

WMListboxAction

```
Variable ymin
Variable ymax
Variable zmin
Variable zmax
Variable eulerA
Variable eulerB
Variable eulerC
Variable wheelDx
Variable wheelDy
EndStructure
```

WMListboxAction

This structure is passed to action procedures for listbox controls created using the **ListBox** operation.

```
Structure WMListboxAction
  char ctrlName[32]          // Control name
  char win[200]              // Host window or subwindow name
  STRUCT Rect winRect        // Local coordinates of host window
  STRUCT Rect ctrlRect       // Enclosing rectangle of the control
  STRUCT Point mouseLoc      // Mouse location
  Int32 eventCode            // See details below
  Int32 eventMod              // See Control Structure eventMod Field on page III-438
  String userData            // Primary unnamed user data
  Int32 blockReentry         // Obsolete, see Control Structure blockReentry Field on page
  III-439
  Int32 eventCode2           // Obsolete
  Int32 row                  // Selection row. See ListBox for details.
  Int32 col                  // Selection column. See ListBox for details.
  WAVE/T listWave            // List wave specified by ListBox command
  WAVE selWave               // Selection wave specified by ListBox command
  WAVE colorWave             // Color wave specified by ListBox command
  WAVE/T titleWave          // Title wave specified by ListBox command
EndStructure
```

The constants used to specify the size of structure char arrays are internal to Igor Pro and may change.

WMListboxAction eventCode Field

Your action function should test the eventCode field and respond only to documented eventCode values because other event codes may be added in the future.

The event code passed to the listbox action procedure has the following meaning:

Event Code	Event
-3	Control received keyboard focus (Igor8 or later)
-2	Control received keyboard focus (Igor8 or later)
-1	Control being killed.
1	Mouse down.
2	Mouse up.
3	Double click.
4	Cell selection (mouse or arrow keys).
5	Cell selection plus Shift key.
6	Begin edit.
7	Finish edit.
8	Vertical scroll. See Scroll Event Warnings on page V-495.
9	Horizontal scroll by user or by the hScroll= <i>h</i> keyword.
10	Top row set by row= <i>r</i> or first column set by col= <i>c</i> keywords.