

If `IgorBeforeQuitHook` returns 1, then the normal save-and-quit process is aborted and Igor quits immediately. The current experiment, notebooks, and procedures are not saved, no dialogs are presented to the user, and `IgorQuitHook` is not called.

If `IgorBeforeQuitHook` returns 2, then the normal save-and-quit process is aborted and Igor does not quit. The current experiment, notebooks, and procedures are not saved, no dialogs are presented to the user, and `IgorQuitHook` is not called. This return value was first supported in Igor Pro 8.05.

See Also

`IgorQuitHook` and `SetIgorHook`.

IgorMenuHook

IgorMenuHook(*isSelection*, *menuStr*, *itemStr*, *itemNo*, *activeWindowStr*, *wType*)

`IgorMenuHook` is a user-defined function that Igor calls just before and just after menu selection, whether by mouse or keyboard.

Parameters

isSelection is 0 before a menu item has been selected and 1 after a menu item has been selected.

When *isSelection* is 1, *menuStr* is the name of the selected menu. It is always in English, regardless of the localization of Igor. When *isSelection* is 0, *menuStr* is "".

When *isSelection* is 1, *itemStr* is the name of the selected menu item. When *isSelection* is 0, *itemStr* is "".

When *isSelection* is 1, *itemNo* is the one-based item number of the selected menu item. When *isSelection* is 0, *itemNo* is 0.

activeWindowStr identifies the active window. See details below.

wType identifies the kind of window that *activeWindowStr* identifies. It returns the same values as the **WinType** function.

activeWindowStr Parameter

activeWindowStr identifies the window to which the menu selection will apply. It can be a window name, window title, or special keyword, as follows:

Window	<i>activeWindowStr</i>
Target window	Window name. The target window is that top graph, table, page layout, notebook, control panel, Gizmo plot, or XOP target window.
Command window	<code>kwCmdHist</code> (as used with GetWindow).
Procedure window	Window title as shown in the window's title bar. The built-in procedure window is "Procedure".
XOP non-target window	The window title as shown in the window's title bar.

See **Window Names and Titles** on page II-45 for a discussion of the distinction.

Details

`IgorMenuHook` is called with *isSelection* set to 0 after all the menus have been enabled and before a mouse click or keyboard equivalent is handled.

The return value should normally be 0. If the return value is nonzero (1 is usual) then the active window's hook function (see **SetWindow** operation on page V-865) is not called for the enablemenu event.

`IgorMenuHook` is called with *isSelection* set to 1 after the menu has been selected and before Igor has acted on the selection.

If the `IgorMenuHook` function returns 0, Igor proceeds to call the active window's hook function for the menu event. (If the window hook function exists and returns nonzero, Igor ignores the menu selection. Otherwise Igor handles the menu selection normally.)

If the `IgorMenuHook` function returns nonzero (1 is recommended), Igor does not call the remaining hook functions and Igor ignores the menu selection.