

## Description

`graph replay` displays graphs stored in memory and stored on disk in the current directory.

## Quick start

Replay `mygraph` stored in memory

```
graph replay mygraph
```

Replay `fig` stored on disk

```
graph replay fig.gph
```

Same as above, but also replay graphs starting with `p` stored on disk

```
graph replay fig.gph p*.gph
```

Same as above, but also replay graphs ending in `a` in memory

```
graph replay fig.gph p*.gph *a
```

Same as above, but wait until any key is pressed to close the Graph windows

```
graph replay fig.gph p*.gph *a, wait
```

Replay `graph1` and `graph2`, using a 5-second delay before showing `graph2`

```
graph replay graph1 graph2, sleep(5)
```

Replay `graph1` and `graph2`, but do not close `graph1` before showing `graph2`

```
graph replay graph1 graph2, noclose
```

## Menu

Graphics > Manage graphs > Replay multiple graphs

## Syntax

*Replay named graphs in memory*

```
graph replay name [name [...] ] [ , options ]
```

*Replay all graphs in memory*

```
graph replay _all [ , options ]
```

*name* is the name of a graph currently in memory or the partial name of a graph in memory with the ? and \* wildcard characters.

<i>options</i>	Description
<code>noclose</code>	do not close Graph window of the replayed graph when the next graph for replay is displayed
<code>wait</code>	pause until the —more— condition is cleared
<code>sleep(#)</code>	delay showing the next graph for # seconds; default is <code>sleep(3)</code>

`collect` is allowed; see [U] 11.1.10 Prefix commands.

## Options

`noclose` specifies that the Graph window of a replayed graph not be closed when the next graph for replay is displayed.

`wait` causes `graph replay` to display —more— and pause until any key is pressed before producing the next graph. `wait` temporarily ignores the global setting that is specified using `set more off`.

`sleep()` specifies the number of seconds for `graph replay` to wait before displaying the next graph. The default is `sleep(3)`.

## Remarks and examples

See [G-2] [graph manipulation](#) for an introduction to the graph manipulation commands.

`graph replay` without *name* displays graphs in memory named `Graph___1`, `Graph___2`, and so on, if they exist. `graph replay _all` is equivalent.

You may specify a list of graph names (both in memory and on disk) to be displayed:

```
. graph replay Graph1 Graph5 mygraph.gph
```

You may specify a pattern for graph names (both in memory and on disk):

```
. graph replay Graph* fig*.gph
```

You may combine the above two specifications:

```
. graph replay Graph1 Graph5 mygraph.gph Graph* fig*.gph
```

By default, `graph replay` pauses for three seconds before displaying the next graph. You can use the `sleep()` option to change the delay interval. `sleep(0)` means no delay.

You can use the `wait` option to cause graph replay to display —more— and wait until any key is pressed before displaying the next graph. `wait` temporarily ignores the global setting that is specified using `set more off`.

By default, Graph windows of the replayed graphs are closed as the next graph for replay is displayed. You can specify `noclose` to prevent the Graph windows from closing. You can then close the windows yourself when desired.

## Stored results

graph replay stores the following in `r()`:

Macros

`r(list)`      names of the replayed graphs

## Also see

[G-2] [graph close](#) — Close Graph windows

[G-2] [graph display](#) — Display graph stored in memory

[G-2] [graph manipulation](#) — Graph manipulation commands

[G-2] [graph use](#) — Display graph saved to disk

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