

WMDrawUserShapeStruct

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#include <CustomControl Definitions>
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Event Code	Description
kCCE_mousedown = 1	Mouse down in control.
kCCE_mouseup = 2	Mouse up in control.
kCCE_mouseup_out = 3	Mouse up outside control.
kCCE_mousemoved = 4	Mouse moved (happens only when mouse is over the control).
kCCE_enter = 5	Mouse entered control.
kCCE_leave = 6	Mouse left control.
kCCE_mouseDraggedOutside = 7	The mouse moved while it was outside the control. This event is delivered only after the mouse is pressed inside the control and dragged outside. While the mouse is inside the control, kCCE_mousemoved is delivered whether the mouse button is up or down.
kCCE_draw = 10	Time to draw custom content.
kCCE_mode = 11	Sent when executing CustomControl <i>name</i> , mode= <i>m</i> .
kCCE_frame = 12	Sent before drawing a subframe of a custom picture.
kCCE_dispose = 13	Sent as the control is killed.
kCCE_modernize = 14	Sent when dependency (variable or wave set by value= <i>varName</i> parameter) fires. It will also get draw events, which probably don't need a response.
kCCE_tab = 15	Sent when user tabs into the control. If you want keystrokes (kCCE_char), then set needAction.
kCCE_char = 16	Sent on keyboard events. Stores the keyboard character in kbChar and modifiers bit field is stored in kbMods. Sets needAction if key event was used and requires a redraw.
kCCE_drawOSBM = 17	Called after drawing <i>pict</i> from picture parameter into an offscreen bitmap. You can draw custom content here.
kCCE_idle = 18	Idle event typically used to blink insertion points etc. Set needAction to force the control to redraw. Sent only when the host window is topmost.

WMCustomControl needAction Field

The meaning of needAction depends on the event.

Events kCCE_mousemoved, kCCE_enter, kCCE_leave, and kCCE_mouseDraggedOutside set needAction to TRUE to force redraw, which is normally not done for these events.

Events kCCE_tab and kCCE_mousedown set needAction to TRUE to request keyboard focus (and get kCCE_char events).

Event kCCE_idle sets needAction to TRUE to request redraw.

WMCustomControl kbMods Field

- Bit 0: Command (*Macintosh*)
- Bit 1: Shift
- Bit 2: Alpha Lock. Not supported in Igor7 or later.
- Bit 3: Option (*Macintosh*) or Alt (*Windows*)
- Bit 4: Control (*Macintosh*) or Windows key (*Windows*).

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See **DrawUserShape** for further explanation of WMDrawUserShapeStruct.