**graph replay** — Replay multiple graphs

### Description

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

### Quick start

- **Replay mygraph stored in memory**
  
  ```stata```
  graph replay mygraph
  ```stata```

- **Replay fig stored on disk**
  
  ```stata```
  graph replay fig.gph
  ```stata```

- **As above, but also replay graphs starting with p stored on disk**
  
  ```stata```
  graph replay fig.gph p*.gph
  ```stata```

- **As above, but also replay graphs ending in a in memory**
  
  ```stata```
  graph replay fig.gph p*.gph *a
  ```stata```

- **As above, but wait until any key is pressed to close the Graph windows**
  
  ```stata```
  graph replay fig.gph p*.gph *a, wait
  ```stata```

- **Replay graph1 and graph2, using a 5-second delay before showing graph2**
  
  ```stata```
  graph replay graph1 graph2, sleep(5)
  ```stata```

- **Replay graph1 and graph2, but do not close graph1 before showing graph2**
  
  ```stata```
  graph replay graph1 graph2, noclose
  ```stata```

### Menu

- Graphics > Manage graphs > Replay multiple graphs
Syntax

Replay named graphs in memory

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

Replay all graphs in memory

```
graphe 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.

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<td>wait</td>
<td>pause until the —more— condition is cleared</td>
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<td>sleep(#)</td>
<td>delay showing the next graph for # seconds; default is sleep(3)</td>
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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:

```
.graphe replay Graph1 Graph5 mygraph.gph
```

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

```
.graphe replay Graph* fig*.gph
```

You may combine the above two specifications:

```
.graphe 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()`:

Macro

```
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 stored on disk