

In Igor Pro 6.38 and Igor Pro 7.01, a bug was fixed that cause Igor to crash if you load a formatted notebook file containing a long special action name and you attempt to modify that special action.

Programming With Long Object Names

If your code must run with Igor7 or before, the best strategy is to avoid using long object names. Attempting to conditionally support long object names will make your code complex and fragile. A better approach is to freeze your Igor7 code and add new features to an Igor8 or later branch.

If you must use conditional programming, you can test whether the running version of Igor supports long object names like this:

```
Variable maxObjectNameLength = 31
if (IgorVersion() >= 8.00)
    maxObjectNameLength = 255
endif
```

The names of functions, constants, variables and other programming entities can be up to 255 bytes, but if you use names longer than 31 bytes, your procedures will require Igor Pro 8.00 or later.

Package names can be up to 255 bytes, but if you use a name longer than 31 bytes, your package will require Igor Pro 8.00 or later.

Long Object Names and XOPs

For most of recorded history, XOPs supported a maximum object name length of 31. Igor now support long object names but pre-existing XOPs continue to work as before. However, if you attempt to use a long object name with a pre-existing XOP, you will get an error. For example:

```
NewPath SymbolicPathWithANameThatExceeds31Bytes, <path>
OldFileLoader /P=SymbolicPathWithANameThatExceeds31Bytes <path>
```

This returns an error because the hypothetical OldFileLoader XOP has not been updated to work with long object names. It continues to work with short object names.

If a pre-existing XOP attempts to retrieve the name of a wave or data folder which has a long name, Igor returns an error to the XOP. If the XOP is properly written, it will generate a "name too long" error and Igor will report the error.

As of XOP Toolkit 8, the XOP Toolkit supports creating XOPs that work with long object names. Supporting long names requires that the XOP programmer modify and recompile the XOP. XOPs compiled to support long object names will require Igor Pro 8 or later. Consequently, many XOPs will not support them.

As of this writing, if the name of the XOP itself, without the ".xop" extension, exceeds 31 bytes in length, the XOP will not be able to save settings using the SAVESETTINGS message or load settings using the LOAD-SETTINGS message. Consequently it is best to avoid creating an XOP whose name exceeds 31 bytes.

Renaming Objects

You can use Misc→Rename Objects or Data→Rename to rename waves, variables, strings, symbolic paths, and pictures. Both of these invoke the Rename Objects dialog.

Graphs, tables, page layouts, notebooks, control panels, Gizmo windows, and XOP target windows are renamed using the **DoWindow** operation (see page V-168) which you can build using the Window Control dialog (see **The Window Control Dialog** on page II-49).

You can use the Data Browser to rename data folders, waves, and variables. See **The Data Browser** on page II-114.