

To associate a SetVariable control with a variable that is not in the current data folder at the time SetVariable runs, you must use a data folder path:

```
Variable/G root:Packages:ImagePack:globalVar=99
SetVariable setvar0 value=root:Packages:ImagePack:globalVar
```

Unlike PopupMenu controls, SetVariable controls remember the current data folder when the SetVariable command executes. Thus an equivalent set of commands is:

```
SetDataFolder root:Packages:ImagePack
Variable/G globalVar=99
SetVariable setvar0 value=globalVar
```

Also see **SetVariable Controls and Data Folders** on page III-417.

You can control the style of the numeric readout via the format keyword. For example, the string "%.2d" will display the value with 2 digits past the decimal point. You should not use the format string to include text in the readout because Igor has to read back the numeric value. You may be able to add suffixes to the readout but prefixes will not work. When used with string variables the format string is not used.

Often it is sufficient to query the value using **ControlInfo** and you there is no need for an action procedure. If you want to do something every time the value is changed, then you need to create an action procedure of the following form:

```
Function SetVarProc(sva) : SetVariableControl
    STRUCT WMSetVariableAction sva

    switch(sva.eventCode)
        case 1:                // Mouse up
        case 2:                // Enter key
        case 3:                // Live update
            Variable dval = sva.dval
            String sval = sva.sval
            break
        break
        case -1:               // Control being killed
            break
    endswitch

End
```

varName will be the name of the variable being used. If the variable is a string variable then varStr will contain its contents and varNum will be set to the results of an attempt to convert the string to a number. If the variable is numeric then varNum will contain its contents and varStr will be set to the results of a number to string conversion.

If the value is a string, then sva.sval contains the value. If it is numeric, then sva.dval contains the value. sva.isStr is 0 for numeric values and non-zero for string values.

When the user presses and holds in the up or down arrows then the value of the variable will be steadily changed by the increment value but your action procedure will not be called until the user releases the mouse button.

Creating Slider Controls

The **Slider** creates or modifies a slider control.

A slider control is tied to a numeric global variables or to a numeric internal value stored in the control itself. To minimize clutter, you should use internal values in most cases. The value is changed by dragging the “thumb” part of the control.

There are many options for labelling the numeric range such as setting the number of ticks.