

AuxCtlRec structure

```
#include <Controls.h>
```

typedef struct AuxCtlRec {		<u>Size</u>	<u>Offset</u>	<u>Description</u>
<u>AuxCtlHandle</u> acNext;		4	0	Leads to next control in list
<u>ControlHandle</u> acOwner;		4	4	Handle to control that owns this auxiliary control
<u>CCTabHandle</u> acCTable;		4	8	Handle to individual control's color table
<u>short</u> acFlags;		2	12	Reserved flag field
<u>long</u> acReserved;		4	14	Set to 0, reserved for the future
<u>long</u> acRefCon;		4	18	Field for application's reference constant
} AuxCtlRec;		22		

```
typedef AuxCtlRec *AuxCtlPtr;  
typedef AuxCtlPtr **AuxCtlHandle;
```

Notes: Controls you create don't initially have an AuxCtlRec and if you wish to use non-standard colors you'll need to provide a control record and color table by calling **SetCtlColor**. Controls should be created invisible then colors are set, and then displayed by calling **ShowControl**. When you make your controls using the 'CNTL' resource, you can also stipulate that the color table be a resource, specifically, type 'cctb'.