

ControlRecord structure

#include <Controls.h>

typedef struct ControlRecord {		<u>Size</u>	<u>Offset</u>	<u>Description</u>
<u>ControlHandle</u>	nextControl;	4	0	Leads to next control in window
<u>WindowPtr</u>	contrlOwner;	4	4	Window in which this control is displayed
<u>Rect</u>	contrlRect;	8	8	Enclosing rectangle MoveControl
<u>Byte</u>	contrlVis;	1	16	255=visible HideControl
<u>Byte</u>	contrlHilite;	1	17	0=none, else=control part HiliteControl
<u>short</u>	contrlValue;	2	18	Current setting SetCtlValue
<u>short</u>	contrlMin;	2	20	Minimum value SetCtlMin
<u>short</u>	contrlMax;	2	22	Maximum value SetCtlMax
<u>Handle</u>	contrlDefProc;	4	24	Control definition proc, for more info, see <u>Custom Controls</u>
<u>Handle</u>	contrlData;	4	28	Additional data or 0
<u>ProcPtr</u>	contrlAction;	4	32	proc addr SetCtlAction , TrackControl
<u>long</u>	contrlRfCon;	4	36	Reference for application usage
<u>Str255</u>	contrlTitle;	<i>n</i>	40	Length-prefixed title text
} ControlRecord ;		40+ <i>n</i>		

typedef ControlRecord ***ControlPtr**;typedef ControlRecord ****ControlHandle**;