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FindWindow Find window & region of a point

#include < Windows.h > Window Manager

short FindWindow(thePoint, whichWin);

<u>Point</u> the Point; point, in global screen coordinates

<u>WindowPtr</u> \*whichWin; receives pointer to window

returns code indicating window part (inDesk, inContent, ...)

Use **FindWindow** to learn the location of the mouse after a <u>mouseDown</u> event. It obtains a pointer to the window containing a specified point and returns a value indicating the part of that window in which the point resides.

the Point is a Point, in global screen coordinates. Typically, this is the point obtained from the where member of the EventRecord after receiving a mouse-down event.

whichWin is a pointer to a WindowPtr. Upon return, this variable will contain the WindowPtr of the window in which the point resides. If thePoint is in the desktop or menu bar (e.g., outside of all windows), this variable gets set to NIL.

**Returns**: a short indication the window's region in which *thePoint* resides. It may be one of the following:

inDesk (0) in the desktop (screen background)

inMenuBar (1) in menu bar at top of screen

inSysWindow (2) in a system window

inContent (3) in the content region of an application window

inDrag (4) in the drag region

 $\underline{\text{inGrow}}$  (5) in the size region of an application window

inGoAway (6) in the close region of an application window

inZoomln (7) in zoom region of zoomed-out application window

inZoomOut (8) in zoom region of zoomed-in application window

Notes: If the return value is <u>inDesk</u> or <u>inMenuBar</u>, *whichWin* will always be set to NIL upon return.

If *thePoint* is in an inactive window, **FindWindow** returns <u>inDrag</u> for points within the close, zoom, or title bar. For points within the size region, it returns <u>inContent</u>.

The function will not return <u>inGrow</u> for windows with no size region, <u>inGoAway</u> for windows with no close region, nor <u>inZoomIn</u> or <u>inZoomOut</u> for windows with no zoom region.