

```

        FSetPos refNum, 0           // rewind to start of file
        handledOpen= LoadMyFile(refNum) // returns 1 if loaded OK
    endif
endif
return handledOpen // 1 tells Igor not to open the file
End

```

See Also[AfterFileOpenHook](#), [SetIgorHook](#).**BeforeUncompiledHook****BeforeUncompiledHook** (*changeCode*, *procedureWindowTitleStr*, *textChangeStr*)

BeforeUncompiledHook is a user-defined function that Igor calls before procedures enter the uncompiled state after a change to the procedures.

You can use BeforeUncompiledHook to shut down background tasks or threads before the user functions they depend on go away. You can use [AfterCompiledHook](#) to restart them.

BeforeUncompiledHook was added in Igor Pro 8.03.

Parameters

changeCode is one of the following values:

Pending Change	<i>changeCode</i>	Scenarios
Text deletion	1	Delete/backspace key, cut, saved recreation macro, merge experiment
Text insertion	2	User typing, paste insert, Execute/P "INSERTINCLUDE "
Text replacement	3	User typing, paste over selected text
Open procedure file	4	File→Open Procedure, OpenProc
Close procedure file	5	Procedure close icon click, CloseProc
SetIgorOption poundDefine	6	SetIgorOption poundDefine causes a recompile
SetIgorOption poundUndefine	7	SetIgorOption poundUndefine causes a recompile

procedureWindowTitleStr contains the title of the procedure window whose text is about to change. If the procedure window is in an independent module, the title is followed by

[<nameOfIndependentModule>]

as described in documentation for the [WinList](#) function.

The content of *textChangeStr* depends on *changeCode*:

<i>changeCode</i>	<i>textChangedStr</i>
1	""
2	Inserted text
3	Replacement text
4	""
5	""
6	<i>name</i> defined by SetIgorOption poundDefine= <i>name</i>
7	<i>name</i> undefined by SetIgorOption poundUndefine= <i>name</i>

Details

In most cases your BeforeUncompiledHook function should return 0.