

strswitch-case-endswitch

```
Print strsearch(str,"is",3)           // prints 5
Print strsearch(str,"is",Inf,1)       // prints 15
```

See Also

sscanf, **FindListItem**, **ReplaceString**, **Character-by-Character Operations**

See **Setting Bit Parameters** on page IV-12 for details about bit settings.

strswitch-case-endswitch

```
strswitch(<string expression>)
  case <literal><constant>:
    <code>
    [break]
  [default:
    <code>]
endswitch
```

A strswitch-case-endswitch statement evaluates a string expression and compares the result to the case labels using a case-insensitive comparison. If a case label matches *string expression*, then execution proceeds with *code* following the matching case label. When none of the cases match, execution will continue at the default label, if it is present, or otherwise the strswitch will be exited with no action taken. Note that although the break statement is optional, in almost all case statements it will be required for the strswitch to work correctly.

See Also

Switch Statements on page IV-43, **default** and **break** for more usage details.

STRUCT

STRUCT *structureName* *localName*

STRUCT is a reference that creates a local reference to a Structure accessed in a user-defined function. When a Structure is passed to a user function, it can only be passed by reference, so in the declaration within the function you must use *&localStructName* to define the function input parameter.

See Also

Structures in Functions on page IV-99 for further information.

See the **Structure** keyword for creating a Structure definition.

StructFill

StructFill [*/AC=createFlags* */SDFR=dfr*] *structVar*

StructFill is a programmer-convenience operation that initializes NVAR, SVAR and WAVE fields in a structure. At run time, it scans through the fields in the specified structure and attempts to set all null NVAR, SVAR and WAVE fields by looking up corresponding same-named globals in the current data folder or in the specified data folder.

StructFill was added in Igor Pro 8.00.

Parameters

structVar is the name of a STRUCT variable.