AuxWinRec structure

#include <Windows.h>

typedef struct **AuxWinRec** {

		Size	Offset	Description
AuxWinHandle	awNext;	4	0	Handle to next auxiliary window record
WindowPtr	awOwner;	4	4	Pointer to this record's window
CTabHandle	awCTable;	4	8	Handle to auxiliary window's color table
CTabHandle	dialogCItem;	4	12	Handle to **Dialog Manager** storage area
long	awFlags;	4	16	Reserved
CTabHandle	awReserved;	4	20	Reserved
long	awRefCon;	4	24	Application's reference constant
} **AuxWinRec** ;		28		

typedef AuxWinRec ***AuxWinPtr**;
typedef AuxWinRec ****AuxWinHandle**;

Notes: The auxiliary window record or, **AuxWinRec**, supplements the window's structure and content regions by being the repository of its color information. Each auxiliary window record functions as an independent list for a single window, but several such records can be linked under the global variable **AuxWindowHead.** Taken together, the variable and the associated records comprise an **AuxWinList** in which each record points to the next one.

Color information is accessed through a color table handle loaded with default colors from a 'wctb' resource, located either in the application, the System file or ROM. Default system colors are the same as on black and white windows but can be changed by a call to **SetWinColor**.

While each window can have its own auxiliary window record, most often several windows will be able to share a single record and its color table. New or different records will only be needed if a particular window's color usage varies from what is specified in the default color table. In that case, new records need to be created for the nonstandard windows, even if the colors themselves are the same as another window's.

Windows' sharing color tables also means that an application shouldn't release the memory for its color table as long as other windows still need it--and resource color tables shouldn't be purgeable. If a color table's handle has its resource bit set, the only way to get rid of the color table is with a call to **ReleaseResource**.

Creating a window with the old **NewWindow** routine will produce a structure without an auxiliary window record and one will have to be created using **SetWinColor** if your application uses any colors but the default.

On Apple A/UX systems, each window has an auxiliary window record.