If PARTICLEVALUES, the particle's velocity, mass and temperature (if calculated) will be stored in place of appropriate fluid values in the particle path's zone. If FLUIDVALUES, all fluid values the particle passed through will be stored in the zone.
COEFFS	= <coeffsoption>	GENERAL	If GENERAL, specify BALLISTICCOEFF, plus TEMPTIMECONST if calculating particle temperature. If DETAILED, specify MASS, RADIUS, and DRAGCOEFF, plus SPECIFICHEAT and NUSSELT if calculating temperature. Only applies if HAVEMASS = TRUE.
CALCTEMPERATURE	= <boolean>	FALSE	If TRUE, particle temperature will be calculated. Only applies if HAVEMASS = TRUE.
GRAVITYCONSTANT	= <double>	0.0	The acceleration due to gravity. Only applies if HAVEMASS = TRUE.
GRAVITYDIRECTION	= <gravitydirection>	MINUSX	The axis direction in which gravity acts. Only applies if HAVEMASS = TRUE.
INITIALVELOCITYOPTION	= <initialvelocityoption>	LOCALFLUIDVELOCITY	The initial velocity of particles. Options are LOCALFLUIDVELOCITY and ZEROVELOCITY. Only applies if HAVEMASS = TRUE.
BALLISTICCOEFF	= <double>	1.0	For GENERAL coefficients only, the ballistic coefficient of the particle. Only applies if HAVEMASS = TRUE.
TEMPTIMECONST	= <double>	1.0	For GENERAL coefficients with CALCTEMPERATURE = TRUE only, the temperature relaxation factor of the particle. Only applies if HAVEMASS = TRUE.
MASS	= <double>	1.0	For DETAILED coefficients only, the particle mass. Only applies if HAVEMASS = TRUE.
RADIUS	= <double>	1.0	For DETAILED coefficients only, the particle initial radius. Only applies if HAVEMASS = TRUE.

CALCPARTICLEPATH

Parameter	Syntax	Default	Notes
DRAGCOEFFOPTION	= <specifyoption>	SPECIFY	For DETAILED coefficients only. If SPECIFY, specify DRAGCOEFF. If CALCULATE, Tecplot 360 will calculate the drag coefficient. Only applies if HAVEMASS = TRUE.
DRAGCOEFF	= <double>	1.0	For DETAILED coefficients only, with DRAGCOEFFOPTION = SPECIFY, the particle drag coefficient. Only applies if HAVEMASS = TRUE.
SPECIFICHEAT	= <double>	1.0	For DETAILED coefficients with CALCTEMPERATURE = TRUE only, the particle specific heat. Only applies if HAVEMASS = TRUE.
NUSSELTOPTION	= <specifyoption>	SPECIFY	For DETAILED coefficients with CALCTEMPERATURE = TRUE only. If SPECIFY, specify NUSSELT. If CALCULATE, Tecplot 360 will calculate the Nusselt number. Only applies if HAVEMASS = TRUE.
NUSSELT	= <double>	1.0	For DETAILED coefficients with CALCTEMPERATURE = TRUE and NUSSELTOPTION = SPECIFY only, the particle Nusselt number. Only applies if HAVEMASS = TRUE.
TERMOPTION	= <terminationoption>	TEMPERATURE	For DETAILED coefficients with CALCTEMPERATURE = TRUE only (is always TEMPERATURE for general coefficients), the particle termination option. May be TEMPERATURE or ABLATE. Only applies if HAVEMASS = TRUE.
TEMPERATURE	= <double>	1.0	If TERMOPTION = TEMPERATURE, the particle termination temperature. If TERMOPTION = ABLATE, the ablation temperature. Only applies if HAVEMASS = TRUE.
LATENTHEAT	= <double>	1.0	For TERMOPTION = ABLATE only, the latent heat of the ablative process. Only applies if HAVEMASS = TRUE.

Example 1: Calculate streaklines with an integration time step of 0.1, releasing eight particles per unit solution time:

```
$!EXTENDEDCOMMAND
COMMANDPROCESSORID = CFDAalyzer3
COMMAND = 'CALCPARTICLEPATH
    FUNCTION=STREAKLINE
    TIMESTEP=0.1    RELEASEFREQ=8
    RELEASEOPTION=UNITTIME'
```

Example 2: Calculate particle paths, including temperature with ablation, in a steady-state flow for particles with an initial mass of 3E-14, an initial radius of 1.5E-6 and a specific heat of 703. Use a time step of 1E-6. Have Tecplot 360 calculate the drag coefficient and the Nusselt number. Use an ablation temperature of 2,250 and a latent heat of 1.5E5:

```
$!EXTENDEDCOMMAND
COMMANDPROCESSORID = CFDAalyzer3
COMMAND = 'CALCPARTICLEPATH
    TIMESTEP = 1.0e-6
    HAVEMASS = TRUE
    COEFFS = DETAILED
    CALCTEMPERATURE = TRUE
    MASS = 3e-14'
```

```
RADIUS = 1.5e-6
DRAGCOEFFOPTION = CALCULATE
SPECIFICHEAT = 703
NUSSELTOPTION = CALCULATE
TERMOPTION = ABLATE
TEMPERATURE = 2250
LATENTHEAT = 1.5e5'
```

CALCTURBULENCEFUNCTION

Syntax: \$!EXTENDEDCOMMAND
 COMMANDPROCESSORID = 'CFDAnalyzer3'
 COMMAND = 'CALCTURBULENCEFUNCTION'
 [optional parameters]

Description: Calculate a turbulence-related function from two variables in the current data set. Add the result to the data set as a new variable using the function's name, or overwrite the variable if it already exists.

Optional Parameters:

Parameter	Syntax	Default	Notes
CALCULATEONDEMAND	= <boolean>	FALSE	
FUNCTION	= <turbulencefunction>	FREQUENCY	May be ENERGY, DISSIPATIONRATE, FREQUENCY, or VISCOSITY.
ID1	= <turbulencefunction>	ENERGY	The turbulence quantity the first data set variable represents.
VARIABLE1	= <varref>	1	The reference of the first data set variable.
ID2	= <turbulencefunction>	DISSIPATIONRATE	The turbulence quantity the second data set variable represents.
VARIABLE2	= <varref>	2	The reference of the second data set variable.
VALUELOCATION	= <valuelocation>	NODAL	The location of new variables added to the data set. Can be NODAL or CELLCENTERED.

Example: Calculate turbulent kinematic viscosity from turbulent kinetic energy, variable 5, and turbulent frequency, variable 6:

```
$!EXTENDEDCOMMAND
COMMANDPROCESSORID = CFDAnalyzer3
COMMAND = 'CALCTURBULENCEFUNCTION
FUNCTION=VISCOSITY
VARIABLE1=5
ID2=FREQUENCY VARIABLE2=6'
```

CALCULATE

Syntax: \$!EXTENDEDCOMMAND
 COMMANDPROCESSORID = 'CFDAnalyzer3'
 COMMAND = 'CALCULATE FUNCTION = <functionname>
 [optional parameters]'

Description: Calculate a Tecplot 360 variable using the specified function and add it to the current data set. If the variable already exists in the current data set, it will be recalculated.

CALCULATEACCURACY

Required Parameter:

Parameter	Syntax	Default	Notes
FUNCTION	= <functionname>		Indicates the function to be used to calculate the variable. If it is a vector function, the components will be stored as X name, Y name, and Z name, where name is the function name appearing in the interface.

Optional Parameter:

Parameter	Syntax	Default	Notes
NORMALIZATION	= <normalizationoption>	NONE	May be NONE, MAXIMUMMAGNITUDE or REFERENCEVALUES.
VALUELOCATION	= <valuelocation>	NODAL	The location of new variables added to the data set. Can be NODAL or CELLCENTERED.
CALCULATEONDEMAND	= <boolean>	FALSE	

Example 1: Calculate the Jacobian for the grid of the current data set:

```
$!EXTENDEDCOMMAND
COMMANDPROCESSORID = CFDAnalyzer3
COMMAND = 'CALCULATE FUNCTION = JACOBIAN'
```

Example 2: Calculate the pressure coefficient for the current data set. The freestream density and speed of sound are 1.0 (the defaults):

```
$!EXTENDEDCOMMAND
COMMANDPROCESSORID = CFDAnalyzer3
COMMAND = 'CALCULATE
FUNCTION = PRESSURECOEF'
```

CALCULATEACCURACY

Syntax: \$!EXTENDEDCOMMAND
COMMANDPROCESSORID = 'CFDAnalyzer3'
COMMAND = 'CALCULATEACCURACY ZONES = [<set>]
[optional parameters]'

Description: Calculate the order accuracy of the solution contained in the listed zones. Optionally, plot the overall accuracy versus grid spacing and plot the accuracy at each grid node.

Required Parameter:

Parameter	Syntax	Default	Notes
ZONES	= <set>		Indicates the three zones from which to perform the accuracy calculation.

Optional Parameters:

Parameter Syntax	Syntax	Default	Notes
MAXACCURACY	= <double>	2.0	The maximum theoretical accuracy of the solver which generated the solution. Used to limit the calculated accuracy.
DATASETVAR	= <varref>	1	The data set variable with which to perform the accuracy calculation.
PLOTOVERALLACCURACY	= <boolean>	FALSE	If TRUE, a new frame will be created containing the accuracy calculated at each grid node.
PLOTOVERALLACCURACY	= <boolean>	FALSE	If TRUE, a new frame will be created containing the 1-norm and max-norm of the estimated error for each solution zone plotted versus grid resolution.

Example: Calculate the accuracy using zones 3, 4 and 5, along with data set variable 7, plotting the overall accuracy:

```
$!EXTENDEDCOMMAND
COMMANDPROCESSORID = CFDAalyzer3
COMMAND = 'CALCULATEACCURACY ZONES=[3-5]
DATASETVAR=7
PLOTOVERALLACCURACY=TRUE'
```

DISPLAYBOUNDARIES

Syntax: \$!EXTENDEDCOMMAND

```
COMMANDPROCESSORID = 'CFDAalyzer3'
COMMAND = 'DISPLAYBOUNDARIES
[optional parameters]
[RAWDATA
<boundaryrawdata>]'
```

Description: Displays boundaries corresponding to a geometry and boundaries specification without actually setting the geometry and boundaries. This macro is generally not useful for those writing macro files, but is recorded when the user clicks the Display Boundaries button in the Geometry and Boundaries dialog in order to duplicate the actions of Tecplot 360 that happen in response to that action. See [Section “SETGEOMETRYANDBOUNDARIES”](#) on page 240 for a description of the parameters for this macro.

EXTRACTFLOWFEATURE

Syntax: \$!EXTENDEDCOMMAND

```
COMMANDPROCESSORID = CFDAalyzer3
COMMAND = 'EXTRACTFLOWFEATURE
[optional parameters]'
```

Description: Extract and display shock surfaces, vortex cores, or separation and attachment lines. Shock surfaces are displayed as iso-surfaces of a new variable, ShockSurface, while vortex cores and separation and attachment lines are displayed as new zones.

EXTRAPOLATESOLUTION

Optional Parameters:

Parameter	Syntax	Default	Notes
Feature	= <flowfeature>	SHOCKSURFACE S	Can be SHOCKSURFACES, VORTEXCORES, or SEPATTACHLINES.
VCOREMETHOD	= <vcoremethod>	EIGENMODES	The vortex core extraction method. Can be VORTICITY or EIGENMODES.
EXCLUDEBLANKED	= <boolean>	FALSE	If TRUE, vortex cores and separation/attachment lines will not be calculated in blanked regions.

Example: Extract vortex cores using the eigenmodes method:

```
$!EXTENDEDCOMMAND
COMMANDPROCESSORID = CFDAnalyzer3
COMMAND = 'EXTRACTFLOWFEATURE
FEATURE = VORTEXCORES
VCOREMETHOD = EIGENMODES'
```

EXTRAPOLATESOLUTION

Syntax: \$!EXTENDEDCOMMAND

```
COMMANDPROCESSORID = CFDAnalyzer3
COMMAND = 'EXTRAPOLATESOLUTION ZONES = <set>
[MAXACCURACY = <double>]',
```

Description: Perform Richardson extrapolation to estimate the true solution from three input solutions on grids of successively finer resolution. Two new zones are added to the current data set. The first contains the extrapolated solution, while the second contains the estimated error.

Required Parameter:

Parameter	Syntax	Default	Notes
ZONES	= <set>		Indicates the three zones from which to perform the accuracy calculation.

Optional Parameter:

Parameter	Syntax	Default	Notes
MAXACCURACY	= <double>	2.0	The maximum theoretical accuracy of the solver which generated the solution. Used to limit the calculated accuracy.

Example: Extrapolate zones 3, 4, and 5, which were calculated with a second order accurate solver:

```
$!EXTENDEDCOMMAND
COMMANDPROCESSORID = CFDAnalyzer3
COMMAND = 'EXTRAPOLATESOLUTION      ZONES=[3-5]
MAXACCURACY = 2'
```

INTEGRATE

Syntax: \$!EXTENDEDCOMMAND

```
COMMANDPROCESSORID = CFDAnalyzer3
COMMAND = 'INTEGRATE [<set>] [optional parameters]'
```

Description: Perform an integration over the specified zones (or time strands, if INTEGRATEBY is set to TIMESTRANDS). If <set> is not specified, the integration will be performed over all zones (or time strands). If PLOTAS is set to TRUE, the integration results will be plotted in a new frame.

Optional Parameters:

Parameter	Syntax	Default	Notes
VARIABLEOPTION	= <code><variableoption></code>	SCALAR	
XORIGIN	= <code><double></code>	0.0	For VARIABLEOPTION = FORCESANDMOMENTS, indicates the origin X-location for moment calculations.
YORIGIN	= <code><double></code>	0.0	For VARIABLEOPTION = FORCESANDMOMENTS, indicates the origin Y-location for moment calculations.
ZORIGIN	= <code><double></code>	0.0	For VARIABLEOPTION = FORCESANDMOMENTS, indicates the origin Z-location for moment calculations.
SCALARVAR	= <code><varref></code>	1	For when VARIABLEOPTION = AVERAGE, MASSWEIGHTEDAVVERAGE, WEIGHTDAVERAGE, MASSFLOWWEIGHTEDAVVERAGE, or VECTORAVVERAGE. Indicates which variable's average will be calculated.
ABSOLUTE	= <code><boolean></code>	FALSE	If TRUE, the absolute value of cell volumes will be used for integration.
EXCLUDEBLANKED	= <code><boolean></code>	FALSE	If TRUE, integration will only include non-blanked regions.
XVARIABLE	= <code><varref></code>	0	Data set position or name of the scalar variable or X-component of the vector variable to be integrated.
YVARIABLE	= <code><varref></code>	0	Only required for vector integrations. Indicates the Y-component of the vector variable to be integrated.
ZVARIABLE	= <code><varref></code>	0	Only required for vector integrations. Indicates the Z-component of the vector variable to be integrated.
INTEGRATEBY	= <code><integratebyoption></code>	ZONES	Indicates whether the integration is performed by zones or by time strands.
INTEGRATEOVER	= <code><integrateoveroption></code>	CELLS	Specifies cell volumes, planes, or lines.
IRANGE { MIN MAX SKIP }	= <code><integer></code> = <code><integer></code> = <code><integer></code>	1 0 1	
JRANGE { MIN MAX SKIP }	= <code><integer></code> = <code><integer></code> = <code><integer></code>	1 0 1	
KRANGE { MIN MAX SKIP }	= <code><integer></code> = <code><integer></code> = <code><integer></code>	1 0 1	
PLOTRESULTS	= <code><boolean></code>	FALSE	Indicated whether the results of the integration will be plotted in a Tecplot 360 frame.
PLOTAS	= <code><string></code>	Results	The variable name used to plot integration results. If it contains spaces, surround it with quotes preceded by a backslash (\'). Ignored for forces and moments.

Parameter	Syntax	Default	Notes
TIMEMAX	= <integer>	Maximum SolutionTime	Can only be used if IntegrateBy is set to "TimeStrands"
TIMEMIN	= <integer>	Minimum SolutionTime	Can only be used if IntegrateBy is set to "TimeStrands"

Range Parameters: The I-range, J-range and K-range parameters are used to limit the data altered by the equation. The specification of range indices follow the rules below.

- All indices start with one and go to some maximum index m.
- Zero can be used to represent the maximum index m ; specifying zero tells the command to go to the very last position of the range, that is, the maximum index value m. If the maximum index $m = 15$, specifying zero sets the range index to 15.
- Negative values represent the offset from the maximum index. If a value of -2 is specified, and the maximum index m is 14, the value used is 14-2, or 12.



You can access your integration results in macros through a variety of specific environment variables. For a list of the variables and how to access them, refer to [User's Manual](#).

Examples:

Example 1:

The following command calculates the mass for all zones by integrating density (variable 4) over cell volumes:

```
$!EXTENDEDCOMMAND
COMMANDPROCESSORID = CFDAalyzer3
COMMAND = 'INTEGRATE SCALARVAR = 4'
```

Example 2:

Calculate the mass flux across a series of I = constant planes for zones 1, 2, and 3 and plots the results as "Mass Flux." Since the COMMAND string is surrounded by single quotation marks ('), the quotes surrounding the PLOTAS parameter must be preceded by a backslash to avoid a syntax error:

```
$!EXTENDEDCOMMAND
COMMANDPROCESSORID = CFDAalyzer3
COMMAND = 'INTEGRATE [1-3] VARIABLEOPTION = MASSFLOWRATE INTEGRATEOVER =
IPLANES PLOTRESULTS = TRUE PLOTAS = \`Mass Flux\''
```

Example 3:

Calculate the "mass-weighted average" (actually the mass flow-weighted average) of total pressure, variable 7:

```
$!EXTENDEDCOMMAND
COMMANDPROCESSORID = CFDAalyzer3
COMMAND = 'INTEGRATE [1-3] VARIABLEOPTION = MASSFLOWWEIGHTEDAVVERAGE
SCALARVAR = 7 INTEGRATEOVER = IPLANES PLOTRESULTS = TRUE PLOTAS = \`Mass
Weighted Avg Pt\''
```

SAVEINTEGRATIONRESULTS

Syntax: \$!EXTENDEDCOMMAND
 COMMANDPROCESSORID = CFDAalyzer3
 COMMAND = ‘SAVEINTEGRATIONRESULTS
 FILENAME = [<string>](#)’

Description: Saves the most recently calculated integration results to a text file.

Required parameter:

Parameter	Syntax		Notes
FILENAME	= <string>		Indicates the name of the file to which to save the results. It may be a new or existing file.

Example: Save the most recent integration results to file E:\\users\\dave\\results.txt. The backslash characters (\\) must be escaped with a second backslash character, and the file name is surrounded by quotes (“”):

```
$!EXTENDEDCOMMAND
COMMANDPROCESSORID = CFDAalyzer3
COMMAND = ‘SAVEINTEGRATIONRESULTS
FILENAME = “E:\\users\\dave\\results.txt”’
```

SETFIELDVARIABLES

Syntax: \$!EXTENDEDCOMMAND
 COMMANDPROCESSORID = CFDAalyzer3
 COMMAND = ‘SETFIELDVARIABLES
 [optional parameters]’

Description: Identifies variables in your data, such as velocity, pressure and temperature, for use in analysis.

SETFLUIDPROPERTIES

Optional Parameters:

Parameter	Syntax	Default	Notes
CONVECTIONVARSA REMOMENTUM	= <boolean>	TRUE	Indicates whether the variables designated for Tecplot 360 vector plots are momentum variables (density * velocity). If FALSE, then the vector variables must represent velocity values.
UVar	= <varref>	0	Specify the variable to use for the first Vector/Momentum variable.
VVar	= <varref>	0	Specify the variable to use for the second Vector/Momentum variable.
WVar	= <varref>	0	Specify the variable to use for the third Vector/Momentum variable.
ID1	= <varid>	NOTUSED	Identification of the first data set variable from which the function will be calculated.
ID2	= <varid>	NOTUSED	Identification of the second data set variable from which the function will be calculated.
VARIABLE1	= <varref>	0	Position or name of the first variable in the data set.
VARIABLE2	= <varref>	0	Position or name of the second variable in the data set.

SETFLUIDPROPERTIES

Syntax:

```
$!EXTENDEDCOMMAND  
COMMANDPROCESSORID = CFDAnalyzer3  
COMMAND = 'SETFLUIDPROPERTIES' [optional parameters]
```

Description: Set the fluid properties for use by other commands.

Optional Parameters:

Parameter	Syntax	Default	Notes
INCOMPRESSIBLE	= <boolean>	FALSE	If TRUE, indicates an incompressible fluid.
DENSITY	= <double>	1.0	For INCOMPRESSIBLE = TRUE, indicates the density of the fluid.
SPECIFICHEAT	= <double>	2.5	For INCOMPRESSIBLE = TRUE. The value of the fluid's specific heat.
USESPECIFICHEATVAR	= <boolean>	FALSE	For INCOMPRESSIBLE = TRUE.
SPECIFICHEATVAR	= <varref>	1	For INCOMPRESSIBLE = TRUE and USESPECIFICHEATVAR = TRUE. The data set variable that holds the fluid's specific heat.
GASCONSTANT	= <double>	1.0	For INCOMPRESSIBLE = FALSE. The value of the fluid's specific gas constant.
USEGASCONSTANTVAR	= <boolean>	FALSE	For INCOMPRESSIBLE = FALSE.
GASCONSTANTVAR	= <varref>	1	For INCOMPRESSIBLE = FALSE and USEGASCONSTANTVAR = TRUE. The data set variable which holds the fluid's specific gas constant.
GAMMA	= <double>	1.4	For INCOMPRESSIBLE = FALSE. The value of the fluid's ratio of specific heats. Must be between 1 and 5/3.
USEGAMMAVAR	= <boolean>	FALSE	For INCOMPRESSIBLE = FALSE.
GAMMAVAR	= <varref>	1	For INCOMPRESSIBLE = FALSE and USEGAMMAVAR = TRUE. The data set variable that holds the fluid's ratio of specific heats.
VISCOSITY	= <double>	1.0	The value of the fluid's dynamic viscosity.
USEVISCOSITYVAR	= <boolean>	FALSE	
VISCOSITYVAR	= <varref>	1	For USEVISCOSITYVAR = TRUE. The data set variable which holds the fluid's dynamic viscosity.
CONDUCTIVITY	= <double>	1.0	The value of the fluid's conductivity.
USECONDUCTIVITYVAR	= <boolean>	FALSE	
CONDUCTIVITYVAR	= <varref>	1	For USECONDUCTIVITYVAR = TRUE. The data set variable which holds the fluid's conductivity.

Example 1: Set the fluid properties to standard air values in meters/kilograms/seconds units:

```
$!EXTENDEDCOMMAND
COMMANDPROCESSORID = CFDAalyzer3
COMMAND = 'SETFLUIDPROPERTIES
          GASCONSTANT=287
          VISCOSITY=17.8E-6'
          CONDUCTIVITY=2.48E-2'
```

Example 2: Set the fluid properties to incompressible with density equal to 1.0 (the default) and specific heat, viscosity and conductivity taken from data set variables 5, 6, and 7:

```
$!EXTENDEDCOMMAND
COMMANDPROCESSORID = CFDAalyzer3
COMMAND = 'SETFLUIDPROPERTIES
          INCOMPRESSIBLE=TRUE
          SPECIFICHEATOPTION=DATASETVAR
          SPECIFICHEATVAR=5
          VISCOSITYOPTION=DATASETVAR
          VISCOSITYVAR=6'
          CONDUCTIVITYOPTION=DATASETVAR
          CONDUCTIVITYVAR=7'
```

SETGEOMETRYANDBOUNDARIES

Syntax: \$!EXTENDEDCOMMAND

```
COMMANDPROCESSORID = 'CFDAnalyzer3'
COMMAND = 'SETGEOMETRYANDBOUNDARIES'
[optional parameters]
[RAWDATA
<boundaryrawdata>]
```

Description: Specify whether the data represent an axisymmetric flow solution (2D Cartesian plots only), whether adjacent zones should be considered to be connected at coincident faces, and specify zone boundaries and their corresponding boundary conditions. Each line of the RAWDATA describes one boundary, and appears in the same format as on the Geometry and Boundaries dialog. For all boundaries, list the boundary condition and the set of zones, separated by a comma. The index range-type boundary follows this with the boundary face, the first starting index, the first ending index, the second starting index and the second ending index. All entries are separated by commas. The boundary condition is one of INFLOW, OUTFLOW, WALL, SLIPWALL, SYMMETRY, EXTRAPOLATED. The boundary face is one of I=1, I=IMAX, J=1, J=JMAX, K=1, and K=KMAX. Refer to the [User's Manual](#) for more information on boundaries.

Optional Parameters:

Parameter	Syntax	Default	Notes
AXISYMMETRIC	= <boolean>	FALSE	Can only be TRUE if the current plot type is 2D Cartesian. If TRUE, indicates that the data represents an axisymmetric solution.
SYMMETRYVAR	= <XorY>	Y	For AXISYMMETRIC = TRUE. Can be X or Y. Indicates which axis variable is constant along the axis of symmetry.
SYMMETRYVALUE	= <double>	0.0	For AXISYMMETRIC = TRUE. Indicates the value of the SYMMETRYVAR along the axis of symmetry.
CONNECTZONES	= <boolean>	TRUE	If TRUE, indicates that adjacent zones should be connected where boundary faces coincide.
NODETOLERANCE	= <double>	1.0E-6	Indicates how close two nodes must be before they will be considered coincident for the purpose of matching zone faces.
DEFAULTBFC	= <string>	EXTRAPOLATED	Indicates the boundary condition that will be applied to all zone boundary faces not connected to adjacent zones or covered by zone boundaries defined by the RAWDATA section.

Example: Specify that the solution data represents an axisymmetric solution about X = 1. Do not allow adjacent zones to be connected. Identify two zone-type boundaries and one zone, face and index-range-type boundary:

```
$!EXTENDEDCOMMAND
COMMANDPROCESSORID = 'CFDAnalyzer3'
COMMAND = 'SETGEOMETRYANDBOUNDARIES
AXISYMMETRIC = TRUE
SYMMETRYVAR = X
SYMMETRYVALUE = 1
CONNECTZONES = FALSE'
RAWDATA
WALL,[2-3]
INFLOW,[4]
OUTFLOW,[1],I=IMAX,1,10,1,20
```

SETREFERENCEVALUES

Syntax: \$!EXTENDEDCOMMAND

```
COMMANDPROCESSORID = CFDAnalyzer3
```

COMMAND = 'SETREFERENCEVALUES
[optional parameters]'

Description: Specify the reference (free-stream) properties of the solution, identify two variables in the current data set for use with other commands.

Optional Parameters:

Parameter	Syntax	Default	Notes
RVELOCITY1ID	= <string>	MACHNUMBER	Identification of the first free-stream velocity component. May be UVELOCITY or MACHNUMBER.
RVELOCITY1	= <double>	0.0	The value of the first free-stream velocity component.
RVELOCITY2ID	= <string>	ANGLEOFATTACK	Identification of the second free-stream velocity component. May be VVELOCITY or ANGLEOFATTACK.
RVELOCITY2	= <double>	0.0	The value of the second free-stream velocity component. NOTE: RVELOCITY1 must be defined before using RVELOCITY2.
RTHERMO1ID	= <string>	DENSITY	Identification of the first free-stream thermodynamic variable. May be PRESSURE or DENSITY.
RTHERMO1	= <double>	1.0	The value of the first free-stream thermodynamic variable.
RTHERMO2ID	= <string>	SPEEDOFSOUND	Identification of the second free-stream thermodynamic variable. May be TEMPERATURE or SPEEDOFSOUND.
RTHERMO2	= <double>	1.0	The value of the second free-stream thermodynamic variable.

SETUNSTEADYFLOWOPTIONS

Syntax: \$!EXTENDEDCOMMAND

```
COMMANDPROCESSORID = 'CFDANALYZER3'
COMMAND = 'SETUNSTEADYFLOWOPTIONS
[SteadyState=<boolean>]
[RAWDATA
<timelevelrawdata>]'
```

Description: Identifies time levels for unsteady flow, or specifies that the solution is steady-state. If the flow is unsteady, the solution time levels are specified in the RAWDATA section. The first line of the RAWDATA section must consist of a single integer indicating the number of solution time levels. This must be followed by the time levels themselves. Each time level must be on a separate line and must consist of a floating-point number (the solution time), as well as one or more integers (the zone numbers for that solution time).

Optional Parameters:

Parameter	Syntax	Default	Notes
STEADYSTATE	= <boolean>	TRUE	If TRUE, indicates that the solution is steady-state, and the RAWDATA, if any, is ignored. If FALSE, indicates that the solution is unsteady, with time levels identified in the RAWDATA section.

Example: The unsteady solution contains three solution time levels of two zones each, representing solution times 0.5, 1.0 and 1.5:

```
$!EXTENDEDCOMMAND
COMMANDPROCESSORID = CFDAalyzer3
COMMAND = 'SETUNSTEADYFLOWOPTIONS
STEADYSTATE = FALSE'
RAWDATA
```

3		
.5	1	2
1.0	3	4
1.5	5	6

11 - 1.3 Parameter Assignment Values

Parameter assignments referenced in the previous section using single angle brackets (<>) not defined in the [13](#), are defined here. Note that case is not important.

Value Identifier	Allowable Values
<coeffoption>	GENERAL, DETAILED
<functionname>	IASPECTRATIO, JASPECTRATIO, KASPECTRATIO, ISTRETCHRATIO, JSTRETCHRATIO, KSTRETCHRATIO, IFACESKEWNESS, JFACESKEWNESS, KFACESKEWNESS, CELLDIAGONAL1SKENESS, CELLDIAGONAL2SKENESS, IJNORMALSSKEWNESS, JKNORMALSSKEWNESS, KINORMALSSKEWNESS, MAXNORMALSSKEWNESS, IORTHOGONALITY, JORTHOGONALITY, KORTHOGONALITY, MINORTHOGONALITY, INONPLANARITY, JNONPLANARITY, KNONPLANARITY, MINNPLANARITY, JACOBIAN, CELLVOLUME, GRIDJUNITNORMAL, GRIDJUNITNORMAL, GRIDKUNITNORMAL, DENSITY, STAGDENSITY, PRESSURE, STAGPRESSURE, PRESSURECOEF, STAGPRESSURECOEF, PITOPPRESSURE, PITOPPRESSURERATIO, DYNAMICCPRESSURE, TEMPERATURE, STAGTEMPERATURE, ENTHALPY, STAGENTHALPY, INTERNALENERGY, STAGENERGY, STAGENERGYPERUNITVOL, KINETICENERGY, UVELOCITY, VVELOCITY, WVELOCITY, VELOCITYMAG, MACHNUMBER, SPEEDOFSOUND, CROSSFLOWVELOCITY, EQUIVALENTPOTENTIALVELRAT, XMOMENTUM, YMOMENTUM, ZMOMENTUM, ENTROPY, ENTROPYMEASURES1, XVORTICITY, YVORTICITY, ZVORTICITY, VORTICITYMAG, SWIRL, VELOCITYCROSSVORTICITYMAG, HELICITY, RELATIVEHELICITY, FILTEREDRELATIVEHELICITY, SHOCK, FILTEREDSHOCK, PRESSUREGRADIENTMAG, DENSITYGRADIENTMAG, XDENSITYGRADIENT, YDENSITYGRADIENT, ZDENSITYGRADIENT, SHADOWGRAPH, DIVERGENCEOFVELOCITY, SUTHERLANDSLAW, ISENTROPICDENS RAT, ISENTROPICPRES RAT, ISENTROPICTEMPRAT, VELOCITY, VORTICITY, MOMENTUM, PERTURBATIONVELOCITY, VELOCITYCROSSVORTICITY, PRESSUREGRADIENT, DENSITYGRADIENT, VELOCITYGRADIENT
<gravitydirection>	MINUSX, MINUSY, MINUSZ, PLUSX, PLUSY, PLUSZ
<integratebyoption>	ZONES, TIMESTRANDS
<integrateoveroption>	CELLS, IPLANES, JPLANES, KPLANES, ILINES, JLINES, KLINE
<normalizationoption>	NONE, MAXIMUMMAGNITUDE, REFERENCEVALUES
<particlefunction>	PARTICLEPATH, STREAKLINE
<releaseoption>	TIMELEVEL, UNITTIME
<specifyoption>	SPECIFY, CALCULATE
<storeoption>	PARTICLEVALUES, FLUIDVALUES
<terminationoption>	TEMPERATURE, ABLATE
<turbulencefunction>	ENERGY, DISSIPATIONRATE, DYNAMICVISCOSITY, FREQUENCY, VISCOSITY
<variableoption>	LENGTHAREAVOLUME, SCALAR, AVERAGE, MASSWEIGHTEDSCALAR, MASSWEIGHTEDAVERAGE, WEIGHTEDAVERAGE, SCALARFLOWRATE, MASSFLOWRATE, MASSWEIGHTEDFLOWRATE, MASSFLOWWEIGHTEDAVERAGE, FORCESANDMOMENTS, VECTORDOTNORMAL, VECTORAVERAGE, VECTORDOTTANGENTIAL
<varid>	PRESSURE, TEMPERATURE, DENSITY, STAGNATIONENERGY, MACHNUMBER, NOTUSED
<XorY>	X, Y

11 - 2 Extend Macro

The Extend Macro COMMANDPROCESSORID is extendmcr. The commands supported by the add-on are listed in the following table



When specifying a macro variable name in an Extend Macro command, you should not surround the variable name with vertical bars. For example, ZONENUM rather than |ZONENUM|.

Command	Notes
QUERY.ZONENAMEBYNUM <i>nnn VVV</i>	Get the string for zone <i>nnn</i> and assign to variable <i>VVV</i> .
QUERY.VARNAMEBYNUM <i>nnn VVV</i>	Get the string for variable <i>nnn</i> and assign to variable <i>VVV</i>
QUERY.ZONENUMBYNAME " <i>zonename</i> " <i>VVV</i>	Get the number of zone named <i>zonename</i> and assign to variable <i>VVV</i>
QUERY.VARNUMBYASSIGNMENT <i>assignment VVV</i>	<p>Get the number of variable by assignment and assign to variable <i>VVV</i>. <i>VVV</i> may have any of the following values:</p> <ul style="list-style-type: none"> • X, Y or Z - Variable assigned to the X, Y or Z-axis. • U, V or W - Variable assigned to be the U, V or W-vector component. • C - Variable assigned to contours. • S - Variable assigned to scatter sizing. • B - Variable assigned to the first constraint for value-blanking.
QUERY.VARMINMAXINDEX <i>nnn VZONEMIN VMININDEX VZONEMAX VMAXINDEX</i>	Query to find the zone, index where the minimum value for variable <i>nnn</i> occurs and the zone, index where the maximum value occurs. Results are stored in supplied Vxxxxx variable names.
QUERY.FIRSTZONEINFIELDMAP <i>nnn ZONENUM</i>	Query to find the first zone assigned to the <i>nnn</i> fieldmap.
QUERY.DATASETTITLE <i>VVV</i>	Get the string for the dataset title and assign to variable <i>VVV</i>
QUERY.STYLE S1 S2 S3 S4 S5 S6 : Offset1 Offset2 RESULTSTRVAR [RESULTTYPEVAR] [RETURNCODEVAR]	<p>Query for a style setting in Tecplot 360. where: S1, S2,...S6 are SV parameters ":" marks the end of the SV parameters. Offset1 and Offset 2 must always be supplied. Use "1 1" if not used. RESULTTYPEVAR is the name of the variable into which to deposit the result type. This is optional but must be supplied if RETURNCODEVAR is supplied. RETURNCODEVAR is the name of the variable into which the return code is deposited. This is optional. It returns the "Get Value" return code for the operation.</p>

Table 11 - 3: Command Options for Extend Macro

SETUNSTEADYFLOWOPTIONS

STRING.LENGTH "strsource" VVV	Get the length of string strsource and assign to variable VVV.
STRING.FINDPATTERN "strsource" "strpattern" VVV	Get the sub-string from StrSource starting at pattern StrPattern and going to the end of StrSource. Returns "NOTFOUND" if not found.
STRING.SUBSTRING "strsource" start end VVV	Get the sub-string from StrSource starting at position start and ending at position end. Put the result in VVV.
STRING.TOKEN "strsource" nnn VVV	Get the nnnth token from StrSource. Tokens are space or tab delimited.
QUERY.ACTIVEZONES VVV	Get the set of active zones and put the result in VVV. Note: The set string does not include any blank spaces. If zones 2, 4, 6, 7 and 8 are active, VVV would have the string "2, 4, 6-8."
QUERY.MAPNAMEBYNUM nnn VVV	Returns a string (the name of the map) and places it in variable VVV. The active plot must be XY-Line or Polar-Line.
QUERY.ISADDONLOADED COMMANDPROCESSORID VVV	Return "YES" if Add-on COMMANDPROCESSORID is loaded, otherwise return "NO"
QUERY.FILEEXISTS "filename" VVV	If the file exists, VVV will be "YES" otherwise VVV will be "NO"
QUERY.ISZONEACTIVE ZZZ VVV	Test to see if zone ZZZ is active. If so, VVV is set to "YES," otherwise it is set to "NO."
QUERY.LINEMAPZONEASSIGNMENT nnn VVV	Get the zone number assigned to line map nnn and put the result in VVV.
QUERY.ACTIVELINEMAPS VVV	Get the set of active line maps and put the result in VVV. Note: The set string does not include any blank spaces. If linemaps 2, 4, 6, 7, and 8 are active, VVV would have the string "2,4,6-8."
QUERY.ISLINEMAPACTIVE nnn VVV	Test to see if line map nnn is active. If so, VVV is set to "YES," otherwise it is set to "NO." VVV is set to "INVALID" if nnn <=0.
FILE.APPENDSTRING "filename" "string"	Appends the given string to the indicated file, creating the file if necessary. FileName may be a relative path from Tecplot's working directory or an absolute path.
FILE.APPENDLASTERROR "filename"	Appends the last error message, if any, to the indicated file, creating the file if necessary. FileName may be a relative path from Tecplot's working directory or an absolute path. If no Tecplot errors have occurred, this command will have no effect.
FILE.READSTRING "filename" nnn VVV	Read the nnnth line from file FileName and stuff the entire string into variable VVV.

Table 11 - 3: Command Options for Extend Macro

If you have declared macro variables and would like to use them with the Extend Macro add-on, you can do so by surrounding the command call with single quotes and the macro variable with double-quotes.

For example:

```
$!VarSet |ZoneName| = "Unknown"
$!EXTENDEDCOMMAND
  COMMANDPROCESSORID = "extendmcr"
  Command = 'query.zonenamebynum 1 "ZoneName"'
$!RemoveVar |ZoneName|
```

Refer to [Scripting Guide](#) for additional information on working with Tecplot 360's macro language.

QUERY.DATASETTITLE

The following example, uses the QUERY.DATASETTITLE command to place the title of the dataset at a specific position on the plot.

```
$!VARSET |ZNUM| = "blank"
$!EXTENDEDCOMMAND COMMANDPROCESSORID='extendmcr'
COMMAND='QUERY.DATASETTITLE ZNUM'

$!ATTACHTEXT
  XYPOS
  {
    X = 5
    Y = 90
  }
  TEXT = "Title is: |ZNUM|"
```

QUERY.VARNAMEBYNUM

The following example uses QUERY.VARNAMEBYNUM to place the name of variable 2 at a specific position on the plot.

```
$!VARSET |VNAME| = "X"
$!EXTENDEDCOMMAND COMMANDPROCESSORID = 'extendmcr'
COMMAND='QUERY.VARNAMEBYNUM 2 VNAME'

$!ATTACHTEXT
  XYPOS
  {
    X = 5
    Y = 85
  }
  TEXT = "Var 2 is: |VNAME|"
```

QUERY.ZONENAMEBYNUM

The following example uses QUERY.ZONENAMEBYNUM to place the title of Zone 1 at a specific position on the plot.QUERY.ACTIVEZONES

```
$!VARSET |ZNAME| = "HELLO"
$!EXTENDEDCOMMAND COMMANDPROCESSORID = 'extendmcr'
COMMAND='QUERY.ZONENAMEBYNUM 1 ZNAME'

$!ATTACHTEXT
  XYPOS
  {
    X = 5
    Y = 80
  }
```

SETUNSTEADYFLOWOPTIONS

```
}
```

```
TEXT = "Zone is: |ZNAME|"
```

The follow example uses QUERY.ACTIVEZONES to display a list of the active zones.

```
$!VARSET |ZNUMS| = "blank"
$!EXTENDEDCOMMAND COMMANDPROCESSORID='extendmcr'
COMMAND='QUERY.ACTIVEZONES ZNUMS'

$!ATTACHTEXT
XYPOS
{
  X = 5
  Y = 70
}
TEXT = "Active zones are: |ZNUMS|"
```

QUERY.STYLE

The following examples use the following “TestQueryStyle” macro function:

```
$!MacroFunction Name="TestQueryStyle"
$!ExtendedCommand COMMANDPROCESSORID='extendmcr'
COMMAND='QUERY.STYLE |1| RESULTSTRVAR RESULTTYPEVAR RESULTCODEVAR'
$!Pause "|1| : |ResultStrVar| : |ResultTypeVar| : |ResultCodeVar|"
$!EndMacroFunction
```

```
#
# Prior to running the following commands open a simple layout with a field
plot...
#
#!RunMacroFunction "TestQueryStyle" ("STREAMATTRIBUTES COLOR : 1 1")
#!RunMacroFunction "TestQueryStyle" ("GLOBALTHREEDVECTOR USERRELATIVE : 1 1")
#!RunMacroFunction "TestQueryStyle" ("FIELDMAP MESH COLOR : 2 1")
#!RunMacroFunction "TestQueryStyle" ("GLOBALTWODVECTOR USERRELATIVE : 1 1")
#!RunMacroFunction "TestQueryStyle" ("GLOBALTHREEDVECTOR UVAR : 1 1")
#!RunMacroFunction "TestQueryStyle" ("GLOBALTHREEDVECTOR VVAR : 1 1")
#!RunMacroFunction "TestQueryStyle" ("GLOBALTHREEDVECTOR WVAR : 1 1")
#!RunMacroFunction "TestQueryStyle" ("GLOBALTHREEDVECTOR RelativeLength : 1 1")
#!RunMacroFunction "TestQueryStyle" ("ACTIVEFIELDMAPS : 1 1")

# test invalid command name ....
$!RunMacroFunction "TestQueryStyle" ("AACTIVEFIELDMAPS : 1 1")

#.... Open a simple layout with an XY plot
$!RunMacroFunction "TestQueryStyle" ("LINEMAP NAME : 1 1")

# Test invalid linemap number
$!RunMacroFunction "TestQueryStyle" ("LINEMAP NAME : 4 1")
```

Parameter Subcommands

This chapter details secondary or common macro parameter subcommands in Tecplot 360. These subcommands provide a means to access the lower level variables of commands defined in the previous chapter of this manual. Each subcommand can expand to contain one or more parameters or subcommands. All parameters within a subcommand are optional.

Items within single angle brackets (<>) are defined in [13](#).

<<anchorpos>>

Description: Assign attributes for positioning of objects.

Expands to:

Parameter	Syntax	Default	Notes
{			
X	= <double>		Sets X-value (and THETA-value)
Y	= <double>		Sets Y-value (and R-value)
Z	= <double>		Sets Z-value
THETA	= <double>		Sets THETA-value (and X-value)
R	= <double>		Sets R-value (and Y-value)
}			

Example:

Make a square geometry and place it at a certain XY location:

```
$!ATTACHGEOM
GEOMTYPE = SQUARE
POSITIONCOORDSYS = FRAME
ANCHORPOS
{
  X = 2.89124668435
```

<<areastyle>>

```
Y = 88.7359084881
}
RAWDATA
5.23430593312
```

<<areastyle>>

Description: Change settings for the axis grid area.

Expands to:

Parameter	Syntax	Default	Notes
{ DRAWGRIDLAST DRAWBORDER LINETHICKNESS COLOR ISFILLED FILLCOLOR USELIGHTSOURCETO FIL }	= <boolean> = <boolean> = <op> <dexp> = <color> = <boolean> = <color> = <boolean>		Not available in 3D frame mode. Only available for 3D frame mode.

Example: Turn on the grid area border for a 2D plot and change the line thickness to be 2 percent:

```
$!TWODAXIS
AREASTYLE
{
  DRAWBORDER = YES
  LINETHICKNESS = 2
}
```

<<axisdetail>>

Description: Assign attributes for axes.

Expands to:

Parameter	Syntax	Default	Notes
{ SHOWAXIS = <boolean> AUTOGRID = <boolean> ISREVERSED = <boolean> GRANCHOR = <double> GRSPACING = <double> RANGEMIN = <double> RANGEMAX = <double> COORDSCALE = <coordscale> CLIPDATA = <boolean> VALUEATORIGIN = <double> VAR = <varref> TICKLABEL <<ticklabeldetail>> GRIDLINES <<gridlinedetail>> MINORGRIDLINES <<gridlinedetail>> MARKERGRIDLINE <<gridlinedetail>> TICKS <<tickmarkdetail>> TITLE <<axistitle>> AXISLINE <<axisline>> }			XY and Polar Line plots only. Available for 2D and 3D plot types only. Refer to "\$!LINEMAP" on page 158 for information on accessing variable references for XY and Polar Line plots.

Example: Turn on the axis line, reverse the axis direction, and set the range to go from 0.5 to 1.5 for the X-axis in a 2D plot:

```
$!TWODAXIS
SHOWAXISLINE = TRUE
XDETAIL
{
  ISREVERSED = TRUE
  RANGEMIN   = 0.5
  RANGEMAX   = 1.5
}
```

<<axisline>>

<<axisline>>

Description: Assign attributes for axis lines.

Expands to:

Parameter	Syntax	Default	Notes
{			
SHOW	= <boolean>		
SHOWBOTHDIRECTIONS	= <boolean>	FALSE	Non-3D only.
SHOWPERPENDICULAR	= <boolean>	FALSE	Non-3D only.
SHOWOPPOSITEEDGE	= <boolean>	FALSE	3D only
COLOR	= <color>		
LINETHICKNESS	= <double>		
AXISALIGNMENT	= <axisalignment>		
OPPOSINGAXISVALUE	= <double>		
POSITION	= <double>		
ANGLE	= <double>		
OFFSET	= <double>		
EDGE	= <integer>		
}			

Example: Change the thickness of the Theta-axis line to 0.8 and the color to red.:

```
$!POLARAXIS THETADETAIL{AXISLINE{COLOR = RED}}
```

```
$!POLARAXIS THETADETAIL{AXISLINE{LINETHICKNESS = 0.8}}
```

<<axistitle>>

Description: Assign attributes for titles.

Expands to:

Parameter	Syntax	Default	Notes
{			
SHOWONAXISLINE	= <boolean>	TRUE	
SHOWONGRIDBORDERMIN	= <boolean>	FALSE	Non-3D only.
SHOWONGRIDBORDERMAX	= <boolean>	FALSE	Non-3D only.
SHOWONOPPOSITEEDGE	= <boolean>	FALSE	3D only.
SHOWONALLAXES	= <boolean>	TRUE	Polar R only.
SHOWONVIEWPORTTOP	= <boolean>	TRUE	Polar only.
SHOWONVIEWPORTBOTTOM	= <boolean>	TRUE	Polar only.
SHOWONVIEWPORTLEFT	= <boolean>	TRUE	Polar only.
SHOWONVIEWPORTRIGHT	= <boolean>	TRUE	Polar only.
TITLEMODE	= <axistitlemode>		
TEXT	= <string>		
COLOR	= <color>		
TEXTSHAPE	= <<textshape>>		
OFFSET	= <double>		
PERCENTALONGLINE	= <double>	50%	
}			

Example: Create a R-axis title, saying “Harmonic Motion” in red, times, size 6 font.:

```
$!POLARAXIS RDETAIL{TITLE{TEXT = 'Harmonic Motion'}}  
$!POLARAXIS RDETAIL{TITLE{OFFSET = -4}}  
$!POLARAXIS RDETAIL{TITLE{COLOR = RED}}  
$!POLARAXIS RDETAIL{TITLE{TEXTSHAPE{FONTFAMILY = "Times"}}}  
$!POLARAXIS RDETAIL{TITLE{TEXTSHAPE{ISBOLD = NO}}}  
$!POLARAXIS RDETAIL{TITLE{TEXTSHAPE{ISITALIC = NO}}}  
$!POLARAXIS RDETAIL{TITLE{TEXTSHAPE{HEIGHT = 6}}}
```

<<basiccolorcontrol>>

Description: Assign name to a basic color.

Expands to:

Parameter	Syntax	Default	Notes
{ NAME = <string> SHOW = <boolean> }		'' YES	May include dynamic text variables Controls visibility of the basic color in a basic color legend.

Example: Hide Red from the basic color legend; if Blue is employed in the plot, label it “Water”:

```
$!BASICCOLORLEGEND  
BASICCOLORCONTROL  
{  
  RED  
  {  
    SHOW = NO  
  }  
  BLUE  
  {  
    SHOW = YES  
    NAME = "Water"  
  }  
}
```

<<basicsizelist>>

Description: Assign basic sizes. The units for the values assigned here are dependent on the parent command.

Assignments here do not affect the plot. These assignments are used only to configure drop-down

<<colormapcontrolpoints>>

menus in the interface so the user can make quick selections.

Expands to:

Parameter	Syntax	Default	Notes
{			
TINY	<op> <dexp>		
SMALL	<op> <dexp>		
MEDIUM	<op> <dexp>		
LARGE	<op> <dexp>		
HUGE	<op> <dexp>		
}			

Example: Change the medium line pattern length for drop-down menus in the interface to be five percent:

```
$!BASICSIZE
LINEPATLENGTHS
{
  MEDIUM = 5
}
```

<<colormapcontrolpoints>>

Description: All contour color maps except the Raw user-defined color map make use of control points to determine the color distribution. Each control point has a position and a left and right color. The <<colormapcontrolpoints>> subcommand can contain more than one CONTROLPOINT subcommand.

Expands to:

Parameter	Syntax	Default	Notes
{			
CONTROLPOINT	<integer>		Use <integer> to specify which control point to modify.
{			
COLORMAPFRACTION	= <dexp>		Positions the control point; 0 sets the position to the lowest index and 1 to the highest index in the color map.
LEADRGB	<<rgb>>		
TRAILRGB	<<rgb>>		
}			
}			

<<colormapoverride>>

Description: Change settings for a color map override. Color map overrides are used to replace a specific

band in a contour color map with one of the 16 basic colors.

Expands to:

Parameter	Syntax	Default	Notes
{ INCLUDE COLOR STARTLEVEL ENDLEVEL }	= boolean = color op integer op integer		

Example: Set the color used between contour level number 1 to number 3 to be purple. Use color map override number 3:

```
$!GLOBALCONTOUR
COLORMAPFILTER
{
  COLORMAPOVERRIDEACTIVE = YES
  COLORMAPOVERRIDE 3
  {
    INCLUDE = YES
    COLOR = PURPLE
    STARTLEVEL = 1
    ENDLEVEL = 3
  }
}
```

Description: Change settings for continuous color.

Expands to:

Parameter	Syntax	Default	Notes
CMIN	= double		
CMAX	= double		

Example: Set the continuous color.

```
$!GLOBALCONTOUR VAR = 4
$!FIELDLAYERS SHOWCONTOUR = YES

$!GLOBALCONTOUR COLORMAPFILTER
{COLORMAPDISTRIBUTION = CONTINUOUS}
$!GLOBALCONTOUR COLORMAPFILTER
{
  CONTINUOUSCOLOR
  {
    CMIN = 0.5
    CMAX = 2
  }
}
```

<<gridarea>>

<<gridarea>>

Description: Change settings for the axis grid area.

Expands to:

Parameter	Syntax	Default	Notes
{			
DRAWBORDER	= boolean		Not available in 3D.
LINETHICKNESS	= op <dexp>		
COLOR	= color		Not available for 3D or Polar Line.
ISFILLED	= boolean		
FILLCOLOR	= color		
USELIGHTSOURCETO	= boolean		Only available for 3D.
FILL			
LABELSALLSIDES	= boolean		
TICKSALLSIDES	= boolean		
EXTENTS	rect		Not available in 3D.
}			

Example: Turn on the grid area border for a 2D plot and change the line thickness to be 2 percent:

```
$!TWODAXIS
GRIDAREA
{
  DRAWBORDER = YES
  LINETHICKNESS = 2
}
```

<<gridlinedetail>>

Description: Change settings for axis gridlines.

Expands to:

Parameter	Syntax	Default	Notes
{ COLOR SHOW LINEPATTERN PATTERNLENGTH LINETHICKNESS CUTOFF DRAWGRIDLAST POSITIONMARKERBY CONSTANTVALUE }	= color = boolean = linepattern <op> <dexp> <op> <dexp> = double = boolean = markerpos = double		Theta only. Drawing last places the grid at the front of the plot; drawing first places it in the back Marker gridline only Marker gridline only; valid only when POSITIONMARKERBY is CONSTANT

Example: Set the line pattern for minor gridlines for the X-axis in a 3D plot to be dashed:

```
$!THREEDAXIS
XDETAIL
{
  MINORGRIDLINES
  {
    LINEPATTERN = DASHED
  }
}
```

<<header>>

Description: Set value commands for the legend header

Expands to:

Parameter	Syntax	Default	Notes
{ SHOW TEXTSHAPE TEXTTYPE }	= boolean <<textshape>> = texttype	YES FONTFAMILY="Helvetica", ISBOLD=NO, ISITALIC=NO, SIZEUNITS=FRAME, HEIGHT=2.5 REGULAR	If TEXTTYPE is LATEX, only HEIGHT and SIZEUNITS will affect the LaTeX text. Only applied when USECUSTOMTEXT is set to YES. Supported values are LATEX and REGULAR. REGULAR: Produces normal text annotations. LATEX: Instructs Tecplot to pass the text string through the LaTeX toolchain (see User's Manual for more information) to produce images which are then placed in the plot in the Contour Legend Header.

Parameter	Syntax	Default	Notes
USECUSTOMTEXT	= <boolean>	NO	If NO, the specified Contour Group variable name from the data set will be used.
CUSTOMTEXT	= <string>	""	Accepts REGULAR or LATEX formatted text strings.
}			

Example: Set the contour legend header to use a custom header text:

```
$!GLOBALCONTOUR
LEGEND
{
  HEADER
  {
    SHOW = YES
    TEXTSHAPE
    {
      FONTFAMILY = "Times"
      ISBOLD = NO
      ISITALIC = NO
    }
    USECUSTOMTEXT = YES
    CUSTOMTEXT = "Parcel Pressure"
  }
}
```

Example: Set the contour legend header to use a custom header text:

```
$!GlobalContour 1
Legend
{
  Header
  {
    UseCustomText = Yes
    CustomText = '\textbf{Pressure} ($\frac{N}{m^2})'
    TextType = LaTeX
    TextShape
    {
      SizeUnits = Point
      Height = 27.5
    }
  }
}
```

Description: Set an I-, J-, or K-index.

Expands to:

Parameter	Syntax	Default	Notes
{			
I	<op> <integer>		
J	<op> <integer>		
K	<op> <integer>		
}			

Example: Set the I- and J-index skip for vectors to 2 for all zones:

```
$!FIELDMAP
VECTOR
{
  IJKSKIP
  {
    I = 2
    J = 2
  }
}
```

<<indexrange>>

Description: Set an index range.

Expands to:

Parameter	Syntax	Default	Notes
{ MIN <op> <integer> MAX <op> <integer> SKIP <op> <integer> }			

Example: Change the plot so the data set shows I-planes 3, 5, and 7 for zones 1 to 3:

```
$!FIELDMAP [1-3]
SURFACES
{
  SURFACESTOPLOT = IPLANES
  IRANGE
  {
    MIN = 3
    MAX = 7
    SKIP = 2
  }
}
```

<<numberformat>>

<<numberformat>>

Description: Set the format used to draw a number.

Expands to:

Parameter	Syntax	Default	Notes
{ FORMATTING = <valueformat> CUSTOMLABEL = <integer> DYNAMICLABELNAME = <string> PRECISION = <op> <integer> SHOWDECIMALSONWH = <boolean> OLENUMBERS REMOVELEADING = <boolean> ZEROS SHOWNEGATIVESIGN = <boolean> POSITIVEPREFIX = <string> POSITIVESUFFIX = <string> NEGATIVEPREFIX = <string> NEGATIVESUFFIX = <string> TIMEDATEFORMAT = <string> ZEROPREFIX = <string> ZEROSUFFIX = <string> } }			Name of the dynamic label generator to use when "Formatting" is set to "DynamicLabel" FALSE FALSE TRUE

Example: Set the number format for axis labels on the X-axis in a 2D field plot to use the "float" format with a precision of 3, and add the phrase "DAYS WITHOUT RAIN" after every positive value:

```
$!TWODAXIS
XDETAIL
{
  TICKLABEL
  {
    NUMFORMAT
    {
      FORMATTING = FIXEDFLOAT
      PRECISION = 3
      POSITIVESUFFIX = "DAYS WITHOUT RAIN"
    }
  }
}
```

Example: Set the number format for axis labels on the X-axis in a 2D field plot to use the Time/Date format. Add the time and date in format

<<papersize>>

Description: Change dimensions or hardclip offsets for LETTER, DOUBLE, A3, A4, CUSTOM1 and CUSTOM2

paper sizes.

Expands to:

Parameter	Syntax	Default	Notes
{ WIDTH HEIGHT LEFTHARDCLIPOFFSET RIGHTHARDCLIPOFFSET TOPHARDCLIPOFFSET BOTTOMHARDCLIPOFFSET }	<op> <dexp> <op> <dexp> <op> <dexp> <op> <dexp> <op> <dexp> <op> <dexp>		All values are in inches.

Example: Change the left hardclip offset for LETTER size paper to be 0.25 inches:

```
$!PAGE
PAPERSIZEINFO
{
    LETTER
    {
        LEFTHARDCLIPOFFSET = 0.25
    }
}
```

Description: Change settings for the precise dot grid.

Expands to:

Parameter	Syntax	Default	Notes
{ INCLUDE COLOR SIZE }	= <boolean> = <color> = <double>		Size is in centimeters.

Example: Turn on the precise dot grid in an XY-plot:

```
$!XYAXIS
PRECISEGRID
{
    INCLUDE = YES
}
```

<<rect>>

<<rect>>

Description: Change settings for a rectangle. The rectangle is defined using two points (X1,Y1) and (X2,Y2).

Expands to:

Parameter	Syntax	Default	Notes
{ X1 <op> <dexp> Y1 <op> <dexp> X2 <op> <dexp> Y2 <op> <dexp> }			Units are based on the parent command.

Example: Set the 2D axis grid area to be positioned 10 percent from all edges of the frame:

```
$!TWODAXIS
AREASTYLE
{
  EXTENTS
  {
    X1 = 10
    Y1 = 10
    X2 = 90
    Y2 = 90
  }
}
```

<<refscatsymbol>>

Description: Set the attributes for the reference scatter symbol.

Expands to:

Parameter	Syntax	Default	Notes
{ SHOW = <boolean> COLOR = <color> LINETHICKNESS = <dexp> ISFILLED = <boolean> FILLCOLOR = <color> MAGNITUDE = <dexp> XYPOS = <<xyz>> SYMBOLSHAPE = <<symbolshape>> }			

Example: Change the fill color of the reference scatter symbol to be green:

```
$!GLOBALSCATTER
REFSCATSYMBOL
{
  FILLCOLOR = GREEN
}
```

<<renderconfig>>

Description: Set the attributes for OpenGL rendering.

Expands to:

Parameter	Syntax	Default	Notes
{ POLYGONOFFSET EXTBIASFACTOR STIPPLEALLLINES DEPTHBUFFERSIZE MINBITSPERRGB PLANE DOEXTRADRAWFOR LASTPIXEL MAXMULTISAMPLES MAXSTRIPLENGTH MAXPRIMITIVESPER BLOCK CONSTANTLYUSE SCISSORING USEQUADSTRIPS USETRIANGLE STRIPS TRIANGULATE FILLEDPOLYGONS USEGLCOLOR MATERIALFUNCTION MAXTEXTURESIZE FORCESMOOTHSHADI NGFORLIGHTING ADJUSTRECTANGLE RIGHTANDBOTTOM }	= <double> = <stipplemode> = <integer> = <integer> = <integer> = <boolean> = <integer> = <integer> = <boolean> = <integer> = <integer> = <boolean> = <boolean> = <boolean> = <boolean> = <integer> = <boolean> = <boolean> = <boolean>		If thin patterned lines are not drawn correctly, set STIPPLEALLLINES to ALL. For low memory graphics cards, the depth buffer size may need to be reduced. Specify the minimum number of bits used for each of the planes in the image buffer. Sometimes the last pixel for stroked font characters is not drawn. If so, turn DOEXTRADRAWFORLASTPIXEL on. Sets the requested number of multi-samples used for anti-aliasing on the graphics card. This value is only a hint and may be ignored by graphics drivers. The Default value for on-screen and off-screen image rendering is 4. Some graphics cards have problems with long strips. Use MAXSTRIPLENGTH to reduce the strip length. Some graphics cards have problems with large numbers of graphics primitives in a single block. Use MAXPRIMITIVESPERBLOCK to reduce the number of primitives delivered to the graphics hardware in a single block. Turn ConstantlyUseScissoring on if you see lines extending outside the borders of the frame. There is a slight performance penalty when using this option. If some shaded or contour flooded quads or triangles do not appear or are black, try turning this off. As with USEQUADSTRIPS, try turning off USEQUADSTRIPS before turning USETRIANGLESTRIPS off. Turning off both options will result in reduced performance, but may help fix errors caused by buggy graphics card drivers. As with USEQUADSTRIPS, try turning on TRIANGULATEFILLEDPOLYGONS if you are still experiencing problems even after turning off USETRIANGLESTRIPS and USEQUADSTRIPS. Some graphics cards have problems with an OpenGL's glColorMaterial function. Higher performance (especially for continuous contour flooded plots) can be achieved when it is used. However, it may need to be turned off if you are experiencing problems.

Example: Force all line drawing to include the last point in the line. Also, make the size of the depth buffer to be at least 32 bits.

```
$!INTERFACE
OPENGLCONFIG
{
```

```
<<rgb>>
```

```
SCREENRENDERING
{
    DOEXTRADRAWFORLASTPIXEL = TRUE
    DEPTHBUFFERSIZE = 32
}
```

```
<<rgb>>
```

Description: Set a color value by assigning values to its red, green, and blue components.

Expands to:

Parameter	Syntax	Default	Notes
{ R G B }	<u><op> <integer></u> <u><op> <integer></u> <u><op> <integer></u>		

Example: Change the CUSTOM3 basic color to be light green:

```
$!BASICCOLOR
CUSTOM 3
{
    R = 80
    G = 255
    B = 80
}
```

<<shademap>>

Description: Map colors on the screen to shades of gray for monochrome hardcopy output.

Expands to:

Parameter	Syntax	Default	Notes
{			
BLACKSHADE	= <u><dexp></u>		Shade values can range from 0 (black) to 100 (white).
REDSHADE	= <u><dexp></u>		
GREENSHADE	= <u><dexp></u>		
BLUESHADE	= <u><dexp></u>		
CYANSHADE	= <u><dexp></u>		
YELLOWSHADE	= <u><dexp></u>		
PURPLESHADE	= <u><dexp></u>		
WHITE SHADE	= <u><dexp></u>		
CUSTOM1SHADE	= <u><dexp></u>		
CUSTOM2SHADE	= <u><dexp></u>		
CUSTOM3SHADE	= <u><dexp></u>		
CUSTOM4SHADE	= <u><dexp></u>		
CUSTOM5SHADE	= <u><dexp></u>		
CUSTOM6SHADE	= <u><dexp></u>		
CUSTOM7SHADE	= <u><dexp></u>		
CUSTOM8SHADE	= <u><dexp></u>		
}			

Example: Make blue flooded regions map to 50 percent gray:

```
$!PRINTSETUP
MONOFLOODMAP
{
    BLUESHADE = 50
}
```

<<symbolshape>>

Description: Set a symbol shape. Symbols can be a geometric shape (circle, square, and so forth) or an ASCII

<<textbox>>

character.

Expands to:

Parameter	Syntax	Default	Notes
{ ISASCII ASCIISHAPE { USEBASEFONT FONTOVERRIDE ASCIICHAR } GEOMSHAPE }	= <boolean> <boolean> <string> <geomshape>		

Example: Change the symbol shape for symbols drawn with line map 3 to use circles:

```
$!LINEMAP[3]
SYMBOLS
{
  SYMBOLSHAPE
  {
    ISASCII = FALSE
    GEOMSHAPE = CIRCLE
  }
}
```

<<textbox>>

Description: Change settings for the optional box around a text label.

Expands to:

Parameter	Syntax	Default	Notes
{ BOXTYPE MARGIN LINETHICKNESS COLOR FILLCOLOR }	= <textboxtype> <op> <dexp> <op> <dexp> <color> <color>		

Example: See example for [<textbox>](#) is incorporated in the example for [<textshape>](#).

<<textshape>>

Description: Change settings related to text font and character height.

Expands to:

Parameter	Syntax	Default	Notes
{ FONTFAMILY = <string> ISBOLD = <boolean> ISITALIC = <boolean> SIZEUNITS = <sizeunits> HEIGHT = <op> <dexp> }			

Example: Add a text label in the center of the frame using Times Roman font. Make the text height 12 point. Include a box around the text with a line thickness of one percent:

```
$!ATTACHTEXT
XYPOS {
  X = 50
  Y = 50
}
TEXTSHAPE
{
  FONTMFFAMILY = "Times"
  ISBOLD = NO
  ISITALIC = NO
}
BOX
{
  BOXTYPE = HOLLOW
  LINETHICKNESS = 1
}
TEXT = 'Hi Mom'
```

<<ticklabeldetail>>

<<ticklabeldetail>>

Description: Change settings for the text used to label axis tick marks.

Expands to:

Parameter	Syntax	Default	Notes
{			
SHOWONAXISLINE	= <boolean>	TRUE	
SHOWONGRIDBORDERMIN	= <boolean>	FALSE	Non-3D only.
SHOWONGRIDBORDERMAX	= <boolean>	FALSE	Non-3D only.
SHOWONOPPOSITEEDGE	= <boolean>	FALSE	3D only.
SHOWONALLAXES	= <boolean>	TRUE	Polar R only.
SHOWATAXISINTERSECTION	= <boolean>		
SKIP	= <integer>		
ERASEBEHINDLABELS	= <boolean>		
NUMFORMAT	<<numberformat>>		
TEXTSHAPE	<<textshape>>		Not allowed to change size units parameter.
OFFSET	<op> <dexp>		
LABELALIGNMENT	= <labelalignment>		
ANGLE	<op> <dexp>		
COLOR	= <color>		
}			

Example: Change the color for X-axis tick mark labels in a 2D plot to be red:

```
$!TWODAXIS
XDETAIL
{
  TICKLABEL
  {
    COLOR = RED
  }
}
```

<<tickmarkdetail>>

Description: Assign attributes for axis tick marks.

Expands to:

Parameter	Syntax	Default	Notes
{			
SHOWONAXISLINE	= <boolean>	TRUE	
SHOWONGRIDBORDERMIN	= <boolean>	FALSE	Non-3D only.
SHOWONGRIDBORDERMAX	= <boolean>	FALSE	Non-3D only.
SHOWONOPPOSITEEDGE	= <boolean>	FALSE	3D only.
SHOWONALLAXES	= <boolean>	TRUE	Polar R only.
TICKDIRECTION	= <tickdirection>		
LENGTH	= <op> <dexp>		
LINETHICKNESS	= <op> <dexp>		
NUMMINORTICKS	= <integer>		
MINORLENGTH	= <double>		
MINORLINETHICKNESS	= <double>		
}			

Example: Set the tick mark length to 2 percent for the second Y-axis in an XY-plot:

```
$!XYLINEAXIS
YDETAIL 2
{
  TICKS
  {
    LENGTH = 2
    SHOWONGRIDBORDERMIN = TRUE
  }
}
```

<<volumeobjectstoplot>>

Description: Specifies what volume objects are to be displayed.

Expands to:

Parameter	Syntax	Default	Notes
{			
SHOWISOSURFACES	= <boolean>		
SHOWSLICES	= <boolean>		
SHOWSTREAMTRACES	= <boolean>		
}			

Example:

```
$!FIELD
VOLUMEMODE
{
  VOLUMEOBJECTSTOPLOT
  {
    SHOWISOSURFACES = NO
```

<<xy>>

```
 SHOWSLICES = YES  
 SHOWSTREAMTRACES = YES  
 }
```

<<xy>>

Description: Change settings for an (X,Y) position.

Expands to:

Parameter	Syntax	Default	Notes
{ X <op> <dexp> Y <op> <dexp> }			

Example: See the XYPOS parameter in the example for <<textshape>>.

<<xyz>>

Description: Change settings for an (X, Y, Z) triplet.

Expands to:

Parameter	Syntax	Default	Notes
{ X <op> <dexp> Y <op> <dexp> Z <op> <dexp> }			

Example: Change the scale factor on the Z-axis to be 0.5:

```
$!GLOBALTHREED  
AXISSCALEFACT  
{  
  Z = 0.5  
}
```

<<zebrashade>>

Description: Change zebra shading attributes.

Expands to:

Parameter	Syntax	Default	Notes
{ INCLUDE = <boolean> ISTRANSPARENT = <boolean> COLOR = <color> }			

Example: Turn on zebra shading and make the zebra shade color to be black:

```
$!GLOBALCONTOUR
COLORMAPFILTER
{
  ZEBRA
  {
    INCLUDE = TRUE
    COLOR   = BLACK
  }
}
```

13

Parameter Assignment Values, Expressions, and Operators

13 - 1 Assignment Value Table

Parameter assignments referenced in the previous chapters using single angle brackets (<>) are defined here. (Case is not important.)

Value Identifier	Allowable Values		
<altmousebuttonmode>	REDRAW	REVERTTOSLECT	
<addonstyle>	V7STANDARD	V7ACTIVEV	
<anchoralignment>	TOPLEFT MIDDLELEFT BOTTOMLEFT	TOPCENTER MIDDLECENTER BOTTOMRIGHT	TOPRIGHT MIDDLERIGHT BOTTOMCENTER
<anglespec>	RADIANS	DEGREES	
<arrowheadattachment>	NONE ATBOTHENDS	ATBEGINNING	ATEND
<arrowheadstyle>	PLAIN	FILLED	HOLLOW
<axisalignment>	WITHVIEWPORT WITHGRIDMIN WITHGRIDMAX WITHGRIDAREATOP WITHHOPPOSINGAXISVALUE	WITHSPECIFICANGLE WITHGRIDAREABOTTOM WITHGRIDAREARIGHT. WITHGRIDAREALEFT	
<axismode>	INDEPENDENT	XYDEPENDENT	XYZDEPENDENT
<axistitlemode>	USEVARNAME	USETEXT	
<axistitleposition>	LEFT	CENTER	RIGHT
<packingstoremode>	REALTIMEUPDATE	NOTUSED	PERIODICUPDATE
<bitdumpregion>	CURRENTFRAME	ALLFRAMES	WORKAREA

Value Identifier	Allowable Values		
<boolean>	YES TRUE ON	NO FALSE OFF	
<borderlocation>	IBORDER	JBORDER	KBORDER
<boundarycondition>	FIXED	ZEROGRADIENT	ZERO2ND
<boundingboxmode>	AUTO	OFF	
<boxtype>	NONE	FILLED	HOLLOW
<charactersequence>	One or more printable characters.		
<clipping>	CLIPTOVIEWPORT	CLIPTOFRAME	
<clipplane>	BELOWPRIMARYSLICE	ABOVEPRIMARYSLICE	NONE
<collectingobjectsmode>	INVERTINGADD	ALWAYSADD	HOMOGENEOUSADD
<color>	BLACK BLUE PURPLE MULTI1 to MULTI4 ^a	RED CYAN WHITE RGBCOLOR	GREEN YELLOW CUSTOM1 to CUSTOM56
<colormap>	<standardcolormap> RAWUSERDEF	WILD	USERDEF
<colormapcontrol>	COPYSTANDARD RESETTOFACTORY	REDISTRIBUTECONTROLPOINTS	
<colormapdistribution>	BANDED	CONTINUOUS	
<compressiontype>	BESTSPEED	SMALLESTSIZE	
<conditionalexpr>	<dexp> <relop> <dexp>	<string> <relop> <string>	
<constraintintop2mode>	USEVAR	USECONSTANT	
<contourcoloring>	RGB	GROUP1 to GROUP4	
<contourlabelaction>	ADD	DELETEALL	
<contourlabellocation>	COLORMAPDIVISIONS	INCREMENT	CONTOURLEVELS
<contourlevelaction>	ADD DELETENEAREST	NEW RESET	DELETERANGE
<contourlinemode>	USEZONELINETYPE	SKIPTOSOLID	DASHNEGATIVE
<contourtype>	LINES PRIMARYVALUE	FLOOD BOTHLINESFLOOD	AVERAGECELL
<coordscale>	LINEAR	LOG	
<coordsys>	GRID	FRAME	GRID3D
<curveinfomode>	CURVEDETAILS	CURVEPOINTS	
<curvetype>	LINESEG PARASPLINE EXTENDED	CURVFIT ETORFIT POLYNOMIALFIT	SPLINE POWERFIT

Value Identifier	Allowable Values		
<datatype>	SINGLE SHORTINT	DOUBLE BYTE	LONGINT BIT
<dataloadstrategy>	AUTO	HEAP	
<derivpos>	SIMPLE ATPOINTB2	ATPOINT	COMPLEX
<derivpos>	SIMPLE	ATPOINT	COMPLEX
<dexp>	<double> ((<expression>))		
<double>	Valid floating point value.		
<draworder>	BEFOREDATA	AFTERDATA	
<drift>	NONE	LINEAR	QUAD
<edgesetting>	NONE BOTH	MIN MAX	
<edgetype>	BORDERSANDCREASE	BORDERS	CREASES
<epspreviewimagetype>	NONE FRAME	TIFF EPSIV2	
<errorbartype>	UP LEFT VERT. CROSS	DOWN RIGHT HORZ	
<exportformat>	The following options are available when exporting single images (via the \$!EXPORT command):		
	XWINDOWS	EPS	PNG
	WMF	TIFF	WINDOWSMETAFILE
	PSIMAGE	TECPLOTVIEWER	SUNRASTER
	PS	X3D	BMP
	JPEG	FLASH	
<exportformat>	The following options are available when exporting animations:		
	RASTERMETAFILE	TIFF	BMP
	PNG	AVI	JPEG
	MPEG4	WMV	
<expression>	See Figure 13 - 2 .		
<extractionstrandidassignment>	AUTO	DONOTASSIGNSTRANDIDS	
	ONESTRANDPERSUBEXTRACTION		ONESTRANDPERGROUP
<extractmode>	SINGLEZONE	ONEZONEPERCONNECTEDREGION	
	ONEZONEPERSOURCEZONE		
<fielddatatype>	FLOAT	DOUBLE	
<fillmode>	NONE	USEBACKGROUNDCOLOR	
	USELINECOLOR	USESPECIFICCOLOR	

Value Identifier	Allowable Values		
	HELV TIMESBOLD COURIER MATH	HELBOLD TIMESITALIC COURIERBOLD USERDEF	TIMES TIMESITALICBOLD GREEK
<frameaction>	DELETETOP POPATPOSITION	FITALLTOPAPER PUSHTOP	POP
<framecollection>	ALL	PICKED	
<framecoordmode>	PAPER	WORKSPACE	
<framemode>	THREED SKETCH	TWOD XY	
<functiondependency>	XINDEPENDENT THETAINDPENDENDT	YINDEPENDENT RINDEPENDENT	
<geomshape>	SQUARE RTRI CIRCLE SPHERE	DEL LTRI CUBE POINT	GRAD DIAMOND OCTAHEDRON
<geomtype>	GEOMIMAGE SQUARE LINESEGS3D	LINESEGS CIRCLE	RECTANGLE ELLIPSE
<ijkblankmode>	INTERIOR	EXTERIOR	
<ijklines>	I	J	K
<ijkplane>	I	J	K
<imagestyle>	ONEPERFRAME	WORKSPACEONLY	
<imagetype>	LOSSLESS	JPEG	256COLOR
<integer>	Integer constants or variables containing an integer. Expressions that logically result in integer are not currently supported.		
<interpselection>	NEARESTNPOINTS	ALLPOINTS	OCTANTNPOINTS
<isosurfacesselection>	ALLCONTOURLEVELS THREESPECIFICVALUES	TWOSPECIFICVALUES ONESPECIFICVALUE	
<krigdrift>	NONE	LINEAR	QUAD
<labelalignment>	BYANGLE PERPENDICULARTOAXIS	ALONGAXIS	
<labeltype>	INDEX	VARVALUE	XANDYVARVALUE ^b
<lightingeffect>	PANELED	GOURAUD	
<linearinterpmode>	DONTCHANGE	SETTOCONST	
<linepattern>	SOLID DOTTED	DASHED LONGDASH	DASHDOT DASHDOTDOT
<linktype>	WITHINFRAME	BETWEENFRAMES	
<macrofunctionvar>	<integer>		

Value Identifier	Allowable Values		
<macrointrinsic>	AXISMAXX AXISMINX COLORMAPDYNAMIC IS3DV MAXB MAXJ MAXU MAXW MAXZ MINS MINVnn MINY NUMPLANES NUMXYMAPS PLATFORMNAME STARTSLICEPOS	AXISMAXY AXISMINY ENDSLICEPOS LOOP MAXC MAXK MAXV MAXX MINB MINU MINW MINZ NUMVARS NUMZONES SOLUTIONTIME TECHOME	AXISMAXZ AXISMINZ FRAMEMODE MACROFILEPATH MAXI MAXS MAXVnn MAXY MINC MINV MINX NUMFRAMES NUMWIN OPSYS SLICEPLANETYPE TECPLOTVERSION
<macrointrinsicvar>	<macrointrinsic>		
<macroparameter>	<charactersequence> <string>		
<macroparameterlist>	(<macroparameter> <macroparameter>...)		
<macrouserdefvar>	<charactersequence>		
<macrovar>	<macrointrinsicvar> <macrouserdefvar> <macrofunctionvar>		
<markerpos>	SOLUTIONTIME	CONSTANTS	
<meshtype>	WIREFRAME	OVERLAY	HIDDENLINE
<mirrorvar>	'X'	'Y'	'Z'
<mousebuttonclick>	REDRAW	REVERTTOSELECT	NOOP
<mousebuttondrag>	NOOP SPHERICALXROTATEDATA XROTATE	ZOOMDATA TRANSLATEDATA ROLLERBALLROTATE SPHERICALYROTATEDATA YROTATE	ZOOMPAPER TRANSLATEPAPER TWISTROTATE SPHERICALZROTATEDATA ZROTATE
<mousemode>	ADJUST	ADVANCEADJUST	SELECT
<noncurrentframedrawlevel>	FULL	TRACE	
<objectalign>	BOTTOM LEFTJUSTIFY	CENTER RIGHTJUSTIFY	TOP
<op>	= *=	-= /=	+=
<originresetlocation>	DATACENTER	VIEWCENTER	
<palette>	MONOCHROME	PENPLOTTER	COLOR

Value Identifier	Allowable Values		
<papergridspacing>	HALFCENTIMETER TWOCENTIMETERS ONEINCH THIRTYSIXPOINTS	ONECENTIMETER QUARTERINCH TENPOINTS FIFTYPOINTS	HALFINCH TWENTYFOURPOINTS
<paperrulerspacing>	ONEINCH TWOCENTIMETERS	FIFTYPOINTS SEVENTYTWOPOINTS	ONECENTIMETER
<papersize>	LETTER A3	DOUBLE CUSTOM1	A4 CUSTOM2
<pickaction>	ADD CLEAR EDIT POP SHIFT	ADDALL COPY MAGNIFY PUSH	ADDALLINREGION CUT PASTE SETMOUSEMODE
<placementplaneorientation>	X	Y	Z
<plotapproximationmode>	AUTOMATIC ALLFRAMESALWAYSAPPROX	NONCURRENTWAYSAPPROX ALLFRAMESALWAYSAPPROX	
<plottype>	CARTESIAN3D POLARLINE	CARTESIAN2D SKETCH	XYLINE
<pointerstyle>	ALLDIRECTIONS LEFTRIGHT RIGHT UPPERLEFT	BOTTOM LOWERLEFT TOP UPPERRIGHT	LEFT LOWERRIGHT UPDOWN UPPERRIGHT
<pointselection>	NEARESTNPOINTS	ALLPOINTS	OCTANTNPOINTS
<pointsstoplot>	SURFACESONLY	ALL	
<positionatanchor>	ONCE	NEVER	ALWAYS
<pretranslatemode>	ON	OFF	AUTO
<printedriver>	PS	EPS	
<printrendertype>	VECTOR	IMAGE	
<quickcolormode>	LINECOLOR	FILLCOLOR	TEXTCOLOR
<rawstring>	Raw strings are of the form: R"delimiter(raw_characters)delimiter" where delimiter: is an optional character sequence composed of zero or more printable characters that does not contain parentheses, backslashes, or whitespace raw_characters: is any character sequence, that does not match the closing delimiter sequence:)delimiter" For most cases an empty delimiter is sufficient. If the preamble needs to contain the two character sequence,), then a custom delimiter conforming to the raw string format defined above must be used. For example: Preamble=R"LaTeX(....)LaTeX"		
<readdataoption>	NEW	APPEND	REPLACE

Value Identifier	Allowable Values		
<relop>	< >= <> (not equal to). EQUALTO	> == GREATERTHAN NOTEQUALTO	<= != (not equal to) LESSTHAN
<resizefilter>	TEXTUREFILTER LANCZOS2FILTER BSPLINEFILTER GAUSSIANFILTER	BOXFILTER BELLFILTER CUBICFILTER	LANCZOS3FILTER TRIANGLEFILTER MITCHELFILTER
<resulting1dzonetype>	IORDEREDIFPOSSIBLE	FELINESEGMENT	
<rgblegendorientation>	RGB RBG	GBR BGR	BRG GRB
<rgbmode>	SPECIFYRGB SPECIFYGB	SPECIFYRG SPECIFYRB	SPECIFYRB
<rotateaxis>	X ALPHA ABOUTVECTOR VERTROLLERBALL	Y THETA TWIST	Z PSI HORZROLLERBALL
<rotateoriginlocation>	VIEWER	DEFINEDORIGIN	
<rotationmode>	XYZAXIS	SPHERICAL	ROLLERBALL
<scope>	LOCAL	GLOBAL	
<set>	[<setspecifier> <setspecifier> ...]		
<setspecifier>	<integer>, <integer>,<integer>[:<integer>]		
<shadetype>	SOLIDCOLOR COLOREDPANELED	PANELED	GOURAUD
<sidebarsizing>	MAXOFAALL	DYNAMIC	
<sizeunits>	GRID	FRAME POINT	
<skipmode>	BYINDEX	BYFRAMEUNITS	
<slicesource>	VOLUMEZONES SURFACESOFVOLUMEZONES	SURFACEZONES	LINEARZONES
<slicesurface>	XPLANES IPLANES ARBITRARY	YPLANES JPLANES	ZPLANES KPLANES
<sortby>	NONE BYINDEPENDENTVAR	BYSPECIFICVAR	BYDEPENDENDTVAR
<specifyrgb>	SPECIFYRGB SPECIFYGB	SPECIFYRG SPECIFYRB	SPECIFYRB
<spherescatterrenderquality>	LOW	MEDIUM	HIGH.
<standardcolormap>	SMRAINBOW GRAYSCALE	LGRAINBOW TWOCOLOR	MODERN

Value Identifier	Allowable Values		
<stipplemode>	ALL	CRITICAL	NONE
<streamdirection>	FORWARD	REVERSE	BOTH
<streamdistributionregion>	POINT SURFACESOFSPECIFIEDOBJECTS	RAKE SURFACESOFSPECIFIEDOBJECTS	SURFACESOFACTIVEZONES
<streamtype>	SURFACELINE VOLUMEROAD	VOLUMELINE TWOGLINE	VOLUMERIBBON
<string>	<charactersequence>" '<charactersequence>'c		
<stylebase>	FACTORY	CONFIG	
<subboundary>	ADD REMOVE	ADDONLY	ALL
<sunrasterformat>	OLDFORMAT	STANDARD	BYTEENCODED
<surfacegenerationmethod>	AUTO ALLPOLYGONS	ALLOWQUADS	ALLTRIANGLES
<surfacesstoplot>	BOUNDARYFACES JPLANES JKPLANES EXPOSEDCELLFACES	ALL KPLANES IKPLANES NONE	IPLANES IJPLANES IJKPLANES
<textanchor>	LEFT MIDLEFT HEADLEFT	CENTER MIDCENTER HEADCENTER	RIGHT MIDRIGHT HEADRIGHT
<textboxtype>	NONE	FILLED	HOLLOW
<texttype>	REGULAR	LATEX	
<threeviewchangedrawlevel>	FULL	TRACE	
<thetemode>	DEGREES	RADIANS	ARBITRARY
<tickdirection>	IN	OUT	CENTERED
<tiffbyteorder>	INTEL	MOTOROLA	
<timescaling>	LINEAR	LOGARITHMIC	
<transformation>	POLARTORECT RECTTOSPHERICAL	RECTTOPOLAR	SPHERICALTORECT
<transientoperationmode>	SINGLESOLUTIONTIME	ALLSOLUTIONTIMES	
<transientzonevisibility>	ZonesAtSolutionTime	ZonesAtOrBeforeSolutionTime	
<translucency>	Valid integer from one to 99.		
<twoddraworder>	BYZONE	BYLAYER	
<unloadstrategy>	MINIMIZEMEMORYUSE	NEVERUNLOAD	AUTO
<valueblankcellmode>	ALLCORNERS	ANYCORNER	PRIMARYVALUE
<valueblankrelOp>	LESSTHANOREQUAL LESSTHAN GREATERTHANOREQUAL	NOTEQUALTO EQUALTO	GREATERTHAN

Value Identifier	Allowable Values		
<valueformat>	INTEGER	FLOAT	EXPONENT
	BESTFLOAT	SUPERSCRIPT	RANGEBESTFLOAT
	CUSTOMLABEL	TIMEDATE	DYNAMICLABEL
<valuelocation>	AUTO	NODAL	CELLCENTERED
<varloadmode>	BYNAME	BYPOSITION	
<varref>	<integer>	<string>	
<varset>	<set>	[<string> , <string> ,... <string>]	
<vectortype>	TAILATPOINT	HEADATPOINT	MIDATPOINT
	HEADONLY		
<viewmode>	FIT	ZOOM	DATAFIT
	SETMAGNIFICATION	AXISFIT	CENTER
	TRANSLATE	LAST	COPY
	PASTE	PUSH	
<>windowfunction>	HANN	HAMMING	RECTANGULAR
	TRIANGULAR		
<workspaceviewmode>	FITSELECTEDFRAMES	FITALLFRAMES	FITPAPER
	MAXIMIZE	LASTVIEW	ZOOM
	TRANSLATE		
<xyaxis>	'X'	'Y'	

- a. In order to color an object using one of the contour variable groups (i.e. assigning the color to MULTI1, MULTI2, etc.), you must first set the contour variable via the [\\$IGLOBALCONTOUR](#) command.
- b. Available in XY-plots only
- c. The only difference in using single quotes vs. double quotes for strings is that single quotes prevent the processing of the backslash character "\\" (that is \n inserts a newline \\ inserts the backslash itself).

13 - 2 Assignment Value Expressions

Simple values are literal constants such as 1, 3, 3.5, 2.5e17. Complex expressions are identified by an equation surrounded by '(' and ')' delimiters.

Expressions can be used within any layout or macro file and support all of the common operators and functions familiar to most C and FORTRAN programmers.

Arithmetic operators include the common multiply, divide, add, and subtract (*, /, + and -), as well as a few others (^ and **) that are worth noting. The raise operator (^, or **) returns the result of raising the first number by the second.

Expressions may also contain macro variables and an assortment of useful functions and constants. Following are tables of supported functions and constants and a short explanation for each:

<code>abs(x)</code>	Absolute value of x.
<code>acos(x)</code>	Arc cosine of x between -1 and 1. Return an angle between 0 and p radians.
<code>asin(x)</code>	Arc sine of x between -1 and 1. Return an angle between -p/2 and p/2 radians.
<code>atan(x)</code>	Arc tangent of x. Return an angle between -p and p radians.

<code>atan2(y,x)</code>	Arc tangent of y/x . Return an angle between -p and p radians.
<code>ceil(x)</code>	Smallest integer larger than or equal to x.
<code>cos(x)</code>	Cosine of x in radians.
<code>cosh(x)</code>	Hyperbolic cosine of x.
<code>exp(x)</code>	Exponential of x.
<code>floor(x)</code>	Largest integer smaller than or equal to x.
<code>frac(x)</code>	Fractional part of x.
<code>int(x)</code>	Integer part of x.
<code>log(x)</code>	Natural logarithm of x.
<code>log10(x)</code>	Logarithm to the base 10 of x.
<code>max(x,y)</code>	Larger of x or y.
<code>min(x,y)</code>	Smaller of x or y.
<code>pow(x,y)</code>	xy .
<code>sin(x)</code>	Sine of x in radians.
<code>sinh(x)</code>	Hyperbolic sine of x.
<code>sqrt(x)</code>	Square root of x.
<code>tan(x)</code>	Tangent of x in radians.
<code>tanh(x)</code>	Hyperbolic tangent of x.

Constants are also supported, as listed in the following table.

<code>BASEe</code>	Natural logarithm base e.
<code>DEG</code>	Degrees per radian.
<code>GAMMA</code>	Euler-Mascheroni constant.
<code>PHI</code>	Golden ratio: $(\sqrt{5} + 1)/2$.
<code>PI</code>	p.
<code>RAD</code>	Radians per degree.

The following table shows the operator precedence and associativity for assignment value expressions. Operators with higher precedence are listed in the higher rows of the table, while operators that are in the same row have the same precedence. The associativity describes how an operator associates with its operand.

Operator Type	Operators	Associativity
Expression	<code>()</code>	Left to right.
Power	<code>^ **</code>	Right to left.
Unary	<code>- + !</code>	Right to left.
Multiplicative	<code>* /</code>	Left to right.
Additive	<code>+ -</code>	Left to right.
Relational	<code>> >= < <= == !=</code>	Left to right.
Logical AND	<code>&&</code>	Left to right.
Logical OR	<code> </code>	Left to right.

Conditional	?:	Right to left.
-------------	----	----------------

Unlike C, relational expressions do not evaluate to 0 or 1, instead, they evaluate to true or false. As such, they may only be used with other logical operators, or with the conditional operator.

Examples of common expressions used in the Tecplot 360 macro language follow (note that all expressions evaluate to a simple, [<dexp>](#), value):

In addition to the more common operators mentioned above, some relational and logical operators are

```
$!If (|b|^2) > (4*|a|*|c|)
$!If |a| > 0.0
    !$VarSet |root1| = (-|b| + sqrt(|b|^2 - 4*|a|*|c|)) / (2*|a|)
    !$VarSet |root2| = (-|b| - sqrt(|b|^2 - 4*|a|*|c|)) / (2*|a|)
$!EndIf
$!EndIf

$!VarSet |area| = (PI*|r|**2)
```

provided to form compound expressions. A relation, [*<relation>*](#), may be constructed and used in conjunction with the conditional operator (?) and (:) to form compound expressions. The conditional operator (?) and (:) has the following syntax:

```
<relation> ? <expression if true> : <expression if false>
```

where:

- [*<relation>*](#) is a conditional statement that evaluates to true or false, and is formed by any two subexpressions which are compared to one another with one of the relational operators (>, \geq , <, \leq , ==, !=) in combination with zero or more of the logical operators: logical Not (!), logical And (&&), and logical Or (||).
- [*<expression if true>*](#) is the [*<expression>*](#) that is evaluated if the [*<relation>*](#) condition evaluates to TRUE.
- [*<expression if false>*](#) is the [*<expression>*](#) that is evaluated if the [*<relation>*](#) condition evaluates to FALSE.

Examples of compound expressions used in the Tecplot 360 macro language follow (note that all compound expressions evaluate to a simple, [<dexp>](#), value):

```
$!VarSet |value| = (|stress| > |cutoff| ? |cutoff| : |stress|)
$!VarSet |value| = (|x| < 1.5 && |y| <= 5.5 ? |x|^6 : (|x|+|y|)^3.2)
$!VarSet |root| = (|b|^2 > 4*|a|*|c| && |a| > 0.0 ? -|b| + sqrt(|b|^2 -
4*|a|*|c|) / (2*|a|) : 0)
```

It is important not to confuse an expression's relation, [*<relation>*](#), that controls the evaluation of a compound expression, with the conditional expression, [*<conditionalexpr>*](#), that controls the execution of control commands such as [\\$!IF](#) and [\\$!WHILE](#).

For example, the following is a valid macro command since it has a valid expression syntax and a valid control command syntax:

```
$!If |a| > (PI*|r|^2)
...
$!EndIf
```

The following is also a valid macro command because, like the last example, it has a valid expression syntax and a valid control command syntax:

```
$!If (|a|^2) == (|b| > 5 ? 1 : 0)
...
$!EndIf
```

The following is not a valid macro command since it has an invalid expression syntax and consequently an invalid control command syntax:

```
$!If (|a| > PI*r|^2)
  ...
$!EndIf
```

As with the invalid example above, if Tecplot 360 encounters a relation, *<relation>*, within an expression, *<expression>* (enclosed within (and) delimiters), it expects to find the conditional operator (?) and :) and the two required expressions following the specified relation.

Raw Data

Some macro commands contain a “raw data” section. A raw data section is defined by using the keyword RAWDATA followed by the raw data values unique to the macro command. Most raw data sections start with a single count value which represents the number of blocks of raw data followed by the blocks of raw data themselves. The following table lists the raw data sections found in Tecplot 360 macros.

Raw Data Name	Value Type(s) per Block	Notes
<arbfielddata>	N M p11 p12 p13 ... p1M p21 p22 p23 ...p2M ... pN1 pN2 pN3 ...pNM	Where: N is the number of points M is the number of variables per data point.
<colormaprawdata>	<integer> <integer> <integer>	Red. Green. Blue.
<contourlevelrawdata>	<dexp>	Contour level.
<extendedcommandrawdata>	<string>	Each line of the RAWDATA section contains an arbitrary text string. The only requirement is that the character sequence “\$!” (a dollar sign followed by an exclamation mark) cannot appear anywhere in the section. Comments can be inserted by using # (the octothorp). If encountered, everything to the right of the # (including the # itself) will be ignored.
<geometryrawdata> (Line segment geometry)	<xyrawdata>	Each block contains a block of <xyrawdata>, which forms a single polyline within the geometry.
<geometryrawdata> (3D Line segment)	<xyzrawdata>	Each block contains a block of <xyzrawdata>, which forms a single polyline within the geometry.
<geometryrawdata> (circle)	<dexp> ^a	Only one value supplied. Value is the radius.
<geometryrawdata> (ellipse)	<dexp> ^a <dexp> ^a	Two values supplied. Values are RX and RY.
<geometryrawdata> (rectangle)	<dexp> ^a <dexp> ^a	Two values supplied. Values are width and height.
<geometryrawdata> (square)	<dexp> ^a	Only one value supplied. Value is the width.

Raw Data Name	Value Type(s) per Block	Notes
<xyrawdata>	<dexp> <dexp>	X. Y.
<xyzrawdata>	<dexp> <dexp> <dexp>	X. Y. Z.

a. A count value does not precede the raw data in this case.

Examples:

Example 1:

Raw data for a circle with radius equal to 1.7:

```
RAWDATA
1.7
```

Example 2:

Raw data for a line segment geometry with two segments. Segment 1 has 4 points and segment 2 has 3 points:

```
RAWDATA
2
4
1.5 2.2
1.7 2.4
1.9 2.8
2.1 3.0
3
1.1 1.7
1.2 1.9
1.3 2.0
```

Example 3:

Raw data to define five contour levels:

```
RAWDATA
5
1.5
2.6
3.7
4.9
5.5
```

Example 4:

Raw data to define three RGB values:

```
RAWDATA
3
0 0 0
45 100 100
90 200 200
```

Example 5:

For greater control of contour levels in a macro, set the levels with RAWDATA. This example allows you to choose the number of levels, then sets new levels based on the minimum and maximum values of the current contour variable.

```
$!FIELDLAYER SHOWCONTOUR = YES
$!Drawgraphics No
$!GLOBALCONTOUR 1 VAR = 4
$!PromptforTextString |numlevels|
  Instructions = "Enter the number of contour levels."
$!Varset |Delta| = ((|maxc| - |minc|)/|numlevels|)

$!CONTOURLEVELS DELETERANGE
  CONTOURGROUP = 1
  RANGEMIN = |minc|
  RANGEMAX = |maxc|
$!Varset |newlevel| = (|minc| + |delta|)/2

$!Loop |numlevels|
$!CONTOURLEVELS ADD
  CONTOURGROUP = 1
  RAWDATA
  1
  |newlevel|

$!Varset |newlevel| += |Delta|
$!Endloop
$!Drawgraphics Yes
$!REDRAW
```

Macro Language Limitations

The only macro control commands allowed in stylesheets and layout files are:

`$!VARSET` and `$!REMOVEVAR`

The only SetValue command allowed in color map files is:

`$!CREATECOLORMAP`

Layout files, stylesheet files and colormap files cannot contain any of the following commands:

```
$!OPENLAYOUT
$!READSTYLESHEET
$!LOADCOLORMAP
```

Only SetValue macro commands are allowed in the Tecplot 360 configuration file.

The `$!LIMITS` command can be used only in the Tecplot 360 configuration file.

The `$!FIELDMAP` and `$!LINEMAP` commands may be used in the configuration file but they may not specify an individual zone or line map. This special use of `$!FIELDMAP` and `$!LINEMAP` allows you to change the default attributes for all zones and line mappings when they are initialized in Tecplot 360.

The file name referenced in the `$!INCLUDEMACRO` command cannot use Tecplot 360 macro variables.

Size limitations:

Maximum number of nested macro function calls	10
Maximum number of nested macro loops	10
Maximum number of nested While-EndWhile loops	Unlimited.
Maximum number of nested If-EndIf loops	Unlimited.
Maximum number of nested macro includes	5
Maximum number of macro commands	200,000
Maximum number of parameters per macro function	20
Maximum number of characters in macro variable name	31

Macro Language Limitations

Maximum number of characters in macro function name	Unlimited.
Maximum number of macro variables	400

Index

Symbols

<anglespec> 270
 <axisalignment> 270
 <bitdumpregion> 270
 <boolean> 271
 <borderlocation> 271
 <clipping> 271
 <compressiontype> 271
 <conditionalexpr> 271
 <constraintop2mode> 271
 <contourcoloring> 271
 <contourlabellocation> 271
 <curveinfomode> 271
 <dataloadstrategy> 272
 <draworder> 272
 <edgetype> 272
 <fielddatatype> 272
 <fillmode> 272
 <framecollection> 273
 <ijklines> 273
 <interpptselection> 273
 <isosurfaceselection> 273
 <linktype> 273
 <macrofunctionvar> 273
 <macrointrinsicvar> 274
 <macroparameter> 274
 <macroparameterlist> 274
 <macrouserdefvar> 274
 <macrovar> 274
 <mirrorvar> 274
 <mousebuttonclick> 274
 <mousebutondrag> 274
 <mousemode> 274
 <noncurrentframedrawlevel> 274
 <op> 274
 <originresetlocation> 274
 <pickaction> 275
 <plotapproximationmode> 275
 <plottype> 275
 <positionatanchor> 275
 <printrendertype> 275
 <relop> 276
 <resizefilter> 276
 <rgblegendorientation> 276
 <rgbmode> 276
 <scope> 276
 <set> 276
 <setspecifier> 276
 <sortby> 276
 <string> 277
 <stylebase> 277
 <subboundary> 277
 <thetemode> 277
 <threeviewchangedrawlevel> 277
 <transformation> 277
 <translucency> 277
 <valueblankrelop> 277
 <valuelocation> 278
 <varloadmode> 278
 <xyaxis> 278

\$!ACTIVEFILEMAPS 54
 \$!ACTIVELINEMAPS 55
 \$!ADDMACROPANELTITLE 55
 \$!ALTERDATA 55, 57
 \$!ANIMATECONTOURLEVELS 57
 \$!ANIMATEIJKBLANKING 58
 \$!ANIMATEIJKPLANES 60
 \$!ANIMATELINEMAPS 61, 62
 \$!ANIMATESLICES 60, 62
 \$!ANIMATESTREAM 61, 63, 64
 \$!ANIMATETIME 64
 \$!ANIMATEZONES 64, 65
 \$!ATTACHDATASET 65, 66
 \$!ATTACHGEOM 66, 68
 \$!ATTACHTEXT 69, 71, 265
 \$!BASICCOLOR 73, 262
 \$!BASICSIZE 73, 75, 76, 252
 \$!BLANKING 76, 78
 \$!BRANCHCONNECTIVITY 78
 \$!BRANCHFIELDDATAVAR 79
 \$!BREAK 79
 \$!COLORMAP
 in color map files 285
 \$!COMPATIBILITY 80
 \$!CONTINUE 80
 \$!CONTOURLABELS 80
 \$!CONTOURLABELS ADD 81
 \$!CONTOURLABELS DELETEALL 81, 82
 \$!CONTOURLEVELS ADD 82
 \$!CONTOURLEVELS DELETENEAREST 83
 \$!CONTOURLEVELS DELETERANGE 83
 \$!CONTOURLEVELS NEW 83
 \$!CONTOURLEVELS RESET 84
 \$!CONTOURLEVELS RESETTONICE 84, 85
 \$!CREATECIRCULARZONE 85
 \$!CREATECONTOURLINEZONES 87
 \$!CREATEFEBOUNDARY 79, 86, 87, 88
 \$!CREATEFESURFACEFROMIORDERED 88
 \$!CREATELINEMAP 88, 89
 \$!CREATEMIRRORZONES 89
 \$!CREATENEWFRAME 89, 90
 \$!CREATERECTANGULARZONE 90
 \$!CREATESIMPLEZONE 91
 \$!CREATESPHERICALZONE 91
 \$!DATASETUP 92
 \$!DEFAULTGEOM 93, 94
 \$!DEFAULTTEXT 94
 \$!DELAY 95
 \$!DELETEAUXDATA 95
 \$!DELETELINEMAPS 96
 \$!DELETEZONES 96, 97
 \$!DOUBLEBUFFER OFF 97
 \$!DOUBLEBUFFER ON 97, 98
 \$!DOUBLEBUFFER SWAP 97
 \$!DRAWGRAPHICS 98
 \$!DUPLICATELINEMAP 98
 \$!DUPLICATEZONE 98
 \$!ELSE 100
 \$!ELSEIF 100
 \$!ENDIF 144
 \$!ENDLOOP 163
 \$!ENDWHILE 220
 \$!EXPORT 101, 102
 \$!EXPORTCANCEL 101

\$!EXPORTFINISH 102
\$!EXPORTNEXTFRAME 102
\$!EXPORTSETUP 102, 104
\$!EXPORTSTART 103
\$!EXTENDEDCOMMAND 104
\$!EXTRACTFROMGEOM 105
\$!EXTRACTFROMPOLYLINE 106
\$!EXTRACTISOSURFACES 106, 107
\$!EXTRACTSLICES 107
\$!EXTRACTSLICETOZONES 109
\$!EXTRACTSTREAMTRACES 112
\$!FIELDLAYERS 112, 113
\$!FIELDMAP 113, 256, 257
 restrictions on using 285
\$!FILECONFIG 116
\$!FONTADJUST 118, 119
\$!FOURIERTRANSFORM 119
\$!FRAMECONTROL ACTIVATEATPOSITION 121, 122
\$!FRAMECONTROL ACTIVATEBYNAME 122
\$!FRAMECONTROL ACTIVATEBYNUMBER 122
\$!FRAMECONTROL ACTIVATENEXT 121
\$!FRAMECONTROL ACTIVATEPREVIOUS 121
\$!FRAMECONTROL ACTIVATETOP 121
\$!FRAMECONTROL DELETEACTIVE 124
\$!FRAMECONTROL FITALLTOPAPER 124
\$!FRAMECONTROL MOVETOBOTTOMACTIVE 123
\$!FRAMECONTROL
 MOVETOBOTTOMBYNAME 123, 124
\$!FRAMECONTROL
 MOVETOBOTTOMBYNUMBER 124
\$!FRAMECONTROL MOVETOTOPACTIVE 122
\$!FRAMECONTROL MOVETOTOPBYNAME 123
\$!FRAMECONTROL MOVETOTOPBYNUMBER 123
\$!FRAMENAME 125
\$!FRAMESETUP 125
\$!GETAUXDATA 127
\$!GETCONNECTIVITYREFCOUNT 127
\$!GETCURFRAMENAME 128
\$!GETFIELDVALUE 128
\$!GETFIELDVALUEREFCOUNT 128
\$!GETNODEINDEX 129
\$!GETUSERINPUT
replaced by \$!PROMPTFORTEXTSTRING 180
\$!GETVARLOCATION 130
\$!GETVARNUMBYNAME 130
\$!GLOABLKPAPER 136
\$!GLOBALCONTOUR 131, 133, 253, 269
\$!GLOBALEdge 133
\$!GLOBALFRAME 133, 134
\$!GLOBALLINEPLOT 134
\$!GLOBALPolar 136
\$!GLOBALRGB 137
\$!GLOBALSCATTER 138, 260
\$!GLOBALTHREED 140, 268
\$!GLOBALTHREEDVECTOR 141
\$!GLOBALTIME 142
\$!GLOBALTWODVECTOR 143
\$!IF 144
\$!INCLUDEMACRO 145
 restrictions on using 285
\$!INTERFACE 145
\$!INVERSEDISTINTERPOLATE 151
\$!ISOSURFACEATTRIBUTES 152
\$!ISOSURFACELAYERS 154
\$!KRIG 155
\$!LIMITS 156, 285
\$!LINEARINTERPOLATE 157
\$!LINEMAP 158, 264
 restrictions on using 285
\$!LINEPLOTLAYERS 161
\$!LINKING 161
\$!LOADADDON 162
\$!LOADCOLORMAP 163
 restrictions on using 285
\$!LOOP 163
\$!LOOP-ENDLOOP 79
\$!MACROFUNCTION 21, 163
\$!NEWLAYOUT 164
\$!OPENLAYOUT 164
 restrictions on using 285
\$!PAGE 14, 165, 259
\$!PAGECONTROL all functions 166
\$!PAGECONTROL CREATE 167
\$!PAGECONTROL SETCURRENTBYNAME 167
\$!PAGECONTROL SETCURRENTTONEXT 167
\$!PAGECONTROL SETCURRENTTOPREVIOUS 167
\$!PAGENAME 168
\$!PAGENAME 168
\$!PAUSE 168
\$!PICK ADD 168
\$!PICK ADDALL 169
\$!PICK ADDALLINRECT 170
\$!PICK CLEAR 171
\$!PICK COPY 172
\$!PICK CUT 172
\$!PICK EDIT 172
\$!PICK MAGNIFY 174
\$!PICK PASTE 174
\$!PICK POP 175
\$!PICK PUSH 175
\$!PICK SETMOUSEMODE 175
\$!PICK SHIFT 175
\$!PLOTTYPE 176
\$!POLARDAXIS 176
\$!POLARTORECTANGULAR 177
\$!POLARVIEW 177
\$!PRINT 178
\$!PRINTSETUP 178, 263
\$!PROMPTFORFILENAME 180
\$!PROMPTFORTEXTSTRING 180
\$!PROMPTFORYESNO 181
\$!PROPAGATELINKING 181
\$!PUBLISH 181
\$!QUIT 182
\$!RAWCOLORMAP 182
\$!READDATASET 183
\$!READSTYLESHEET 185
 restrictions on using 285
\$!REDRAW 186, 189
\$!REDRAWALL 186
\$!REMOVEVAR 186
 in stylesheets and layout files 285
\$!RENAMEDATASETVAR 187
\$!RENAMEDATASETZONE 187
\$!RESET3DAXES 188
\$!RESET3DORIGIN 188
\$!RESET3DSCALEFACTORS 188
\$!RESETVECTORLENGTH 189

INDEX

\$!RESETVECTORSPACING 189
\$!ROTATE2DDATA 189
\$!ROTATE3DVIEW 190
\$!RUNMACROFUNCTION 191
\$!SAVELAYOUT 192
\$!SET3DEYEDISTANCE 192
\$!SETAUXDATA 192, 193
\$!SETDATASETTITLE 194
\$!SETFIELDVALUE 194, 195
\$!SETFRAMEBACKGROUNDCOLOR 194
\$!SETSTYLEBASE 195
\$!SHARECONNECTIVITY 196
\$!SHAREFIELDDATAVAR 196
\$!SHIFTLINEMAPSTOBOTTOM 196
\$!SHIFTLINEMAPSTOTOP 197
\$!SHOWMOUSEPOINTER 197
\$!SKETCHAXIS 197
\$!SLICEATTRIBUTES 198
\$!SMOOTH 201
\$!STREAMATTRIBUTES 202
\$!STREAMTRACE ADD 204, 205
\$!STREAMTRACE DELETEALL 206
\$!STREAMTRACE DELETERANGE 206
\$!STREAMTRACE RESETDELTATIME 206
\$!STREAMTRACE SETTERMINATIONLINE 206, 207
\$!SYSTEM 207
\$!THREEDAXIS 208, 255
\$!THREEDVIEW 209
\$!TRANSFORMCOORDINATES 210
\$!TRIANGULATE 211
\$!TWODAXIS 211, 247, 248, 249, 251, 254, 258, 260, 266
\$!VARSET 15, 19, 20, 212
 in stylesheets and layout files 285
\$!VIEW AXISFIT 214
\$!VIEW AXISNICEFIT 214
\$!VIEW CENTER 215
\$!VIEW COPY 215
\$!VIEW DATAFIT 215
\$!VIEW FIT 216
\$!VIEW LAST 216
\$!VIEW MAKECURRENTVIEWNICE 216
\$!VIEW NICEFIT 217
\$!VIEW PASTE 217
\$!VIEW PUSH 217
\$!VIEW RESETTOENTIRECIRCLE 217
\$!VIEW SETMAGNIFICATION 217
\$!VIEW TRANSLATE 218
\$!VIEW ZOOM 218
\$!WHILE 220
\$!WHILE-\$!ENDWHILE 79
\$!WORKSPACEVIEW 220
\$!WORKSPACEVIEW FITALLFRAMES 220
\$!WORKSPACEVIEW FITPAPER 220
\$!WORKSPACEVIEW FITSELECTEDFRAMES 220
\$!WORKSPACEVIEW LASTVIEW 221
\$!WORKSPACEVIEW MAXIMIZE 221
\$!WORKSPACEVIEW TRANSLATE 221
\$!WORKSPACEVIEW UNMAXIMIZE 221
\$!WORKSPACEVIEW ZOOM 221
\$!WRITECOLORMAP 222
\$!WRITECURVEINFO 222
\$!WRITEDATASET 223
\$!WRITESTYLESHEET 224
\$!XYLINEAXIS 224, 267

Numerics

2D axes
 settings 211
2D draw order 277
2D field plots 81
 vector plots 143
3D axes
 attributes 208
 reset 188
3D plots
 global attributes 140, 209
3D rotation 276
3D vector plot attributes 141

A

Action commands 54
Active planes 273
Active zones 54
Add-on
 loading 162
Add-on commands
 send to add-on 104
Add-on style 270
ALIGNINGCONTOURLABELS 126
Alignment 274
 axis 270
ALLOWDATAPOINTADJUST 145
ALLOWDATAPOINTSELECT 145
ALLOWHWACCELERATION 148
Alter data command 55
ALWAYSPOPACTIVEFRAME 145
Anchor 247
 text 70
Angle
 rotate 3D 72, 140, 190, 191, 209
Angle units 270
Animate commands 57–65
ANIMATESTREAKLINES macro command 226, 228
Animation
 contour levels 57
 frames 62
 IJK blanking 58
 IJK planes 60
 iso-surface 60
 line mappings 61
 slice 62
 stream markers 63
 streamtraces 63, 64
 Time 64
 zone 64, 65
 zones 65
Area style 248
Arrowhead
 angle 67
 attachment 67, 270
 size 67
 style 67, 270
ARROWHEADSIZES 76
ATTACHINTEGRATIONRESULTS
 macro command 226, 228
 automatic stranding 87, 88, 112, 211
AUTOREDRAWISACTIVE 145
Auxiliary data 127
 delete 95

macro variables 16
setting 192, 193
Axes 214, 215, 249, 250
2D settings 211
3D attributes 208
adjust to center data 215
adjust to nice fit 217
adjust to nice view 216
assign variables 176, 208, 211, 212
attributes 247, 249, 250, 267
dependent mode 270
fit to data 214
grid area 248, 254
grid areas 254
gridlines 255
in Sketch frame mode 197
labels 258
nice fit 214
number 214, 215
polar
 attributes 176
reset 188
reset scale factors 188
tick marks 267
 attributes 267
 label formatting 266
 labels 266
title mode 270
title position 270
variables 208
XY Line attributes assignments 224
Axis alignment 270

B

Back buffer
 swap to front 97
Backing store 270
BACKINGSTOREMODE 145
basic colors
 naming 251
basiccolorcontrol subcommand 251
basicsizelist subcommand 251
BEEPONFRAMEINTERRUPT 145
Blanking 76, 78
 animate 58
 IJK 76
 Value 277
 value 76
BOLDFACTOR 119
Boundary condition 271
Box type 271
Break out command 79
Buffer commands 97–98

C

CACHELIGHTDISPLAYLISTSONLY 145
CALCPARTICLEPATH macro command 227, 228
CALCTURBULENCEFUNCTION
 macro command 227, 231
CALCULATE macro command 227, 231
CALCULATEACCURACY macro command 227, 232
Case of characters 15
Cell labels 138
Center
view 215
Character sequence 271
Circle
 raw data 282
Circular zone 85, 91
Clipping 67
Color
 fill color 67
 flooding 253
 palette 274
 rgb 73
 text 70
Color map 271
 assignment value options 276
contour 252
 override 253
control 271
control points 252
distribution 252, 271
files 285
gray scale output 263
loading 163
override 252, 253
raw data 282
raw user-defined 252
RGB values 182
write to file 222
Color palette 274
Color text 70
COLORMAPFILE 117
Colors 67, 73, 271
 assigning RGB values 262
quickedit 275
RGB 137, 262
set command in macros 73
shading 263
zebra shading 269
Command Line 7
Command parameters 13
Conditional execute 220
Conditional expressions 271
Configuration
 OpenGL 261
Configuration file
 SetValue macro commands 285
Configuring dropdown menus 251
Continue command 80
Continue to execute a set of commands 220
Contour
 color map 252
 override 253
 zebra shading 269
 line mode 271
 plot type 271
Contour commands 80–85
Contour labels 81, 132, 271
Contour levels 84, 271
 animate 57
 animation 58
 delete 83
 new 83
 raw data 282
Contour plot
 animation 57

INDEX

attributes 114
global changes 131
label 80, 81
labels 132
levels 57
 add 82
 copy to another frame 224
 delete 83
 reset 84
 show 113
 variable 132
Control commands
 If...Endif 144, 280
Control points
 contour color maps 252
Coordinates
 convert polar to rectangular 177
Copy picked objects 172
Curve details
 write to file 222
Curve equations
 write 222
Cut
 delete picked objects 172
Cutaway views
 blanking 76

D

Data 145
 adjust axes to fit 214
 center in view 215
 fit to axis grid area 216
 read 183
 reading 275
 rotate 189
 rotating 15
 smooth 201
Data alteration 55
Data extraction 105
Data fit 215
Data labels 138
Data manipulation 55
 polar to rectangular coordinates 177
Data operations
 zone number specification 57
Data point
 adjust 145
 moving 145
 select 145
Data set
 attach to frame command 65
 naming 194
 variable 128
 write 223
Data set variables
 set value (from macro variable) 194, 195
Data sharing
 branching connectivity 78
 branching variables 79
 connectivity 196
 field variables 196
 reference count 128
Data type 90, 272
DATAFILEVARLOADMODE 117

Debugging macro files 7
Delay 95
Delete
 objects 171
Delete picked objects 172
Derivative position 272
DERIVATIVEBOUNDARY 146
Destination
 map 98
 zone 151
Display message 168
DISPLAYBOUNDARIES
 macro command 227, 233
DISTRIBUTIONREGION 205
DOAUTOFNAMEEXTENSION 117
Double 272
Double buffer
 compound functions 97
 turning off 97
 turning on 97
Double expression 272
Draw order 277
 Line mappings 196
 sort level 140, 209
Dropdown menus 251
Duplicate zones 98
Dura labels
 labeling node 273

E

Edge attributes 114
Edge plot
 show 113
Edge setting 272
Edit
 global edit on picked objects 172
Ellipse
 raw data 282
ENABLEDELAYS 146
ENABLEINTERRUPTS 146
ENABLEPAUSES 146
ENABLEWARNINGS 146
Encapsulated PostScript
 preview image 272
EndLoop command 163
Environment variables 18
EQUATIONFILE 117
Equations 56
Error bars
 plot types 272
Examples
 2D axes attributes 177, 212
 3D axis attributes 208
 activating field zones for plotting 54
 Adding contour levels 82
 adding Line maps 55
 adding zones to the set of active zones 54
 assigning attributes for field plots 116
 assigning axes attributes 249
 assigning the medium line pattern length 76
 attributes applied to all frames 134
 attributes for default geometry 94
 attributes for exporting image files 103
 axis grid area borders 248, 254

axis gridlines settings 255
axis modes 198
axis tick mark attributes 267
axis tick mark labels 266
basic color control 251
basic size values 252
circle raw data 283
contour attributes 133
contour levels raw data 283
Create a new zone for each contour line on an existing contour plot. 87
Creating mirror zones 89
Deleting contour levels 83
edit picked objects 165, 174
inverse distance interpolation 151
Line legend and data labels 135
line mappings attributes 160
line plot layers on or off 161
line segment geometry raw data 283
macro function file 8
making Line maps active for plotting 55
making line maps active for plotting 55
making zones active for plotting 54
mapping monochrome hardcopy output 263
paper characteristics 166
paper size dimensions 259
path information 118
pick all in rectangle 171
positioning frame on the paper 125
Preplot launch command 93
print attributes 179
rectangle settings 260
removing Line maps 55
removing zones from the set of active zones 55
RGB values raw data 283
set parameters for dynamic frame attributes 126
setting (X,Y,Z) triplets 268
setting (X,Y) positions 268
setting 3D global attributes 141
setting attributes of 2D vector plots 144
setting attributes of 3D vector plots 142
setting attributes of default font 95
setting attributes of Tecplot interface 150
setting character spacing and sizing for fonts 119
setting color map overrides 253
setting color values 262
setting grid area borders 248, 254
setting I- J- and K-indices 256, 257
setting IJK blankings 78
setting numbers formats 258
setting reference scatter symbols attributes 260
setting scatter attributes 139
setting some Tecplot limits 157
setting symbol shapes 264
setting text shapes 265
setting the red, green, and blue components 73
text box 264
turning on scatter layers 113
Using value-blankings 78
XY Line axis attributes 225
zebra shading attributes 269
Examples of macros 232, 236
Exit command 182
Export 101, 102

image
 attributes 102
Exporting
 layout to paper or file 178
Exporting images
 file types 272
 formats 272
Expression 272
EXTENDEDCOMMAND macro 226
Extract
 3D slice 109
 isosurfaces 106
EXTRACTFLOWFEATURE
 macro command 227, 233
EXTRAPOLATESOLUTION
 macro command 227, 234
Eye distance 192

F

FE boundary 79, 86, 87
FE surfaces 107
Field mappings
 number of field mappings 17
Field plots 113
 contour attributes 131
 plot layers 112
 scatter attributes 138
Field value
 setting 194, 195
Field variable query 128
Fieldmaps
 set active zones command 54
 specify 54
File
 open data set 183
 open layout 164
 save data set 223
 save layout 192
File name
 prompt for 180
File names 105, 106
File paths
 configuration 116
Finite-element
 create FE-surface zones 106
Finite-element data
 zone boundary creation 79, 86, 87
First line of macro file 13
Flooded contour plots 271
FNAMEFILTER 117
Font 95, 273
Fonts 70
 spacing 118
Formats
 in macro variables 21
Formatting numbers 258
FORTRAN-like equations 55
Frame 66
 activate frame by name 122
 activate frame by number 122
 activate frame by position 121
 activate next frame 121
 activate previous frame 121
 activate top frame 121

INDEX

always pop active frame 145
attach to data set command 65
create 89
delete 167
delete active frame 124
dynamic attributes 125
fit frames to paper 124
get name 128
invisible borders 149
move active frame to top 122
move frame to bottom by name 123
move frame to bottom by number 124
move frame to top by number 123
move to top by name 123
moves active frame to bottom 123
text (attach) 69
view last 216

Frame control commands 120–124
Frame coordinates 271
Frame manipulating 273
Frame modes 206, 273
Frame style
 attributes 195
FRAMEHEADERFORMAT 134
FRAMEHEADERHEIGHT 134
Frames
 fit all into workspace view 220
 fit selected frames in view 220
 number of frames 17
 setting global attributes 133, 134
Frames with pick handles 220
FRAMETEXTSIZES 76

G
Geometries
 copy to another frame 224
 default attributes 93
Geometry
 attach command 66
 attach to frame 66
 attributes 93
 color 67
 defaults 93
 extract data 105
Geometry attributes 66
Geometry raw data 282
Geometry type 67, 273
 circle 273
 ellipse 273
 rectangle 273
 square 273
Global attributes 131–144
Global edit
 on picked objects 172
Graphics
 turn drawing on or off 98
Gray scale output 263
Grid
 precise dot 259
Grid area 254
Grid area border 248, 254
Grid area example 260
Grid coordinates 271
Grid lines 255

gridarea subcommand 254
gridlinedetail subcommand 255
Gridlines 255

I
I-, J-, or K-indices
 setting 256
If command 144
IJK Blanking 78
IJK blanking 76
 animation 58
 blanking domain 273
IJK index 255, 256
ijk subcommand 255, 256
IJK-indices
 minimum/maximum as variables 17
IJK-planes
 animation 60
Image
 export 101, 102
 attributes 102
Image style 273
IMAGERENDERING 148
Index ranges 257
 setting 257
indexrange subcommand 257
Infinite
 see Loop
INITIAL3DSCALE 126
INITIALPLOTFIRSTZONEONLY 146
INPUTDATAFILE 117
INPUTLAYOUTFILE 117
Integer 273
INTEGRATE macro command 227, 234
Integration
 accessing results 236
Interface
 Data 145
 set attributes 145
Internal macro variables 19
INTERPNPOINTS 146
Interpolation
 inverse distance method 151
 kriging 155
 linear method 157
 pointer selection 275
INTERPPTSELECTION 146
INTERRUPTCHECKINGFREQUENCY 146
Intrinsic values 274
INVDISTEXPONENT 145
INVDISTMINRADIUS 145
Inverse distance interpolation 151
I-ordered zones 211
ISILLED 67
Iso-surface
 animate 60
Iso-surfaces 152
Isosurfaces
 zone creation 107

J
Jacobian
 macro example 232

K

Krig drift 273
KRIGDRIFT 146
Kriging 155
Kriging Drift 272
KRIGRANGE 146
KRIGZEROVALUE 146

L

Label
 contour 80
Labels
 tick marks 266
LARGESTEP 149, 150
Layout
 clear 164
 new 164
 printing to paper or file 178
 saving 192
Layout files
 macro control commands 285
Layouts
 attach data set of another frame 65
 opening 164
Light source shading 140, 209
Lighting effects 273
Limitations 285
Limits
 set in Tecplot 156
Line mappings 55, 61, 98
 animation 61
 attributes 158
 create 88
 delete 96
 draw order 196
 duplicate 98
 number of line mappings 17
 set active mappings command 55
 shift to bottom of list 196
 shift to top of list 197
 write coefficients 222
 write curve information 222
line mappings
 show symbols 161
Line maps
 activate 55
 attributes 285
 defaults 285
 see Line mappings 96
 specify 55
Line pattern 67
Line patterns 273
Line plot layers 161
Line plots 62
 setting global attributes 134
 show lines 161
Line space
 text 70
Line thickness 67
Linear interpolation 157
 action on outside points 273
LINEARINTERPCONST 145
LINEARINTERPMODE 146
LINEPATLENGTHS 76

Lines

 line plots 161
LINETHICKNESSES 76
Load data 183
Loading your own macro function file 8
Log axes 271
Loop
 See also Infinite
Loop command 163

M

Macro command summary 24
Macro command syntax 13
Macro commands 6, 7, 13
 ANIMATESTREAKLINES 226, 228
 ATTACHINTEGRATIONRESULTS 226, 228
 CALCPARTICLEPATH 227, 228
 CALCTURBULENCEFUNCTION 227, 231
 CALCULATE 227, 231
 CALCULATEACCURACY 227, 232
 conditionally processing 144
 DISPLAYBOUNDARIES 227, 233
 EXTRACTFLOWFEATURE 227, 233
 EXTRAPOLATESOLUTION 227, 234
 INTEGRATE 227, 234
 macro variables 15
 major 24
 SAVEINTEGRATIONRESULTS 227, 237
 SETFIELDVARIABLES 227, 237
 SETFLUIDPROPERTIES 227, 238
 SETGEOMETRYANDBOUNDARIES 227, 240
 SETREFERENCEANDFIELDVARIABLES 240
 SETREFERENCEVALUES 227
 SETUNSTEADYFLOWOPTIONS 227, 241
 spacing 14
Macro control commands 54
 allowed in stylesheets and layouts 285
Break 79
Continue 80
Delay 95
include macro 145
Loop...Endloop 163
pause 168
run macro function 191
stop execution 168
system commands 207
While...Endwhile 220
Macro definitions 8
Macro files 13
 debugging 7
 first line 13
 nesting one file within another 145
Macro function
 execute 191
Macro function files
 example 8
 loading your own 8
Macro functions 7, 8
 definition 163
 retaining 7
 run command 20
Macro language
 restrictions and limitations 285
Macro Panel 8

INDEX

Macro panel 164
title 55
Macro syntax
examples 280
Macro variable
set field value 194, 195
values 19
Macro variables
assigning strings 20
assigning value or string 212
assigning values 19
function 20
get active frame name 128
get field value 128
name 19
remove user-defined 186
select variable (by name) 130
strings 20
using formats 21
Macro viewer 8
MACROFILE 117
Macros 6, 7, 8
running from the command line 7
running from the Quick Macro Panel 8
running from the Tecplot interface 7
Macros vs. macro functions vs. macro commands 7
Magnification
set for view 217
zoom 218
Magnify picked objects 174
Major macro commands 24
Managing Tecplot macros 7
Mandatory parameters 13
Mappings
delete 96
duplicate 98
Mass calculation example 236
Mass flux example 236
Mass-weighted average example 236
MAXCHRSINTEXTLABELS 157
Maximum index 236
Maximum values
as variables 17
MAXNUMCONTOURLEVELS 157
MAXPTSINALINE 157
MEDIUMSTEP 149, 150
Mesh attributes 114
Mesh plot
show 113
Mesh plots
plot types 274
Message
display 168
Minimum values
as variables 17
MINPIXELSFORDRAG 147
Mirror zones
create 89
Modifiers
command-specific 13
Monochrome hardcopy 263
Mouse button assignments 270
Mouse mode
set for picking 175

Mouse pointer 275
Move picked objects 175
Movie files 58, 60, 61, 62, 63, 64, 65
N
Name
get frame name 128
Negative values 56, 236
Number format 258
Number formats 278
Number of cycles for animation 61, 63, 64
Number of ellipse points 67
number of zones 17
numberformat subcommand 258
Numbers
formatting in macro variables 21
NUMPTSALLOWEDBEFOREAPPROX 147
NUMSMOOTHPASSES 145
NUMSTREAMRAKEPOINTS 126
NUMSTREAMSURFACEPOINTS 126

O
Object
size 73, 75
OKTOEXECUTE SYSTEMCOMMAND 148
OpenGL
rendering settings 261
OpenGL rendering 261
OPENGLCONFIG 148
Operating system
using as variable 17
Operating system instructions 207
Optional box settings 264
Optional parameters 13
Output
file configuration 116
OUTPUTASCIIDATAFILE 117
OUTPUTBINARYDATAFILE 117
OUTPUTLAYOUTFILE 117
OUTPUTLAYOUTPACKAGEFILE 117
Overrides
color map 252

P
Page
color 165
create page 167
name the current page 168
set next page to active 167
set previous page to current 167
set specifications 165
show grid 165
show ruler 165
Page control commands 166–168
Paper 258
color 165
fit within workspace view 220
grid spacing 275
set specifications 136, 165
show grid 165
show ruler 165
size 136, 258
Paper ruler spacing 275
Paper size 275

papersize subcommand 258
 Parameter
 assignment 13
 Parameter Assignment Values 270
 Parameter assignment values 242
 Parameter assignments 13, 270
 Parameter subcommands 13, 247
 Parameters
 data setup command 92
 for CFD Analyzer macro commands 227
 Parameters for dynamic frame attributes 125
 Paste 174
 from view paste buffer 217
 Paths
 configuring for output 116
 Pattern length 67
 Pause macro execution 168
 PERCENTAGEOFPPOINTSTOKEEP 149
 Pick
 copy picked objects 172
 delete picked objects 172
 global edit on picked objects 172
 magnify picked objects 174
 mouse mode set 175
 move picked objects 175
 object at given location 168
 objects in rectangle 170
 objects of type 169
 objects to delete 171
 paste picked objects from buffer 174
 pop picked objects 175
 push picked objects back 175
 Pick commands 168–176
 PICKHANDLEWIDTH 149
 Planes
 animate 60
 Plot Approximation 275
 Plot layers 112, 161
 field plots 112
 Plot Type 275
 Plot Types
 Vector 278
 PLOTAPPROXIMATIONMODE 149
 Plotting points 275
 Points
 write to file 222
 Points to plot 275
 POINTTEXTSIZES 76
 Polar axes
 attributes 176
 Polar coordinates
 convert to rectangular 177
 Polyline
 extracting data 106
 raw data 282
 Popping
 picked objects 175
 Position
 text example 265
 Precise dot grid 259
 precisegrid subcommand 259
 Preferences
 basic color 73
 basic size 73, 75
 show coordinates 145
 Print
 last file name printed 18
 PRINTDEBUG 149
 Printers 275
 rendering 275
 Printing
 attributes 178
 to paper or file 178
 Prompt commands 180–181
 Push
 picked objects 175
 view stack 217

Q

Query dialogs 180
 Query functions 128–131
 Quick Edit
 colors 275
 Quick Macro Panel 8, 164
 title 55
 Quit command 182

R

Range Parameters 56, 236
 Raster Metafile 103
 Raw data 91, 106, 207
 circle 283
 color map 282
 contour level 282
 contour levels 283
 geometry 282
 line segment geometry 283
 RGB values 283
 section of macro commands 282
 square 282
 values 282
 XY 283
 XYZ 283
 Raw User-Defined color maps 252
 RAWDATA
 example 283
 Read data 183
 rect subcommand 260
 Rectangle 260
 raw data 282
 Rectangles 260
 settings 260
 Rectangular zones
 create 90
 Redraw 186, 189
 Redraw All 186
 Reference scatter symbol 139
 attributes 260
 Reference scatter symbols 260
 refscatsymbol subcommand 260
 Remove user-defined macro variable 186
 rendconfig subcommand 261
 Rendering
 with OpenGL 261
 Retaining macro function 7
 RGB 262
 components 73
 rgb subcommand 262

INDEX

Rotate
 2D plot 189
 3D plots 140, 190, 209
Rotate a 3D plot
 example 15
ROTATION
 details 149
Rotation 276
 axis 276
 origin location 276
 reset rotation origin 188
rotation origin 188
Ruler 165, 275
RULERPADGING 149
RULERTHICKNESS 149
RUNDISPLAYLISTSAFTERBUILDING 148
Running
 macro function 20
Running macros
 from the command line 7
 from the Quick Macro Panel 8
 from the tecplot interface 7

S

Save
 color map 222
 curve information 222
 data set 223
 stylesheet 224
SAVEINTEGRATIONRESULTS
 macro command 227, 237
SCALE 149
Scale factors
 reset 188
Scatter
 legend 139, 153
 sizing by variable 139, 153
Scatter attributes 115
Scatter plot
 show 113
Scatter plots 115
 set global attributes 138
Scatter symbol attributes 260
Scatter symbols 260
Scope of text 68
Scratch data type 92
SCRATCHDATAFIELDTYPE 93
SCRBACKGROUNDCOLOR 149
SCREENRENDERING 148
Select objects 168
SETFIELDVARIABLES
 macro command 227, 237
SETFLUIDPROPERTIES
 macro command 227, 238
SETGEOMETRYANDBOUNDARIES
 macro command 227, 240
SETREFERENCEANDFIELDVARIABLES
 macro command 240
SETREFERENCEVALUES
 macro command 227
Setting (X,Y,Z) triplets 268
Setting (X,Y) positions 268
Setting attributes
 reference scatter symbols 260, 261

Setting color values 262
Setting I-, J-, or K-indices 255, 256
Setting index ranges 257
Setting number formats 258
Setting symbol shapes 263
Setting zebra shading attributes 269
Settings
 OpenGL rendering 261
SETUNSTEADYFLOWOPTIONS
 macro command 227, 241
SetValue commands
 in color map files 285
 macro configuration files 285
Shade attributes 115
Shade maps 263
shademap subcommand 263
Shading 263
Shift picked objects 175
SHOWCONTINUOUSSTATUS 149
SHOWCOORDINATES 149
SHOWCOORDINATESWITHSELECTORADJUSTOR 1
 49
SHOWFRAMEBORDERSWHENOFF 149
-showpanel flag 8
SHOWSTATUSLINE 149
SHOWTEXTGEOMSINAPPROXVIEW 149
SHOWWAITDIALOGS 150
Simple zone
 create 91
Single angle brackets 247, 270
Size 251
 object 73, 75
 paper 136
 preference 75
 set command in macros 73, 75
Size limitations
 macro control commands 285
Size lists 251
Size preferences 75
Size units 276
Sketch
 axis 197
Skip mode 276
Slice
 animate 62
 create slice zone command 109
 Plane type assigned 18
 positioning 18
Slice source 276
Slices 276
 create zones 107, 112
 global settings 198
Slicing 276
SMALLSTEP 149, 150
SMOOTHBNDRYCOND 145
Smoothing
 data 201
SMOOTHWEIGHT 145
SNAPTOGRID 134
SNAPTOPAPER 134
Solution time 18
Source maps 98
Source zones 87, 88, 89
Specify

fieldmaps 54
 line maps 55
STARTSLICEPOS 18
 Steps per cycle in animation 64
STEPSIZE 149, 150
 Stipple 277
 Stop macro execution 168
 Stream dashes
 animation 63
 Stream markers
 animation 63
STREAMSTARTPOS 18
 Streamtrace
 positioning 18
 Streamtrace commands 202–207
 add 204
 delete all 206
 delete range 206
 reset time increments 206
 set termination line 206
 Streamtrace paths 63
 Streamtraces
 animate 63
 animation
 dashes or markers 63
 delete all 206
 direction 277
 global settings 202
 type 277
STREAMTYPE 18
 Strings
 assigning 20
STROKEFONTLINETHICKNESS 119
STYLEFILE 117
 Stylesheet
 read 185
 write to file 224
 Stylesheets
 macro control commands 285
 Subscript 118
SUBSUPFRACTION 119
 SunRaster format options 277
 Superscript 118
 Surface Effects 114
 Surfaces to plot 277
 Symbol shape 263, 273
 Symbol shapes
 setting 263
 Symbols
 line plots 161
 symbolshape subcommand 263
SYMBOLSIZES 76
 Syntax
 example macros 280
 for CFD Analyzer macro commands 227
 System command instructions 207
 System environment variables 18

T

TECHOME
 using as variable 18
 Tecplot
 starting 5
 Tecplot Interface 7

Tecplot interface
 set attributes 145
 Tecplot macro 6
tecplot.mcr 8
TEMPFILEPATH 118
 Text 264
 anchor 70, 277
 angle 70
 attach command 69
 attributes 69, 94
 box 70
 centering 71
 character height 265
 color 70
 copy to another frame 224
 default 94
 defaults 94
 display 168
 fonts 70, 265, 273
 frame 69
 height 265
 label box 264
 label details 266
 line spacing 70
 prompt for 180, 181
 setting font and position 265
 setting fonts 265
 shape 265
 spacing 118
 subscript 118
 superscript 118
 text box 70
 thickness 265
 zone (attach) 70
 Text box 70
 Text boxes 264, 277
 Text shape 70
Textbox 70
 textbox subcommand 264
 textshape subcommand 265
 Tick marks 267
 attributes 267
 axis 267
 directions 277
 label formatting 266
 labels 266
 setting attributes 267
 ticklabeldetail subcommand 266
TICKLENGTHS 76
 Tickmark labels
 alignment 273
 tickmarkdetail subcommand 267
 TIFF byte order 277
 Time
 Animation 64
 Title
 data set 194
 Transform
 coordinates 210
 polar to rectangular coordinates 177
 Translate
 view 218
 workspace view 221
 Translate picked objects 175

INDEX

TRANSLATION 150

Translucency 277

TRIANGLEKEEPFACTOR 146

U

Undo

view only 216

USEAPPROXIMATEPLOTS 150

USEDISPLAYLISTS 150

USEDDOUBLEBUFFERING 150

User input dialogs 180

User interface

set attributes 145

User-defined variables 19

USETECPLOTPRINTDRIVERS 150

V

Value blanking 76, 277

cell mode 277

Values

display 138, 139

macro variables 15

set field value 194, 195

Variable lists 163

Variables

3D axis 208

assign to 2D axis 176, 211, 212

assign to 3D axes 208

assigning values 212

contours 132

environment 18

initializing 212

internal 16

location 130

macro functions 20

remove user-defined macro variable 186

renaming 187

scatter symbol sizing 139, 153

variable number 130

vector 142, 144

VECTDEFLEN 126

VECTMINLEN 126

Vector plot

attributes 141

Vector plots 278

variables 142

vector format 115

Vector variables 144

minimum/maximum as variables 17

Vectors

length reset 189

reference vector 141, 143

reset spacing 189

Vectors plot

show 113

Vertical bars ('|'s) 15

View

axis fit 214

axis nice fit 214

center 215

copy 215

data fit 215

fit 216

fit all frames 220

fit paper in workspace 220

fit selected frames 220

last 216

magnify 217

maximize 221

maximize workspace view 221

nice fit 217

paste 217

return to last view 221

rotate 190

shift workspace 221

translate 218

zoom workspace 221

View commands 213–219, 220–222

View compound function family 213

View mode 278

View stack 217

retrieve last view 216

volume attributes 115

Volume objects 267

Volume surfaces

create FE surfaces 107

VOLUMEMODE 115

volumeobjectstoplot subcommand 267

W

While command 220

Workspace

view 221

translate 221

unmaximize 221

view mode 278

Workspace commands 220–222

Write

color map 222

data set 223

stylesheet 224

X

X-axis gridlines 255

XORCOLOR 150

XY

raw data 283

XY Line axes attributes

assign 224

XY line plots

coordinate scale 271

curve information 271

curve type 271

error bars 272

XY mapping

function dependency 273

xy subcommand 268

XY vectors 268

XYZ

raw data 283

vectors 268

xyz subcommand 268

Z

Z-clip 140, 209

Zebra shading 269

attributes 269

zebrashade subcommand 269

Zone
 animation 64, 65
 attach geometry 67
 attributes 113
Zone boundaries
 finite-element data 79, 86, 87
 for finite element data 88
Zone numbers
 specify 57
Zones 17, 68
 animate 64, 65
 attributes 285
 concatenate 112
 create 85–86, 91–92
 create isozones command 106
 create mirrors 89
 create rectangular 90
 defaults 285
 delete 96, 97
 duplicate 98
 FE surface 107
 new 91
 renaming 187
 specify number 57
 triangulate 211
Zoom
 picked objects 174
 view 218
 workspace view 221