1:	Wave.	9:	Control panel window.
2:	Reserved.	10:	Notebook window.
3:	Global numeric variable.	11:	Data folder.
4:	Global string variable.	12:	Symbolic path.
5:	XOP target window.	13:	Picture.
6:	Graph window.	14:	Annotation in the named or topmost graph or layout.
7:	Table window.	15:	Control in the named topmost graph or panel.
8:	Layout window.	16:	Notebook action character in the named or topmost notebook.

CheckName Thread Safety

As of Igor Pro 8.00, you can call CheckName from an Igor preemptive thread but only if *objectType* is 1 (wave), 3 (global numeric variable), 4, (global string variable), 11 (data folder), or 12 (symbolic path). For any other value of *objectType*, CheckName returns a runtime error.

Examples

```
Variable waveNameIsOK = CheckName(proposedWaveName, 1) == 0
Variable annotationNameIsOK = CheckName("text0", 14, "Graph0") == 0


// Create a valid and unique wave name
Function/S CreateValidAndUniqueWaveName(proposedName)
   String proposedName

   String result = proposedName

   if (CheckName(result,1) != 0)             // 1 for waves
       result = CleanupName(result, 1)       // Make sure it's valid
       result = UniqueName(result, 1, 0)     // Make sure it's unique
   endif

   return result
End
```

See Also

Object Names on page III-501, **Programming with Liberal Names** on page IV-168, **CreateDataObjectName**, **CleanupName**, **UniqueName**

ChildWindowList

ChildWindowList(*hostNameStr*)

The ChildWindowList function returns a string containing a semicolon-separated list of immediate subwindow window names of the specified host window or subwindow.

Parameters

hostNameStr is a string or string expression containing the name of an existing host window or subwindow.

When identifying a subwindow with *hostNameStr*, see **Subwindow Syntax** on page III-92 for details on forming the window hierarchy.

Details

Error if the host does not exist or if it is not an allowed host type.

See Also

WinList and **WinType** functions.

ChooseColor

ChooseColor [*/A[=a]/C=(r,g,b[,a])*]

The ChooseColor operation displays a dialog for choosing a color.

The color initially shown is black unless you specify a different color with /C.