

```

        Print "Routines in calling chain: " + GetRTStackInfo(0)
End

Function Calling()
    Called()
End

Macro StartItUp()
    Calling()
End

// Executing StartItUp() prints:
Called by Calling()
Routines in calling chain: StartItUp;Calling;Called;

```

MultiThread Example

```

Macro BeginMultiThread(code)
    Variable code=3
    BeginMultiThreadFunc(code)
End

Function BeginMultiThreadFunc(Variable code)
    Make/O/N=4/T/FREE textWave
    MultiThread textWave = tsworker(code)
    Print textWave[0]
End

ThreadSafe Function/S tsworker(Variable code)
    String str= tssubr(code)
    return str
End

ThreadSafe Function/S tssubr(Variable code)
    String str= GetRTStackInfo(code)
    return str
End

// Executing BeginMultiThread(3) prints details for only the two threaded routines:
tsworker,TSEExample,16;tssubr,TSEExample,21;

```

See Also

[The Stack and Variables Lists](#), [ThreadSafe Functions and Multitasking](#), [GetRTErrors](#)

GetScrapText

GetScrapText()

The GetScrapText function returns a string containing any plain text on the Clipboard (aka “scrap”). This is the text that would be pasted into a text document if you used Paste in the Edit menu.

See Also

The [PutScrapText](#) and [LoadPICT](#) operations.

GetSelection

GetSelection *winType*, *winName*, *bitflags*

The GetSelection operation returns information about the current selection in the specified window.

Parameters

winType is one of the following keywords:

graph, panel, table, layout, notebook, procedure

winName is the name of a window of the specified type.

When identifying a subwindow with *winName*, see [Subwindow Syntax](#) on page III-92 for details on forming the window hierarchy.

If *winType* is procedure then *winName* is actually a procedure window title inside a \$"" wrapper, such as:

```
GetSelection procedure $"DemoLoader.ipf", 3
```

bitflags is a bitwise parameter that is used in different ways for different window types, as described in [Details](#). You should use 0 for undefined bits. [Setting Bit Parameters](#) on page IV-12 for further details about bit settings.