

## CtrlFIFO

### Details

The user function you specify via the `proc` keyword must have the following format:

```
Function myFunc(s)
    STRUCT WMBBackgroundStruct &s
    ...
```

The members of the `WMBBackgroundStruct` are:

#### Base `WMBBackgroundStruct` Structure Members

Member	Description
<code>char name[MAX_OBJ_NAME+1]</code>	Background task name.
<code>uint32 curRunTicks</code>	Tick count when task was called.
<code>int32 started</code>	TRUE when <code>CtrlNamedBackground</code> start is issued. You may clear or set to desired value.
<code>uint32 nextRunTicks</code>	Precomputed value for next run but user functions may change this.

You may also specify a user function that takes a user-defined `STRUCT` as long as the first elements of the structure match the `WMBBackgroundStruct` or, preferably, if the first element is an instance of `WMBBackgroundStruct`. Use the `started` field to determine when to initialize the additional fields. Your structure may not include any `String`, `WAVE`, `NVAR`, `DFREF` or other fields that reference memory that is not part of the structure itself.

If you specify a user-defined structure that matches the first fields rather than containing an instance of `WMBBackgroundStruct`, then your function will fail if, in the future, the size of the built-in structure changes. The value of `MAX_OBJ_NAME` is 255 but this may also change. It was changed from 31 to 255 in Igor Pro 8.00.

Your function should return zero unless it wants to stop in which case it should return 1.

You can call `CtrlNamedBackground` within your background function. You can even switch to a different function if desired.

Use the status keyword to obtain background task information via the `S_info` variable, which has the format:

```
NAME: name; PROC: fname; RUN: r; PERIOD: p; NEXT: n; QUIT: q; FUNCERR: e;
```

When parsing `S_info`, do not rely on the number of key-value pairs or their order. `RUN`, `QUIT`, and `FUNCERR` values are 1 or 0, `NEXT` is the tick count for the next firing of the task. `QUIT` is set to 1 when your function returns a nonzero value and `FUNCERR` is set to 1 if your function could not be used for some reason.

### See Also

See **Background Tasks** on page IV-319 for examples.

### Demos

Choose File→Example Experiments→Programming→Background Task Demo.

## CtrlFIFO

**CtrlFIFO** *FIFOName* [, *key = value*]...

The `CtrlFIFO` operation controls various aspects of the named FIFO.

### Parameters

<code>close</code>	Closes the FIFO's output or review file (if any).
<code>deltaT=dt</code>	Documents the data acquisition rate.
<code>doffset=dataOffset</code>	Used only with <code>rdfile</code> . Offset to data. If not provided offset is zero.
<code>dsize=dataSize</code>	Used only with <code>rdfile</code> . Size of data in bytes. If not provided, then data size is assumed to be the remainder of file. If this assumption is not valid then unexpected results may be observed.
<code>flush</code>	New data in FIFO is flushed to disk immediately.