

DoIgorMenu

See Also

The **Abort** operation.

DoIgorMenu

DoIgorMenu [/C /OVRD] *MenuNameStr*, *MenuItemStr*

The DoIgorMenu operation allows an Igor programmer to invoke Igor's built-in menu items. This is useful for bringing up Igor's built-in dialogs under program control.

Parameters

MenuNameStr The name of an Igor menu or submenu, like "File", "Graph", or "Load Waves".

MenuItemStr The text of an Igor menu item, like "Copy" (in the Edit menu) or "New Graph" (in the Windows menu) or "Load Igor Binary" (in the Load Waves submenu).

If you include /C, *MenuItemStr* can be "".

Flags

Using both the /C and the /OVRD flag in one command is not permitted.

/C Just Checking. The menu item is not invoked, but V_flag is set to 1 if the item was enabled or to 0 if it was not enabled.

In Igor Pro 9.01 and later, if *MenuItemStr* is "", then V_Flag, V_isInvisible, and S_value pertain to the menu instead of a menu item.

/OVRD Tells Igor to skip checks that it normally does before executing the menu command specified by *MenuNameStr* and *MenuItemStr*. You are responsible for ensuring that the menu command you are invoking is appropriate under conditions existing at runtime.

The main use for the /OVRD flag is to allow an advanced programmer to invoke a menu command for a menu that is currently hidden when dealing with subwindows. For example, if you have a graph subwindow in a control panel which is in operate mode, the Graph menu is not visible in the menu bar. Normally the user could not invoke an item, such as Modify Trace Appearance.

/OVRD allows you to invoke the menu command, but it is up to you to verify that it is appropriate. In the Modify Trace Appearance example, you should invoke the menu command only if the active window or subwindow is a graph that contains at least one trace.

/OVRD was added in Igor Pro 7.00.

Details

All menu names and menu item text are in English to ensure that code developed for a localized version of Igor Pro will run on all versions. Note that no trailing "..." is used in *MenuItemStr*.

V_flag is set to 1 if the corresponding menu item was enabled, which usually means the menu item was successfully selected. Otherwise V_flag is 0. V_flag does not reflect the success or failure of the resulting dialog, if any.

V_isInvisible, added in Igor Pro 7, is set to 1 if the corresponding menu item was invisible. This is fairly rare - in most cases V_isInvisible will be set to 0. Invisible menu items are items like File→Adopt All which are hidden unless the user presses the shift key while summoning the menu. This is different from menus items hidden by HideIgorMenus for which V_isInvisible is set to 0.

S_value, added in Igor Pro 9.00, is set to the translated menu item text. This can be useful for always-enabled menu items that toggle between two states like Show Tools and Hide Tools.

If the menu item selection displays a dialog that generates a command, clicking the Do It button executes the command immediately without using the command line as if Execute/Z operation had been used. Clicking the To Cmd Line button appends the command to the command line rather than inserting the command at the front.