```
      endif
End

Function/S CurrentColor()
   InitializeColors()
   NVAR red = root:red
   NVAR green = root:green
   NVAR blue = root:blue
   NVAR alpha = root:alpha
   String menuText
   sprintf menuText, "*COLORPOP*(%d,%d,%d,%d)", red, green, blue, alpha
   return menuText
End

Function SetSelectedColor()
   GetLastUserMenuInfo// Sets V_Red, V_Green, V_Blue, V_Alpha, S_value, V_value
   NVAR red = root:red
   NVAR green = root:green
   NVAR blue = root:blue
   NVAR alpha = root:alpha
   red = V_Red
   green = V_Green
   blue = V_Blue
   alpha = V_Alpha

   Make/O/N=(2,2,4) root:colorSpot
   Wave colorSpot = root:colorSpot
   colorSpot[][][0] = V_Red
   colorSpot[][][1] = V_Green
   colorSpot[][][2] = V_Blue
   colorSpot[][][3] = V_Alpha

   CheckDisplayed/A colorSpot
   if (V_Flag == 0)
      NewImage colorSpot
   endif
End
```

Special Characters in Menu Item Strings

You can control some aspects of a menu item using special characters. These special characters are based on the behavior of the Macintosh menu manager and are only partially supported on Windows (see **Special Menu Characters on Windows** on page IV-134). They affect user-defined menus in the main menu bar. On Macintosh, but not on Windows, they also affect user-defined pop-up menus in control panels, graphs and simple input dialogs.

By default, special character interpretation is enabled in user-defined menu bar menus and is disabled in user-defined control panel, graph and simple input dialog pop-up menus. This is almost always what you would want. In some cases, you might want to override the default behavior. This is discussed under **Enabling and Disabling Special Character Interpretation** on page IV-135.