

```

    Print "Routines in calling chain: " + GetRTStackInfo(0)
End
Function Calling()
    Called()
End
Macro StartItUp()
    Calling()
End
// Executing StartItUp() prints:
// Called by Calling()
// Routines in calling chain: StartItUp;Calling;Called;

```

MultiThread Example

```

Macro BeginMultiThread(code)
    Variable code=3
    BeginMultiThreadFunc(code)
End

Function BeginMultiThreadFunc(Variable code)
    Make/O/N=4/T/FREE textWave
    MultiThread textWave = tsworker(code)
    Print textWave[0]
End

ThreadSafe Function/S tsworker(Variable code)
    String str= tssubr(code)
    return str
End

ThreadSafe Function/S tssubr(Variable code)
    String str= GetRTStackInfo(code)
    return str
End

// Executing BeginMultiThread(3) prints details for only the two threaded routines:
// tsworker, TSExample, 16; tssubr, TSExample, 21;

```

See Also

The Stack and Variables Lists, ThreadSafe Functions and Multitasking, GetRTError

GetScrapText

GetScrapText ()

The GetScrapText function returns a string containing any plain text on the Clipboard (aka “scrap”). This is the text that would be pasted into a text document if you used Paste in the Edit menu.

See Also

The PutScrapText and LoadPICT operations.

GetSelection

GetSelection winType, winName, bitflags

The GetSelection operation returns information about the current selection in the specified window.

Parameters

winType is one of the following keywords:

graph, panel, table, layout, notebook, procedure

winName is the name of a window of the specified type.

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

If *winType* is procedure then *winName* is actually a procedure window title inside a "\$" wrapper, such as:

```
GetSelection procedure $"DemoLoader.ipf", 3
```

bitflags is a bitwise parameter that is used in different ways for different window types, as described in **Details**. You should use 0 for undefined bits. **Setting Bit Parameters** on page IV-12 for further details about bit settings.