

**WMWinHookStruct**

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

**Base WMWinHookStruct Structure Members**

<b>Member</b>	<b>Description</b>
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 see <b>eventCode</b> table on page IV-295.
char eventName[255+1]	Name-equivalent of eventCode, see <b>eventCode</b> 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**

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

**Members of WMWinHookStruct Structure Used with keyboard and earlyKeyboard Code**

<b>Member</b>	<b>Description</b>
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 <b>Keyboard Events</b> 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 <b>EarlyKeyboard Events</b> .  This field was added in Igor Pro 9.

## Chapter IV-10 — Advanced Topics

### Members of **WMWinHookStruct** Structure Used with **cursormoved** Code

Member	Description
char traceName[MAX_OBJ_NAME+1]	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.
char cursorName[2]	Cursor name A through J.
double pointNumber	Point number of the trace or the X (row) point number of the image where the cursor is attached.
	If the cursor is "free", pointNumber is actually the fractional relative <i>xValue</i> as used in the <b>Cursor/F/P</b> command.
double yPointNumber	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, yPointNumber is the Y (column) point number of the image where the cursor is attached.
	If the cursor is "free", yPointNumber is actually the fractional relative <i>yValue</i> as used in the <b>Cursor/F/P</b> command.
Int32 isFree	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
double wheelDy	Vertical lines to scroll. Typically +1 or -1.
double wheelDx	Horizontal lines to scroll. Typically +1 or -1.
	On Windows, horizontal mouse wheel requires Vista.

### Members of **WMWinHookStruct** Used with **renamed** Code

Member	Description
char oldWinName[MAX_OBJ_NAME+1]	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
Int32 doSetCursor	Set to 1 to change cursor to that specified by <i>cursorCode</i> .
Int32 cursorCode	See <a href="#">Setting the Mouse Cursor</a> .