

SetCtlAction Set the default action routine for a control

#include <Controls.h>

Control Manager

```
void      SetCtlAction(theControl, actionProc );  
ControlHandle theControl ;      handle of control to modify  
ProcPtr      actionProc ;      address of Pascal-type procedure
```

SetCtlAction sets the default procedure to be called repeatedly when a control is being tracked. It is only needed if you expect to call **TrackControl** with (-1) as the final parameter.

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

actionProc is a ProcPtr (pointer to a Pascal-type function). The value passed here is stored into (**theControl*) -> contrlAction.

Returns: none

Notes: See **TrackControl** for the particulars of how to define the *actionProc* routine. The routine will be called repeatedly while the mouse button is pressed during a **TrackControl** call, but only if the final parameter of that call is -1.

There is little reason to set a default action procedure, since you can specify custom action-handling at the time of the call to **TrackControl**. Also, you may need to create two such procedures-one to handle indicators and one to handle other types of controls-then switch back and forth, making sure that the correct default procedure is in place. In most cases, it's best to leave the contrlAction field set to NIL.