userdata(*UDName*) =*UDStr*	Sets the unnamed user data to *UDStr*. Use the optional (*UDName*) to create named user data.
	Names starting with "WM_" are reserved for WaveMetrics.
userdata(*UDName*) +=*UDStr*	Appends *UDStr* to the current unnamed user data. Use the optional (*UDName*) to append to the named *UDStr*.
	Names starting with "WM_" are reserved for WaveMetrics.

valueColor=(*r*,*g*,*b*[,*a*])

> Sets initial color of the button's text (title). *r*, *g*, *b*, and *a* specify the color and optional opacity as **RGBA Values**. The default is opaque black.
>
> To further change the color of the title text, use escape sequences as described for title=*titleStr*.

win=*winName*	Specifies which window or subwindow contains the named button control. If not given, then the top-most graph or panel window or subwindow is assumed.
	When identifying a subwindow with *winName*, see **Subwindow Syntax** on page III-92 for details on forming the window hierarchy.

Details
The target window must be a graph or panel.

Button Action Procedure
The action procedure for a Button control takes a predefined structure WMButtonAction as a parameter to the function:

```
Function ActionProcName(B_Struct) : ButtonControl
    STRUCT WMButtonAction &B_Struct
    …
    return 0
End
```

The ": ButtonControl" designation tells Igor to include this procedure in the Procedure pop-up menu in the Button Control dialog.

See **WMButtonAction** for details on the WMButtonAction structure.

Although the return value is not currently used, action procedures should always return zero.

You may see an old format button action procedure in old code:

```
Function procName(ctrlName) : ButtonControl
    String ctrlName
    …
    return 0
End
```

This old format should not be used in new code.

See Also
Chapter III-14, **Controls and Control Panels**, for details about control panels and controls.

Control Panel Units on page III-444 for a discussion of the units used for controls.

The **ControlInfo** operation for information about the control.

The **GetUserData** function for retrieving named user data.

ButtonControl

ButtonControl
ButtonControl is a procedure subtype keyword that identifies a macro or function as being an action procedure for a user-defined button control. See **Procedure Subtypes** on page IV-204 for details. See **Button** for details on creating a button control.