

SetMarquee

```
SetIgorOption IndependentModuleDev=?; Print V_Flag      // Query
SetIgorOption IndependentModuleDev=1                  // Set
```

Most SetIgorOption keywords are obscure and rarely of use. Here are the some of the more commonly-used SetIgorOption keywords:

IndependentModuleDev	See SetIgorOption IndependentModuleDev=1 on page IV-239
PoundDefine	See Conditional Compilation on page IV-108
GraphicsTechnology	See Graphics Technology on page III-506
PanelResolution	See SetIgorOption PanelResolution on page III-456
DisableThreadSafe	See Debugging ThreadSafe Code on page IV-225

It is rarely necessary, but you can find the more obscure applications using Help→Search Igor Files to search for "SetIgorOption".

SetMarquee

SetMarquee [/HAX=hAxisName /VAX=vAxisName /W=winName] left, top, right, bottom

The SetMarquee operation creates a marquee on the target graph or layout window or the specified window or subwindow.

Parameters

The *left*, *top*, *right*, and *bottom* coordinates are in units of points unless you specify /HAX or /VAX in which case they are in axis units. Axis units are allowed for graphs only, not for layouts.

If the coordinates are all 0, the marquee, if it exists, is killed.

Flags

/HAX=*hAxisName* Specifies that the *left* and *right* parameters are in units of the axis named by *hAxisName*. The /HAX flag was added in Igor Pro 9.00.

/VAX=*vAxisName* Specifies that the *top* and *bottom* parameters are in units of the axis named by *vAxisName*. The /VAX flag was added in Igor Pro 9.00.

/W=*winName* Specifies the named window or subwindow. When omitted, action will affect the active window or subwindow.

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

Details

Igor stores marquee coordinates internally as integers in units of points. If you specify coordinates in axis units, there will be some roundoff error when Igor converts to integer points. This results in a small discrepancy between the coordinates you set using /HAX or /VAX and the coordinates returned by **GetMarquee**.

See Also

GetMarquee

SetProcessSleep

SetProcessSleep *sleepTicks*

The SetProcessSleep operation is obsolete and does nothing as of Igor Pro 7.00. It is documented here in case you come across it in old Igor procedure code. Do not use it in new code.

The SetProcessSleep operation determines how much time Igor will give to background tasks or other Macintosh applications executing in the background. This operation does nothing on Windows.

Parameters

sleepTicks is the amount of time given to background tasks in sixtieths of a second. *sleepTicks* values between 0 and 60 are valid.