Details

For all window types, GetSelection sets V_flag:

V_flag   0: No selection when GetSelection was invoked.

                1: There was a selection when GetSelection was invoked.

Here is a description of what GetSelection does for each window type:

winType	*bitFlags*	Action
graph		Does nothing.
panel		Does nothing.
table	1	Sets V_startRow, V_startCol, V_endRow, and V_endCol based on the selected cells in the table. The top/left cell, not including the Point column, is (0, 0).
	2	Sets S_selection to a semicolon-separated list of column names.
	4	Sets S_dataFolder to a semicolon-separated list of data folders, one for each column.
layout	2	Sets S_selection to a semicolon separated list of selected objects in the layout layer (not any drawing layers). S_selection will be "" if no objects are selected.
notebook	1	Sets V_startParagraph, V_startPos, V_endParagraph, and V_endPos based on the selected text in the notebook.
	2	Sets S_selection to the selected text.
	4	Requires Igor Pro 8.05 or later.
		Sets V_startParagraph and V_endParagraph to the left margin and right margin respectively of the current ruler in points relative to the ruler 0 position.
		Sets V_startPos, and V_endPos to the left edge and right edge respectively of the selection in points relative to the ruler 0 position.
procedure	1	Sets V_startParagraph, V_startPos, V_endParagraph, V_endPos based on the selected text in the procedure window.
	2	Sets S_selection to the selected text.

Examples

In a new experiment, make a table named "Table0" with some columns, and select some combination of rows and columns:

```
Make wave0 = p
Make wave1 = p + 1
Edit wave0, wave1
ModifyTable selection = (3,0,8,1,3,0)
```

Now execute these commands in a procedure or in the command line:

```
GetSelection table, Table0, 3
Print V_flag, V_startRow, V_startCol, V_endRow, V_endCol
Print S_selection
```

This will print the following in the history area:

```
  1  3  0  8  1
  wave0.d;wave1.d;
```

GetUserData

GetUserData(*winName*, *objID*, *userdataName*)

The GetUserData function returns a string containing the user data for a window, subwindow graph trace or control. The return string will be empty if no user data exists.