

## Chapter III-14 — Controls and Control Panels

ControlInfo is generally not used for the other style of control panel in which the action procedure for each control acts as soon as that control is clicked.

## Updating Controls

You can use the **ControlUpdate** operation (page V-94) to cause a given control to redraw with its current value. You would use this in a procedure after changing the value or appearance of a control to display the changes before the normal update occurs.

## Help Text for User-Defined Controls

Each control type has a help text property, set using the help keyword, through which you add a help tip. In Igor Pro 9.00 and later, tips are limited to 1970 bytes. Previously they were limited to 255 bytes.

Here is an example:

```
Button button0 title="Beep", help={"This button beeps."}
```

The tip appears when the user moves the mouse over the control, if tooltips are enabled in the Help section of the Miscellaneous Settings dialog.

You can use a limited set of HTML tags for formatting. See **HTML Tags in Tooltips** on page IV-311.

## Modifying Controls

The control operations create a new control if the name parameter doesn't match a control already in the window. The operations modify an existing control if the name does match a control in the window, but generate an error if the control kind doesn't match the operation.

For example, if a panel already has a button control named button0, you can modify it with another **Button button0** command:

```
Button button0 disable=1           // hide
```

However, if you use a **Checkbox** instead of **Button**, you get a "button0 is not a Checkbox" error.

You can use the **ModifyControl** operation (page V-606) and **ModifyControlList** operation (page V-608) to modify a control without needing to know what kind of control it is:

```
ModifyControl button0 disable=1      // hide
```

This is especially handy when used in conjunction with tab controls.

## Disabling and Hiding Controls

All controls support the keyword "disable=*d*" where *d* can be:

- 0: Normal operation
- 1: Hidden
- 2: User input disabled
- 3: Hidden and user input disabled

Charts and ValDisplays do not change appearance when disable=2 because they are read-only.

**SetVariables** also have the noedit keyword. This is different from disable=2 mode in that noedit allows user input via the up or down arrows but disable=2 does not.