

GetWRefCon Return a window's reference value

#include <Windows.h>

Window Manager

```
long            GetWRefCon( theWindow );  
WindowPtr    theWindow ;    window of interest  
              returns        the current value in theWindow->refCon
```

This function returns the "reference constant" (WindowRecord.refCon) for a window.

theWindow is a WindowPtr obtained via **NewWindow** or **GetNewWindow**.

Returns: an application-defined long integer.

Notes: The refCon value is initially set when the window is opened (see **NewWindow**). Use **SetWRefCon** to change it. Use **GetWRefCon** to obtain its current value, or just read it directly from the window record:

```
wPeek = (WindowPeek)theWindow;  
myRefCon = wPeek -> refCon;
```

This user-defined value is often used as a good place to store a Handle leading to additional information about the window. For instance, such a handle could contain information to help you keep track of the scrolling position or the name and reference of a file read to obtain the contents of the window, etc.

Note: if you do maintain such a Handle, be sure to dispose of it before you close the window.