GetCTitle   Get a copy of the text associated with a control

#include <Controls.h>   **Control Manager**

void   **GetCTitle(**_theControl_, _title_ **)**;
ControlHandle   _theControl_ ;   control to change
Str255   _title_ ;   address of buffer to receive Pascal string

   GetCTitle copies the text associated with a control into a buffer supplied by
   the caller.

      theControl is a handle leading to a variable-length ControlRecord structure. It
               identifies the control whose title you want to examine.

         title is the address of a 256-byte buffer. Upon return, it will contain a
               Pascal-style length-prefixed string holding the control's title text.

      Returns: none

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Notes: This may be used to query the current value of a toggle button, though
         there are better ways (see **GetCtlValue** and **SetCtlValue**). You might use
         this to see if there have been any modifications to your 'CNTL' resources.

         If all you want to do is peek at the title, it can be found starting at the
         contrlTitle field of the ControlRecord:

            if ((*theControl)->contrlTitle == 0) {
                /* title is empty */
            }

         Title strings may be up to 255 characters long. Make sure the buffer at
         title large enough to hold the title text.

         You may change the title text using **SetCTitle**.