

## ControlNameList

### Examples

```
ControlInfo myChart; Print S_value  
Prints the following to the history area:  
FNAME:myFIFO;NCHANS:1;PPSTRIP:1100;RHSAMP:271;LHSAMP:-126229;
```

### See Also

Chapter III-14, **Controls and Control Panels**, for details about control panels and controls.

**Control Panel Units** on page III-444 for a discussion of the units used for controls.

The **ControlInfo** operation for information about the control.

The **GetUserData** function for retrieving named user data.

## ControlNameList

**ControlNameList**(*winNameStr* [, *listSepStr* [, *matchStr*]])

The **ControlNameList** function returns a string containing a list of control names in the graph or panel window or subwindow identified by *winNameStr*.

### Parameters

*winNameStr* can be "" to refer to the top graph or panel window.

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

The optional parameter *listSepStr* should contain a single ASCII character such as "," or ";" to separate the names; the default value is ";".

The optional parameter *matchStr* is some combination of normal characters and the asterisk wildcard character that matches anything. To use *matchStr*, *listSepStr* must also be used. See **StringMatch** for wildcard details.

Only control names that satisfy the match expression are returned. For example, "\*\_tab0" matches all control names that end with "\_tab0". The default is "\*", which matches all control names.

### Examples

```
NewPanel  
Button myButton  
Checkbox myCheck  
Print ControlNameList("")           // prints "myButton;myCheck;"  
Print ControlNameList("", ";", "*Check") // prints "myCheck;"
```

### See Also

The **ListMatch**, **StringFromList** and **StringMatch** functions, and the **ControlInfo** and **ModifyControlList** operations. Chapter III-14, **Controls and Control Panels**, for details about control panels and controls.

## ControlUpdate

**ControlUpdate** [/A/W=*winName*] [*controlName*]

The **ControlUpdate** operation updates the named control or all controls in a window, which can be the top graph or control panel or the named graph or control panel if you use /W.

### Flags

/A              Updates all controls in the window. You must omit *controlName*.

/W=*winName*    Specifies the window or subwindow containing the control. If you omit *winName* it will use the top graph or control panel window or subwindow.

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

### Details

**ControlUpdate** is useful for forcing a pop-up menu to rebuild, to update a ValDisplay control, or to forcibly accept a SetVariable's currently-being-edited value.