SetCRefCon Page 1

SetCRefCon Set control's application-defined reference value

Control Manager

void SetCRefCon(theControl, newRefCon);

<u>ControlHandle</u> *theControl*; handle of the control to update <u>long</u> newRefCon; desired new reference value

SetCRefCon sets a new "reference constant" value for a control.

theControl is a handle leading to a variable-length ControlRecord structure. It specifies which control to query.

newRefCon is a 4-byte long integer. It can be any value that has meaning for the application.

Returns: none

#include < Controls.h>

Notes: You can use **SetCRefCon** to store any 4-bytes of control-related information into the <u>ControlRecord</u>. It stores *newRefCon* into the <u>contrlRfCon</u> field of *theControl*'s <u>ControlRecord</u> structure. It is functionally equivalent to:

(\*theControl)->contrlRfCon = newRefCon;

The reference constant is set when the control is created (see **NewControl**). Use **GetCRefCon** to query the current value.