

Adding a New Main Menu

You can add an entirely new menu to the main menu bar by using a menu title that is not used by Igor. For example:

```
Menu "Test"
    "Load Data File"
    "Do Analysis"
    "Print Report"
End
```

Dynamic Menu Items

In the examples shown so far all of the user-defined menu items are static. Once defined, they never change. This is sufficient for the vast majority of cases and is by far the easiest way to define menu items.

Igor also provides support for dynamic user-defined menu items. A dynamic menu item changes depending on circumstances. The item might be enabled under some circumstances and disabled under others. It might be checked or deselected. Its text may toggle between two states (e.g. “Show Tools” and “Hide Tools”).

Because dynamic menus are much more difficult to program than static menus and also slow down Igor’s response to a menu-click, we recommend that you keep your use of dynamic menus to a minimum. The effort you expend to make your menu items dynamic may not be worth the time you spend to do it.

For a menu item to be dynamic, you must define it using a string expression instead of the literal strings used so far. Here is an example.

```
Function DoAnalysis()
    Print "Analysis Done"
End

Function ToggleTurboMode()
    Variable prevMode = NumVarOrDefault("root:gTurboMode", 0)
    Variable/G root:gTurboMode = !prevMode
End

Function/S MacrosMenuItem(itemNumber)
    Variable itemNumber

    Variable turbo = NumVarOrDefault("root:gTurboMode", 0)

    if (itemNumber == 1)
        if (strlen(WaveList("*", ";", ""))=0) // any waves exist?
            return "(Do Analysis" // disabled state
        else
            return "Do Analysis" // enabled state
        endif
    endif

    if (itemNumber == 2)
        if (turbo)
            return "!"+num2char(18)+"Turbo" // Turbo with a check
        else
            return "Turbo"
        endif
    endif
End

Menu "Macros", dynamic
    MacrosMenuItem(1)
    MacrosMenuItem(2), /Q, ToggleTurboMode()
End
```