

Event Code	Event
11	Column divider resized.
12	Keystroke, character code is place in row field. See Note on Keystroke Event on page V-495.
13	Checkbox was clicked. This event is sent after selWave is updated.

WMListboxAction row and col Fields

The row field is the zero-based row number of the first selected row in the list or -1 if the selection is in title area. If an event occurs in the empty space below the last row, the row field is set to the number of rows in the list which is one greater than the row number of the last row. A mouse down event in an empty list reports row=0.

The col field is the column number of the selection.

The meanings of row and col are different for eventCodes 8 through 11:

Code	row	col
8	top visible row	horiz shift in pixels.
9	top visible row	horiz shift (user scroll).
9	-1	horiz shift (hScroll keyword).
10	top visible row	-1 (row keyword).
10	-1	first visible col (col keyword).
11	column shift	column resized by user.

If eventCode is 11, row is the horizontal shift in pixels of the column col that was resized, not the total horizontal shift of the list as reported in V_horizScroll by **ControllInfo**. If row is negative, the divider was moved to the left. col=0 corresponds to adjusting the divider on the right side of the first column. Use ControllInfo to get a list of all column widths.

Selection Events 4 and 5

These events are sent when a click on the Listbox could result in a change in selection. If it is important to you to respond only when the selection actually changes, you will need to keep track of the selection yourself.

These events are not sent if the list is empty.

WMMarkerHookStruct

See **Custom Marker Hook Functions** on page IV-308 for further explanation of WMMarkerHookStruct.

```
Structure WMMarkerHookStruct
    Int32 usage
    Int32 marker
    float x, y
    float size
    Int32 opaque
    float penThick
    STRUCT RGBColor mrkRGB
    STRUCT RGBColor eraseRGB
    STRUCT RGBColor penRGB
    WAVE ywave
    double ywIndex
    char winName[MAX_HostChildSpec+1]
    char traceName[MAX_OBJ_INST+1]
EndStructure
```

// 0 = normal draw, 1 = legend draw
// Marker number minus start
// Location of desired center of marker
// Half width/height of marker
// 1 if marker should be opaque
// Stroke width
// Fill color
// Background color
// Stroke color
// Trace's y wave
// Point number on ywave where marker is being drawn
// Full path to window or subwindow
// Full name of trace or "" if no trace

WMPopupAction

This structure is passed to action procedures for popup menu controls created using the **PopupMenu** operation.