

IsDialogEvent

Check if an event belongs to a dialog window

#include <Dialogs.h>

Dialog Manager

Boolean **IsDialogEvent**(*theEvent*);
EventRecord **theEvent* ; address of record used in **GetNextEvent**
returns Is this event related to a modeless dialog?

IsDialogEvent should be called directly after **GetNextEvent** if there are any currently-open modeless dialogs. If the return value is TRUE, the next step is to call **DialogSelect** and handle the event.

theEvent is the address of an EventRecord. Normally, this will contain the data obtained by a call to **GetNextEvent** in your main event loop.

Returns: a Boolean value indicating whether the event occurred in a modeless dialog window. It is one of:

FALSE (0) *theEvent* is unrelated to dialogs

TRUE (1) *theEvent* occurred in a dialog; use **DialogSelect** to find which dialog and to handle the event.

Notes: You should call **IsDialogEvent** in your main event loop if you have opened any modeless dialogs (see **NewDialog** and **GetNewDialog**). It is OK to call this if all such dialogs are closed or haven't yet been opened - it just returns FALSE.

The return value is TRUE if *theEvent* is an "activate" or "update" event for any dialog window. If the active window is a dialog, the return value is TRUE for all mouse-downs in its content region and all other events related to the window.

In most cases, the next step is to call **DialogSelect** to see which dialog is associated with *theEvent* and to handle the event. However, that function doesn't handle -shifted keys or disk-insert events. Thus, you may need to do some preprocessing of *theEvent* beforehand.

If all your dialogs are modal, events are handled immediately after the dialog is displayed by a loop that calls **ModalDialog** and you won't need this function.

Note: It is normal to call **IsDialogEvent** and **DialogSelect** in your event loop even when **GetNextEvent** returns FALSE (no event). This ensures correct blinking of the caret for editText items.

DAs: This call checks the windowKind field of the relevant WindowRecord, looking for a 2 (dialogKind). Since DAs must set their reference number in this field, you must store 2 into dialog window's windowKind field, call **IsDialogEvent**, and restore the value afterwards.

See **DialogSelect** for an example of usage.