**GetWVariant**                    Get the variant code for a window

#include <u>Windows.h</u>                                              **Window Manager**

<u>short</u>          **GetWVariant(** *whichWin* **)** ;
<u>WindowPtr</u>      *whichWin* ;        pointer to window
                   ***returns***        variant code describing window

   **GetWVariant** returns a variant code for the window pointed to by
*whichWindow*.  Use this function to determine the type of a particular
window.

    *whichWin* is the window whose variant code you wish to find.

    **Returns**:    a short indicating the variant code of the window.

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Notes:   The variant code allows a single window definition function ('WDEF') to
         implement several related types of windows as "variations on a theme".  For
         example,  the <u>dBoxProc</u> type of window is a variation of the standard
         document window; both use the window definition function whose resource
         ID is 0, but the document window has a variation code of 0 while the
         <u>dBoxProc</u> window has a variation code of 1. See **Window Types** for more
         information.