NOTE: This Technical Note has been retired. Please see the Technical Notes page for current documentation.

Technical Note TB05
Custom WDEF and wDraw

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This Technical Note explains why custom window definition functions may not respond to a `wDraw` message from the system (if you follow the documentation in *Inside Macintosh*).

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Problem & Solution

Inside Macintosh, Volume I-299, documents the declaration of the window definition function (WDEF) as follows:

```
FUNCTION MyWindow(varCode: INTEGER; theWindow: WindowPtr; message:
```

On the first examination of the parameters, one may assume `param` always contains a long value; however, when the system is calling the WDEF with `message = wDraw`, it only stores a short value in `param` without clearing the high-order word of `param`. If the high-order word contains any value other than zero, the content of `param` is different from what the WDEF expects.

For the custom WDEF to work correctly, it should use only the low-order word of `param` when `message = wDraw`.

Note:
This problem exists in all systems up to and including System Software 7.0. The suggested fix is valid for all of these systems.

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