```
Structure WMDrawUserShapeStruct
   char action[32]         // Input: Specifies what action is requested.

   Int32 options           // Input: Value from /MO flag.
                           // Output: When action is getInfo, set bits as follows:
                           // Set bit 0 if the shape should behave like a simple line.
                           //     When resizing end-points, you will get live updates.
                           // Set bit 1 if the shape is to act like a button;
                           //     You will get mouse down in normal operate mode.
                           // Set bit 2 to get roll-over action.
                           //     You will get hitTest action and
                           //     if 1 is returned, the mouse will be captured.

   Int32 operateMode       // Input: If 0, the shape is being edited;
                           // if 1, normal operate mode
                           // (only if options bit 1 or 2 was set during getInfo).

   PointF mouseLoc         // Input: The location of the mouse in normalized coordinates.

   Int32 doSetCursor       // Output: If action is hitTest, set true
                           // to use the following cursor number.
                           // Also used for mouseMoved in rollover mode.

   Int32 cursorCode        // Output: If action is hitTest and doSetCursor is set,
                           // then set this to the desired Igor cursor number.

   double x0,y0,x1,y1      // Input: Coordinates of the enclosing rectangle of the shape.

   RectF objectR           // Input: Coordinates of the enclosing rectangle of the shape
                           // in device units.

   char winName[MAX_HostChildSpec+1] // Input: Full path to host subwindow

   // Information about the coordinate system
   Rect drawRect           // Draw rect in device coordinates
   Rect plotRect           // In a graph, this is the plot area
   Rect axRect             // In a graph, this is the plot area including axis standoff
   char xcName[MAX_OBJ_NAME+1]   // Name of X coordinate system, may be axis name
   char ycName[MAX_OBJ_NAME+1]   // Name of Y coordinate system, may be axis name

   double angle            // Input: Rotation angle, use when displaying text
   String textString       // Input: Use or ignore; special output for "getInfo"
   String privateString    // Input and output: Maintained by Igor
                           // but defined by user function;
                           // may be binary; special output for "getInfo"
EndStructure
```

WMFitInfoStruct

See **The WMFitInfoStruct Structure** on page III-263 for further explanation of WMFitInfoStruct.

```
Structure WMFitInfoStruct
   char IterStarted        // Nonzero on the first call of an iteration
   char DoingDestWave      // Nonzero when called to evaluate autodest wave
   char StopNow            // Fit function sets this to nonzero to
                           // indicate that a problem has occurred
                           // and fitting should stop
   Int32 IterNumber        // Number of iterations completed
   Int32 ParamPerturbed    // See The WMFitInfoStruct Structure on page III-263
EndStructure
```

WMGizmoHookStruct

See **Gizmo Named Hook Functions** on page II-472 for further explanation of WMGizmoHookStruct.

```
Structure WMGizmoHookStruct
   Int32 version
   char winName[MAX_HostChildSpec+1]    // Full path to host window or subwindow
   char eventName[32]
   Int32 width
   Int32 height
   Int32 mouseX
   Int32 mouseY
   Variable xmin
   Variable xmax
```