

Killing a window that represents a file on disk does not delete the file. You can also kill a window with a **KillWindow** command.

“Hiding” a window simply means the window is made invisible, but is still part of the experiment and uses the same amount of memory. It can be made visible again by choosing its title from the Windows menu.

The command window and the built-in procedure window can be hidden but not killed. All other built-in windows can be hidden or killed.

When you create a window from a procedure, you can control what happens when the user clicks the close button using the `/K=<num>` flag in the command that creates the window.

You can hide a window programmatically using the `DoWindow/HIDE=1` operation.

Saving the Window Contents

Notebooks and procedure windows can be saved either in their own file, or in a packed experiment file with everything else. You can tell which is the case by choosing **Notebook**→**Info** or **Procedure**→**Info**. When you kill a notebook or a procedure window that contains unsaved information, a dialog will allow you to save it before killing the window.

Graph, table, control panel, page layout, and Gizmo windows are not saved as separate files, and are lost when you kill them unless you save a **window recreation macro** which you can execute to later recreate the window. Killing these windows and saving them as window recreation macros (stored in the built-in procedure window) frees up memory and reduces window clutter without losing any information. You can think of window recreation macros as “freeze-dried windows”.

Close Window Dialogs

When you close a graph, table, layout or control panel, or Gizmo window, Igor presents a Close dialog.

If you click the Save button Igor creates a window recreation macro in the main procedure window. It sets the macro’s subtype to Graph, Table, Layout, Panel, or Gizmo, so the name of the macro appears in the appropriate Macros submenu of the Windows menu. You can recreate the window using this menu.

If you don’t plan to use the window again, you should click the No Save button and no window recreation macro will be created.

If you have previously created a recreation macro for the window then the dialog will have a Replace button instead of a Save button. Clicking Replace replaces the old window recreation macro with a new one. If you know that you won’t need to recreate the window, you can delete the macro (see **Saving a Window as a Recreation Macro** on page II-47).

When you close a notebook or procedure window (other than the built-in procedure window), Igor presents a “hide or kill dialog”.

To hide a window, press Shift while clicking the close button.

To kill a graph, table, layout, control panel, or Gizmo window without the Close dialog, press Option (*Macintosh*) or Alt (*Windows*) while clicking the close button.

If you create a window programmatically using the `Display`, `Edit`, `NewLayout`, `NewPanel`, `NewNotebook`, or `NewGizmo` operation, you can modify the behavior of the close button using the `/K` flag.

Saving a Window as a Recreation Macro

When you close a window that can be saved as a recreation macro, Igor offers to create one by displaying the Close Window dialog. Igor stores the window recreation macro in the main procedure window of the current experiment. The macro uses much less memory than the window, and reduces window clutter. You can invoke the window recreation macro later to recreate the window. You can also create or update a window recreation macro using the Window Control dialog.