

Event Types

defined constants

#include <Events.h>

#include <EPPC.h>

everyEvent	-1	all events
nullEvent	0	no event matched eventMask
mouseDown	1	mouse button got pressed
mouseUp	2	mouse button got released
keyDown	3	character key was pressed
keyUp	4	character key was released
autoKey	5	key repeated because the user held it down
updateEvt	6	window must be redrawn
diskEvt	7	diskette was inserted
activateEvt	8	window was activated or deactivated
	9	(not used)
networkEvt	10	network event (obsolete in System 7)
driverEvt	11	I/O device driver event (system use)
app1Evt	12	available for application use.(obsolete)
app2Evt	13	available for application use (obsolete)
app3Evt	14	available for application use
app4Evt	15	used by <u>MultiFinder</u> / Switcher (obsolete)
osEvt	15	operating-system event (System 7)
kHighLevelEvent	23	high-level event (System 7)

Notes: Use these constants to test which type of event occurred (as found in the what field of the EventRecord after a call to **WaitNextEvent**, **GetNextEvent**, **EventAvail**, **GetOSEvent**, or **OSEventAvail**). You may also use these constants in calls to **PostEvent** and **PPostEvent**.

Each type of event is associated with a bit in a mask value used in many Event Manager calls. See Event Mask.