GetAuxWin   Supply an auxiliary window record if one exists

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

Boolean   **GetAuxWin(** *theWindow*, *colors* **);**
WindowPtr   *theWindow* ;   window containing the auxiliary record, or NIL
AuxWinHandle **colors* ;   address of an existing AuxWinHandle, otherwise,
                                   default
               returns   Use auxiliary record or default?

   Use this function to get a window's AuxWinRec if it has one or resort to the
   default record if it doesn't

     theWindow identifies the window for which you're about to retrieve an
                 auxiliary record

      * colors will be either the window's color table or the default color table.

     Returns: a Boolean value indicating whether the call found an auxiliary
                 window record or had to fall back on the default record. It is one of:
                 FALSE No auxiliary record, return default record in **colors*
                 TRUE   Auxiliary record found and its handle returned in **colors*
                 TRUE   theWindow = NIL, return default record in **colors*

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  Notes: A return value of TRUE indicates that either a bona fide AuxWinRec has
          been located and returned or that *theWindow* is NIL and the default color
          table is being used.

          FALSE is returned only when the default record is being used because
          theWindow didn't already have one.