

```

    Int32 chunkIndex           // Chunk index for a wave if chunkLabel is empty
    char chunkLabel[MAX_OBJ_NAME+1] // Wave chunk dimension label
EndStructure

```

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

WMCheckboxAction 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 checkbox 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
2	Mouse up, checkbox toggled

WMCustomControlAction

This structure is passed to action procedures for custom controls created using the **CustomControl** operation.

```

Structure WMCustomControlAction
    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 missedEvents          // TRUE when events occurred but the user
                                // function was not available for action
    Int32 mode                  // General purpose

    // Used only when eventCode==kCCE_frame
    Int32 curFrame              // Input and output

    // Used when eventCode is kCCE_mousemoved, kCCE_mouseenter or kCCE_mouseleave
    Int32 needAction             // See below for details

    // These fields are valid only with value=varName
    Int32 isVariable            // TRUE if varName is a variable
    Int32 isWave                 // TRUE if varName referenced a wave
    Int32 isString                // TRUE if varName is a String type
    NVAR nVal                   // Valid if isVariable and not isString
    SVAR sVal                   // Valid if isVariable and isString
    WAVE nWave                  // Valid if isWave and not isString
    WAVE/T sWave                 // Valid if isWave and isString
    Int32 rowIndex                // If isWave, this is the row index
                                // unless rowLabel is not empty
    char rowLabel[32]             // Wave row label

    // These fields are valid only when eventCode==kCCE_char
    Int32 kbChar                 // Keyboard key character code
    Int32 specialKeyCode          // See Keyboard Events on page IV-300 - Added in Igor Pro 7
    char keyText[16]               // UTF-8 string representing key struck - Added in Igor Pro 7
    Int32 kbMods                  // Keyboard key modifiers bit field. See details below.
EndStructure

```

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

WMCustomControlAction eventCode Field

When determining the state of the eventCode member in the WMCustomControlAction structure, the various values you use are listed in the following table. You can define the kCCE symbolic constants by adding this to your procedure file: