

```

        case "killed":
            break
        case "scaling":
            break
    endswitch

    return 0
End

```

See **WMGizmoHookStruct** for details on the structure.

As of this time the following event names are defined: mouseDown, mouseMoved, rotation, killed and scaling.

For an example using a named Gizmo window hook, open the Gizmo Window Hook demo experiment and look at the GizmoRotationNamedHook function in the GizmoRotation.ipf procedure file. This is a packed procedure file. It is in an independent module so you need to enable **Independent Modules** to see it.

Gizmo Unnamed Hook Functions

Unnamed hooks are obsolete though still supported for backward compatibility. Use named hooks instead. The following documentation is for historical reference only.

Each Gizmo window can have one and only one unnamed Gizmo window hook function. You designate a function as the unnamed window hook function using the **ModifyGizmo** operation with the hookFunction keyword.

The unnamed hook function is called when various window events take place. The reason for the hook function call is stored as an event code in the hook function's infoStr parameter. Certain events must be enabled using the **ModifyGizmo** operation with the hookEvents keyword.

The unnamed hook function has the following syntax:

```

Function functionName(infoStr)
    String infoStr

    String event = StringByKey("EVENT",infoStr)
    ...
    return 0          // Return value is ignored
End

```

infoStr is a string which containing a semicolon-separated list of keyword:value pairs. For documentation see "Gizmo Unnamed Hook Functions" in the "3D Graphics" help file.

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