

WMWinHookStruct

The WMWinHookStruct structure has members as described in the following tables:

Base WMWinHookStruct Structure Members

Member	Description
char winName[MAX_PATH_LENGTH+1]	hcSpec of the affected (sub)window.
STRUCT Rect winRect	Local coordinates of the affected (sub)window.
STRUCT Point mouseLoc	Mouse location.
double ticks	Tick count when event happened.
Int32 eventCode	See eventCode table on page IV-295.
char eventName[255+1]	Name-equivalent of eventCode, see eventCode table on page IV-295. Added in Igor 5.03.
Int32 eventMod	Bitfield of modifiers. See description for MODIFIERS: <i>flags</i> .

Members of WMWinHookStruct Structure Used with menu Code

Member	Description
char menuName[255+1]	Name of menu (in English) as used by SetIgorMenuMode .
char menuItem[255+1]	Text of the menu item as used by SetIgorMenuMode

Members of WMWinHookStruct Structure Used with keyboard and earlyKeyboard Code

Member	Description
Int32 keycode	ASCII value of key struck. Function keys are not available but navigation keys are translated to specific values and will be the same on Macintosh and Windows. This field can not represent non-ASCII text such as accented characters. Use keyText instead.
Int32 specialKeyCode	See Keyboard Events on page IV-300. This field was added in Igor Pro 7.
char keyText[16]	UTF-8 representation of key struck. This field was added in Igor Pro 7.
char focusCtrl[MAX_WIN_PATH+1]	Used only with EarlyKeyboard Events . This field was added in Igor Pro 9.

Members of `WMWinHookStruct` Structure Used with `cursorMoved` Code

Member	Description
<code>char traceName[MAX_OBJ_NAME+1]</code>	The name of the trace or image to which the moved cursor is attached or which supplies the X (and Y) values. Can be "" if the cursor is free.
<code>char cursorName[2]</code>	Cursor name A through J.
<code>double pointNumber</code>	Point number of the trace or the X (row) point number of the image where the cursor is attached. If the cursor is "free", <code>pointNumber</code> is actually the fractional relative <i>xValue</i> as used in the Cursor /F/P command.
<code>double yPointNumber</code>	Valid only when the cursor is attached to a two-dimensional item such as an image, contour, or waterfall plot, or when the cursor is free. If attached to an image, contour, or waterfall plot, <code>yPointNumber</code> is the Y (column) point number of the image where the cursor is attached. If the cursor is "free", <code>yPointNumber</code> is actually the fractional relative <i>yValue</i> as used in the Cursor /F/P command.
<code>Int32 isFree</code>	Has value of 1 if the cursor is not attached to anything, or value of 0 if it is attached to a trace, image, contour, or waterfall.

Members of `WMWinHookStruct` Structure Used with `mouseWheel` Code

Member	Description
<code>double wheelDy</code>	Vertical lines to scroll. Typically +1 or -1.
<code>double wheelDx</code>	Horizontal lines to scroll. Typically +1 or -1. On Windows, horizontal mouse wheel requires Vista.

Members of `WMWinHookStruct` Used with `renamed` Code

Member	Description
<code>char oldWinName[MAX_OBJ_NAME+1]</code>	Old name of the window or subwindow. Not the absolute path <i>hcSpec</i> , just the name.

User-Modifiable Members of `WMWinHookStruct` Structure

Member	Description
<code>Int32 doSetCursor</code>	Set to 1 to change cursor to that specified by <code>cursorCode</code> .
<code>Int32 cursorCode</code>	See Setting the Mouse Cursor .