

## Chapter III-14 — Controls and Control Panels

```
Function ControlStructureTest()
    NewPanel
        Button b0,proc= NewButtonProc
End

Structure MyButtonInfo
    Int32 mousedown
    Int32 isLeft
EndStructure

Function NewButtonProc(s)
    STRUCT WMButtonAction &s

    STRUCT MyButtonInfo bi
    Variable biChanged= 0

    StructGet/S bi,s.userdata
    if( s.eventCode==1 )
        bi.mousedown= 1
        bi.isLeft= s.mouseLoc.h < (s.ctrlRect.left+s.ctrlRect.right)/2
        biChanged= 1
    elseif( s.eventCode==2 || s.eventCode==3 )
        bi.mousedown= 0
        biChanged= 1
    elseif( s.eventCode==5 )
        print "Enter button"
    elseif( s.eventCode==6 )
        print "Leave button"
    endif

    if( s.eventCode==4 )           // mousemoved
        if( bi.mousedown )
            if( bi.isLeft )
                printf "L"
            else
                printf "R"
            endif
        else
            printf "*"
        endif
    endif
    if( biChanged )
        StructPut/S bi,s.userdata      // written out to control
    endif

    return 0
End
```

### Control Structure eventMod Field

The eventMod field appears in the built-in structure for each type of control. It is a bitfield defined as follows:

EventMod Bit	Meaning
Bit 0	A mouse button is down.
Bit 1	Shift key is down.
Bit 2	Option (Macintosh) or Alt (Windows) is down.
Bit 3	Command (Macintosh) or Ctrl (Windows) is down.
Bit 4	Contextual menu click occurred.

See **Setting Bit Parameters** on page IV-12 for details about bit settings.