

See Also

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

Close**Close [/A] fileRefNum**

The Close operation closes a file previously opened by the **Open** operation or closes all such files if /A is used.

Parameters

fileRefNum is the file reference number of the file to close. This number comes from the Open operation. If /A is used, *fileRefNum* should be omitted.

Flags

/A	Closes all files. Mainly useful for cleaning up after an error during procedure execution occurs so that the normal Close operation is never executed.
----	--

CloseHelp**CloseHelp [/ALL /FILE=fileNameStr /NAME=helpNameStr /P=pathName]**

The CloseHelp operation closes a help window.

The CloseHelp operation was added in Igor Pro 7.00.

Flags

/ALL	Closes all open help windows.
/FILE= <i>fileNameStr</i>	Identifies the help window to close using the help file's location on disk. The file is specified by <i>fileNameStr</i> and /P= <i>pathName</i> where <i>pathName</i> is the name of an Igor symbolic path. <i>fileNameStr</i> can be a full path to the file, in which case /P is not needed, a partial path relative to the folder associated with <i>pathName</i> , or the name of a file in the folder associated with <i>pathName</i> . If you use a full or partial path for <i>fileNameStr</i> , see Path Separators on page III-451 for details on forming the path.
/NAME= <i>helpNameStr</i>	Identifies the help window to close using the window's title as specified by <i>helpNameStr</i> . This is the text that appears in the help window title bar.
/P= <i>pathName</i>	Specifies the folder to look in for the file specified by /FILE. <i>pathName</i> is the name of an existing Igor symbolic path.

Details

You must provide one of the following flags: /ALL, /FILE, /NAME.

See Also

OpenHelp

CloseMovie**CloseMovie**

The CloseMovie operation closes the currently open movie. You must close a movie before you can play it.

Flags

/Z	Suppresses error reporting. If you use /Z, check the V_Flag output variable to see if the operation succeeded.
----	--

Output Variables

V_Flag	Set to 0 if the operation succeeded or to a non-zero error code. V_Flag is set only if you use the /Z flag.
--------	--