Notebook (*Writing Text*)

Writing notebook text parameters

This section of Notebook relates to inserting text at the current selection in the notebook.

text=*textStr* — Inserts the text at the current selection.

Before the text is inserted, Igor converts escape sequences in *textStr* as described in **Escape Sequences in Strings** on page IV-14.

Then, it checks for illegal characters. The only character code that is illegal is zero (ASCII NUL character). If it finds an illegal character, Igor generates an error and does not insert the text.

setData=*dataStr* — Inserts the data at the current selection.

dataStr is either a regular string expression or the result returned by Notebook getData.

zData=*dataStr* — This keyword is used by Igor during the recreation of a notebook subwindow in a control panel. *dataStr* is encoded binary data created by Igor when the recreation macro was generated. It represents the contents of the notebook subwindow in a format private to Igor.

zDataEnd=1 — This keyword is used by Igor during the recreation of a notebook subwindow in a control panel. It marks the end of encoded binary data created by Igor when the recreation macro was generated.

NotebookAction

`NotebookAction [/W=winName] keyword = value [, keyword = value …]`

The NotebookAction operation creates or modifies an "action" in a notebook. A notebook action is an object that executes commands when clicked.

See Chapter III-1, **Notebooks**, for general information about notebooks.

NotebookAction returns an error if the notebook is open for read-only. See **Notebook Read/Write Properties** on page III-10 for further information.

Parameters

The parameters are in *keyword =value* format. Parameters are automatically limited to legal values before being applied to the notebook.

bgRGB=(*r*, *g*, *b*) — Specifies the action background color. *r*, *g*, and *b* specify the amount of red, green, and blue as integers from 0 to 65535.

commands=*str* — Specifies the command string to be executed when clicking the action. For multiline commands, add a carriage return (`\r`) between lines.

enableBGRGB=*enable*

Uses the background color specified by bgRGB (*enable*=1). Background color is ignored for *enable*=0.

frame=*f* — Specifies the frame enclosing the action.

f=0:	No frame.
f=1:	Single frame (default).
f=2:	Double frame.
f=3:	Triple frame.
f=4:	Shadow frame.

helpText=*helpTextStr*

Specifies the help string for the action. The text is limited to 255 bytes. On Macintosh, help appears when the cursor is over the action after choosing Help→Show Igor Tips. On Windows, help appears in the status line when the cursor is over the action.

ignoreErrors=*ignore*

Controls whether an error dialog will appear (*ignore*=0) or not (*ignore* is nonzero) if an error occurs while executing the action commands.

linkStyle=*linkStyle* Controls the action title text style. If *linkStyle*=1, the style is the same as a help link (blue underlined). If *linkStyle*=0, the style properties are the same as the preceding text.

name=*name* Specifies the name of the new or modified notebook action. This is a standard Igor name. See **Standard Object Names** on page III-501 for details.

padding={*leftPadding*, *rightPadding*, *topPadding*, *bottomPadding*, *internalPadding*}

Sets the padding in points. *internalPadding* sets the padding between the title and the picture when both elements are present.

picture=*name* Specifies a picture for the action icon. *name* is the name of a picture in the picture gallery (see **Pictures** on page III-509).

If *name* is null (`$""`), it clears the picture parameter.

procPICTName=*name*

Specifies a Proc Picture for the action icon (see **Proc Pictures** on page IV-56). *name* is the name of a Proc Picture or null (`$""`) to clear it. This will be a name like `ProcGlobal#myPictName` or `MyModuleName#myPictName`. If you use a module name, the Proc Picture must be declared static.

If you specify both picture and procPICTName, picture will be used.

quiet=*quiet* Displays action commands in the history area (*quiet*=0), otherwise (*quiet*=1) no commands will be recorded.

scaling={*h*, *v*} Scales the picture in percent horizontally, *h*, and vertically, *v*.

showMode=*mode* Determines if the title or picture are displayed.

mode=1:	Title only.
mode=2:	Picture only.
mode=3:	Picture below title.
mode=4:	Picture above title.
mode=5:	Picture to left of title.
mode=6:	Picture to right of title.

Without a picture specification, the action will use title mode regardless of what you specify.

title=*titleStr* Sets the action title to *titleStr*, which is limited to 255 bytes.

Flags

/W= *winName* Specifies the notebook window of interest.

winName is either kwTopWin for the top notebook window, the name of a notebook window or a host-child specification (an hcSpec) such as Panel0#nb0. See **Subwindow Syntax** on page III-92 for details on host-child specifications.

If /W is omitted, NotebookAction acts on the top notebook window.

Examples

```
String nb = WinName(0, 16, 1)           // Top visible notebook
```

```
NotebookAction name=Action0, title="Beep", commands="Beep"// Create action
NotebookAction name=Action0, enableBGRGB=1, padding={4,4,4,4,4}
```