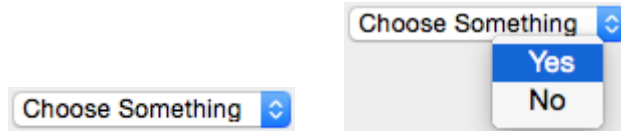




and another where there is no current item and a title is shown in the box:



The first form is usually used to choose one of many items while the second is used to run one of many commands.

Pop-up menus can also be configured to act like Igor's color, line style, pattern, or marker pop-up menus. These always show the current item.

SetVariable

SetVariable controls also can take on a number of forms and can display numeric values. Unlike Value Display controls that display the value of an expression, SetVariable controls are connected to individual global variables and can be used to set or change those variables in addition to reading out their current value. SetVariable controls can also be used with global string variables to display or set short one line strings. SetVariable controls are automatically updated whenever their associated variables are changed.

When connected to a numeric variable, these controls can optionally have up or down arrows that increment or decrement the current value of the variable by an amount specified by the programmer. Also, the programmer can set upper and lower limits for the numeric readouts.

New values for both numeric and string variables can be entered by directly typing into the control. If you click the control once you will see a thick border form around the current value.



You can then edit the readout text using the standard techniques including Cut, Copy, and Paste. If you want to discard changes you have made, press Escape. To accept changes, press Return, Enter, or Tab or click anywhere outside of the control. Tab enters the current value and also takes you to the next control if any. Shift-Tab is similar but takes you to the previous control if any.

If the control is connected to a numeric variable and the text you have entered can not be converted to a number then a beep will be emitted when you try to enter the value and no change will be made to the value of the variable. If the value you are trying to enter exceeds the limits set by the programmer then your value will be replaced by the nearest limit.

When a numeric control is selected for editing, the Up and Down Arrow keys on the keyboard act like the up and down buttons on the control.

Changing a value in a SetVariable control may run a procedure if the programmer has specified one.

SetVariable Controls and Data Folders

SetVariable controls remember the data folder in which the variable exists, and continue to function properly when the current data folder is different than the controlled variable. See **SetVariable** on page III-417.

The system variables (K0 through K19) belong to no particular data folder (they are available from any data folder), and there is only *one* copy of these variables. If you create a SetVariable controlling K0 while the current data folder is "aFolder", and another SetVariable controlling K0 while the current data folder is "bFolder", *they are actually controlling the same K0.*