

**SetWRefCon**

Set the reference value (refCon) for a window

#include &lt;Windows.h&gt;

**Window Manager**

```
void      SetWRefCon(theWindow, newRef );  
WindowPtr theWindow ;      window to modify  
long      newRef ;          desired reference value
```

**SetWRefCon** sets the "reference constant" (the WindowRecord.refCon value) for the selected window. The reference constant is an application-defined value you can use for any purpose.

*theWindow* is a WindowPtr obtained via **NewWindow** or **GetNewWindow**.

*newRef* is a 4-byte value for the private use of your application. This value will be stored in the WindowRecord and will be available via **GetWRefCon**.

**Returns:** none

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Notes: Use this to store some identifier or other information so that you can more easily classify or identify the window later.

You may wish to use the WindowRecord.refCon field to hold a pointer or Handle to additional information about the window. Just allocate some storage on the heap and save its address using this call. Be sure to free the allocation when you close the window.