

FOX Messages Sent

This note identifies the messages sent by various FOX objects to their targets, and the data which is sent along with those messages. The list is fairly complete at this point, but I do not doubt that there are a few mistakes here and there. Please send any corrections or additions to me at lyle@users.sourceforge.net.

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FX4Splitter

The following messages are sent by *FX4Splitter* to its target:

Message Type	Message Data	Comments
SEL_LEFTBUTTONRELEASE	Pointer to the <i>FXEvent</i> record	
SEL_CHANGED	NULL	If the <code>FOURSPLITTER_TRACKING</code> option is set, this message is sent continuously while the user is resizing the splitter.
SEL_COMMAND	NULL	This message is sent when the user finishes resizing and releases the left mouse button.

FXApp

The application object itself doesn't have a designated message target like other FOX objects, but it can send messages to objects for a few special events:

- **Timers.** When a timeout event is registered with the application using the `addTimeout()` function, a `SEL_TIMEOUT` message is sent to the target object.
- **Chores.** When a chore event is registered with the application using the `addChore()` function, a `SEL_CHORE` message is sent to the target object.
- **Inputs.** When an input event is registered with the application using the `addInput()` function, a `SEL_IO_READ`, `SEL_IO_WRITE` or `SEL_IO_EXCEPT` message is sent to the target object.

- **Signals.** When a signal handler object is registered with the application using the `addSignal()` function, a `SEL_SIGNAL` message is sent to the target object.

For more details on how to use these features, see the “Timers, Chores, Signals and Input Messages” section of the on-line FOX documentation.

FXArrowButton

The following messages are sent by *FXArrowButton* to its target:

Message Type	Message Data	Comments
<code>SEL_KEYPRESS</code>	Pointer to the <i>FXEvent</i> record	
<code>SEL_KEYRELEASE</code>	Pointer to the <i>FXEvent</i> record	
<code>SEL_COMMAND</code>		Message is sent when the left mouse button is released (or every time the timer “fires”, if you’re holding down the arrow button).

FXButton

The following messages are sent by *FXButton* to its target:

Message Type	Message Data	Comments
<code>SEL_KEYPRESS</code>	Pointer to the <i>FXEvent</i> record	
<code>SEL_KEYRELEASE</code>	Pointer to the <i>FXEvent</i> record	
<code>SEL_COMMAND</code>		Message is sent when the left mouse button is released.

FXCanvas

The following messages are sent by *FXCanvas* to its target:

Message Type	Message Data	Comments
<code>SEL_PAINT</code>	Pointer to the <i>FXEvent</i> record	
<code>SEL_LEFTBUTTONPRESS</code>	Pointer to the <i>FXEvent</i> record	
<code>SEL_LEFTBUTTONRELEASE</code>	Pointer to the <i>FXEvent</i> record	
<code>SEL_MIDDLEBUTTONPRESS</code>	Pointer to the <i>FXEvent</i> record	

SEL_MIDDLEBUTTONRELEASE	Pointer to the <i>FXEvent</i> record	
SEL_RIGHTBUTTONPRESS	Pointer to the <i>FXEvent</i> record	
SEL_RIGHTBUTTONRELEASE	Pointer to the <i>FXEvent</i> record	
SEL_MOTION	Pointer to the <i>FXEvent</i> record	
SEL_KEYPRESS	Pointer to the <i>FXEvent</i> record	
SEL_KEYRELEASE	Pointer to the <i>FXEvent</i> record	

FXCheckButton

The following messages are sent by *FXCheckButton* to its target:

Message Type	Message Data	Comments
SEL_KEYPRESS	Pointer to the <i>FXEvent</i> record	
SEL_KEYRELEASE	Pointer to the <i>FXEvent</i> record	
SEL_COMMAND	Can be cast to type <i>FXuchar</i> ; indicates the state of the button	Possible checkbutton states are TRUE, FALSE and MAYBE

FXColorSelector

The following messages are sent by *FXColorSelector* to its target:

Message Type	Message Data	Comments
SEL_CHANGED	Can be cast to type <i>FXColor</i> ; indicates the color well's current color	Message identifier will be <i>FXColorWell::ID_COLORWELL</i> and sender will actually be the embedded color well object.
SEL_COMMAND	Can be cast to type <i>FXColor</i> ; indicates the color well's current color	Message identifier will be <i>FXColorWell::ID_COLORWELL</i> and sender will actually be the embedded color well object.

FXColorWell

The following messages are sent by *FXColorWell* to its target:

Message Type	Message Data	Comments
SEL_LEFTBUTTONPRESS	Pointer to the <i>FXEvent</i> record	
SEL_LEFTBUTTONRELEASE	Pointer to the <i>FXEvent</i> record	
SEL_MIDDLEBUTTONPRESS	Pointer to the <i>FXEvent</i> record	
SEL_MIDDLEBUTTONRELEASE	Pointer to the <i>FXEvent</i> record	

SEL_KEYPRESS	Pointer to the <i>FXEvent</i> record	
SEL_KEYRELEASE	Pointer to the <i>FXEvent</i> record	
SEL_CHANGED	Can be cast to type <i>FXColor</i> ; indicates the color well's current color	
SEL_COMMAND	Can be cast to type <i>FXColor</i> ; indicates the color well's current color	
SEL_CLICKED	Can be cast to type <i>FXColor</i> ; indicates the color well's current color	The "clicked" message indicates a mouse click anywhere in the widget
SEL_DOUBLECLICKED	Can be cast to type <i>FXColor</i> ; indicates the color well's current color	The "double-clicked" message indicates a mouse click anywhere in the widget
SEL_TRIPLECLICKED	Can be cast to type <i>FXColor</i> ; indicates the color well's current color	The "triple-clicked" message indicates a mouse click anywhere in the widget

FXComboBox

The following messages are sent by *FXComboBox* to its target:

Message Type	Message Data	Comments
SEL_UPDATE	NULL	Only sent when the menu pane is not popped
SEL_CHANGED	Text which appears in the text field (type is <i>const FXchar*</i>)	Sent when the text in the text field changes
SEL_COMMAND	Label of the currently selected list item (type is <i>const FXchar*</i>)	

FXDial

The following messages are sent by *FXDial* to its target:

Message Type	Message Data	Comments
SEL_LEFTBUTTONPRESS	Pointer to the <i>FXEvent</i> record	
SEL_LEFTBUTTONRELEASE	Pointer to the <i>FXEvent</i> record	
SEL_CHANGED	Can be cast to type <i>FXint</i> ; indicates the current dial position	Sent while user is dragging the dial

SEL_COMMAND	Can be cast to type FXint; indicates the current dial position	Sent after user has released the left mouse button
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FXDialogBox

The following messages are sent by *FXDialogBox* to its target:

Message Type	Message Data	Comments
SEL_CLOSE	NULL	

FXDirBox

The following messages are sent by *FXDirBox* to its target:

Message Type	Message Data	Comments
SEL_CHANGED	Can be cast to type const FXchar*; indicates the path to the current item	
SEL_COMMAND	Can be cast to type const FXchar*; indicates the path to the current item	

FXGLCanvas

FXGLCanvas doesn't send any messages to its target, other than those sent by its base class (*FXCanvas*).

FXGLViewer

The following messages are sent by *FXGLViewer* to its target:

Message Type	Message Data	Comments
SEL_CHANGED	Can be cast to type FXGLObject*. Indicates the currently selected object, if any; could be NULL.	Sent when the current object changes
SEL_CLICKED	Can be cast to type FXGLObject*. Indicates the currently selected object, if any; could be NULL.	The "clicked" message indicates a mouse click anywhere in the widget

SEL_DOUBLECLICKED	Can be cast to type <i>FXGObject*</i> ; indicates the currently selected object, if any (could be NULL).	The "double-clicked" message indicates a mouse click anywhere in the widget
SEL_TRIPLECLICKED	Can be cast to type <i>FXGObject*</i> ; indicates the currently selected object, if any (could be NULL).	The "triple-clicked" message indicates a mouse click anywhere in the widget
SEL_COMMAND	Can be cast to type <i>FXGObject*</i> ; indicates the currently selected object.	Sent when the user clicks on an <i>FXGObject</i> in the scene.
SEL_COMMAND with message identifier <i>FXWindow::ID_QUERY_MENU</i> .	Pointer to the <i>FXEvent</i> record	Sent to the target when user presses right mouse button in the scene background, or if the clicked-on <i>FXGObject</i> didn't handle the <i>ID_QUERY_MENU</i> command first.
SEL_PICKED	Pointer to the <i>FXEvent</i> record	
SEL_DRAGGED	Can be cast to type <i>FXGObject*</i> ; indicates the currently selected object.	
SEL_LASSOED	Pointer to the <i>FXEvent</i> record	
SEL_SELECTED	Can be cast to type <i>FXGObject**</i> ; indicates the list of currently selected objects.	Typically the result of a lasso operation.
SEL_DESELECTED	Can be cast to type <i>FXGObject**</i> ; indicates the list of currently selected objects.	Typically the result of a lasso operation.
SEL_INSERTED		
SEL_DELETED	Can be cast to type <i>FXGObject**</i> ; indicates the list of objects which should be deleted.	
SEL_LEFTBUTTONPRESS	Pointer to the <i>FXEvent</i> record	
SEL_LEFTBUTTONRELEASE	Pointer to the <i>FXEvent</i> record	
SEL_MIDDLEBUTTONPRESS	Pointer to the <i>FXEvent</i> record	
SEL_MIDDLEBUTTONRELEASE	Pointer to the <i>FXEvent</i> record	
SEL_RIGHTBUTTONPRESS	Pointer to the <i>FXEvent</i> record	
SEL_RIGHTBUTTONRELEASE	Pointer to the <i>FXEvent</i> record	
SEL_MOTION	Pointer to the <i>FXEvent</i> record	
SEL_KEYPRESS	Pointer to the <i>FXEvent</i> record	
SEL_KEYRELEASE	Pointer to the <i>FXEvent</i> record	

FXHeader

The following messages are sent by *FXHeader* to its target:

Message Type	Message Data	Comments
SEL_LEFTBUTTONPRESS	Pointer to the <i>FXEvent</i> record	
SEL_LEFTBUTTONRELEASE	Pointer to the <i>FXEvent</i> record	
SEL_CHANGED	Can be cast to type <i>FXint</i> ; indicates the index of the changed item.	If the HEADER_TRACKING option is set, this message is sent continuously while the header is being resized.
SEL_COMMAND	Can be cast to type <i>FXint</i> ; indicates the index of the changed item.	Sent when the left mouse button is released.
SEL_REPLACED	Can be cast to type <i>FXint</i> ; indicates the index of the item to be replaced.	The message is sent <i>before</i> the item gets replaced.
SEL_INSERTED	Can be cast to type <i>FXint</i> ; indicates the index of the item to be inserted.	The message is sent <i>after</i> the item is inserted.
SEL_DELETED	Can be cast to type <i>FXint</i> ; indicates the index of the item to be deleted.	The message is sent <i>before</i> the item gets deleted.

FXIconList

The following messages are sent by *FXIconList* to its target:

Message Type	Message Data	Comments
SEL_LEFTBUTTONPRESS	Pointer to the <i>FXEvent</i> record	
SEL_LEFTBUTTONRELEASE	Pointer to the <i>FXEvent</i> record	
SEL_RIGHTBUTTONPRESS	Pointer to the <i>FXEvent</i> record	
SEL_RIGHTBUTTONRELEASE	Pointer to the <i>FXEvent</i> record	
SEL_KEYPRESS	Pointer to the <i>FXEvent</i> record	
SEL_KEYRELEASE	Pointer to the <i>FXEvent</i> record	
SEL_CHANGED	Can be cast to an <i>FXint</i> , to get the current item index; if there is no current item the index is -1.	This message is sent when the button goes down, but <i>before</i> the selection has changed.

SEL_CLICKED	Can be cast to an FXint, to get the current item index; if there is no current item the index is -1.	The "clicked" message indicates a mouse click anywhere in the widget. It is sent when the button comes up.
SEL_DOUBLECLICKED	Can be cast to an FXint, to get the current item index; if there is no current item the index is -1.	The "double-clicked" message indicates a mouse click anywhere in the widget
SEL_TRIPLECLICKED	Can be cast to an FXint, to get the current item index; if there is no current item the index is -1.	The "triple-clicked" message indicates a mouse click anywhere in the widget
SEL_COMMAND	Can be cast to an FXint, to get the current item index; if there is no current item the index is -1.	
SEL_SELECTED	Can be cast to an FXint, to get the index of the selected item.	The message is sent <i>after</i> the item is selected.
SEL_DESELECTED	Can be cast to an FXint, to get the index of the deselected item.	The message is sent <i>after</i> the item is deselected.
SEL_REPLACED	Can be cast to type FXint; indicates the index of the item to be replaced.	The message is sent <i>before</i> the item gets replaced.
SEL_INSERTED	Can be cast to type FXint; indicates the index of the item to be inserted.	The message is sent <i>after</i> the item is inserted.
SEL_DELETED	Can be cast to type FXint; indicates the index of the item to be deleted.	The message is sent <i>before</i> the item gets deleted.

FXImageView

The following messages are sent by *FXImageView* to its target:

Message Type	Message Data	Comments
SEL_RIGHTBUTTONPRESS	Pointer to the <i>FXEvent</i> record	
SEL_RIGHTBUTTONRELEASE	Pointer to the <i>FXEvent</i> record	

FXList

The following messages are sent by *FXList* to its target:

Message Type	Message Data	Comments
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SEL_LEFTBUTTONPRESS	Pointer to the <i>FXEvent</i> record	
SEL_LEFTBUTTONRELEASE	Pointer to the <i>FXEvent</i> record	
SEL_RIGHTBUTTONPRESS	Pointer to the <i>FXEvent</i> record	
SEL_RIGHTBUTTONRELEASE	Pointer to the <i>FXEvent</i> record	
SEL_KEYPRESS	Pointer to the <i>FXEvent</i> record	
SEL_KEYRELEASE	Pointer to the <i>FXEvent</i> record	
SEL_CHANGED	Should be cast to an <i>FXint</i> ; indicates the index of the currently selected list item (if any).	When no item is selected the "current" item has index of -1.
SEL_CLICKED	Should be cast to an <i>FXint</i> ; indicates the index of the currently selected list item (if any).	The "clicked" message indicates a mouse click anywhere in the widget
SEL_DOUBLECLICKED	Should be cast to an <i>FXint</i> ; indicates the index of the currently selected list item (if any).	The "double-clicked" message indicates a mouse click anywhere in the widget
SEL_TRIPLECLICKED	Should be cast to an <i>FXint</i> ; indicates the index of the currently selected list item (if any).	The "triple-clicked" message indicates a mouse click anywhere in the widget
SEL_COMMAND	Should be cast to an <i>FXint</i> ; indicates the index of the currently selected list item.	
SEL_SELECTED	Can be cast to an <i>FXint</i> , to get the index of the selected item.	The message is sent <i>after</i> the item is selected.
SEL_DESELECTED	Can be cast to an <i>FXint</i> , to get the index of the deselected item.	The message is sent <i>after</i> the item is deselected.
SEL_REPLACED	Can be cast to type <i>FXint</i> ; indicates the index of the item to be replaced.	The message is sent <i>before</i> the item gets replaced.
SEL_INSERTED	Can be cast to type <i>FXint</i> ; indicates the index of the item to be inserted.	The message is sent <i>after</i> the item is inserted.
SEL_DELETED	Can be cast to type <i>FXint</i> ; indicates the index of the item to be deleted.	The message is sent <i>before</i> the item gets deleted.

FXListBox

The following messages are sent by *FXListBox* to its target:

Message Type	Message Data	Comments
SEL_UPDATE	NULL	Only sent when the menu pane is not popped

SEL_CHANGED	Text which appears in the text field (type is const FXchar*)	Sent when the text in the text field changes
SEL_COMMAND	Label of the currently selected list item (type is const FXchar*)	

FXMainWindow

The following messages are sent by *FXMainWindow* to its target:

Message Type	Message Data	Comments
SEL_CLOSE	NULL	If the target handles this message, the main window is not closed. Otherwise, the main window sends the application a SEL_COMMAND message of ID_QUIT.

FXMDIChild

The following messages are sent by *FXMDIChild* to its target:

Message Type	Message Data	Comments
SEL_LEFTBUTTONPRESS	Pointer to the <i>FXEvent</i> record	
SEL_LEFTBUTTONRELEASE	Pointer to the <i>FXEvent</i> record	
SEL_MIDDLEBUTTONPRESS	Pointer to the <i>FXEvent</i> record	
SEL_MIDDLEBUTTONRELEASE	Pointer to the <i>FXEvent</i> record	
SEL_RIGHTBUTTONPRESS	Pointer to the <i>FXEvent</i> record	
SEL_RIGHTBUTTONRELEASE	Pointer to the <i>FXEvent</i> record	
SEL_SELECTED	Can be cast to a pointer to <i>FXMDIChild</i> ; indicates the previously active MDI child window (if any).	
SEL_DESELECTED	Can be cast to a pointer to <i>FXMDIChild</i> ; indicates the newly activated MDI child window (if any).	
SEL_MINIMIZE	NULL	
SEL_MAXIMIZE	NULL	
SEL_RESTORE	NULL	
SEL_CLOSE	NULL	
SEL_CLOSEALL	NULL	

SEL_DELETE	NULL	
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FXMDIClient

The following messages are sent by *FXMDIClient* to its target:

Message Type	Message Data	Comments
SEL_CHANGED	Can be cast to a pointer to FXMDIChild; indicates the newly activated MDI child window (if any).	

FXMenuButton

The following messages are sent by *FXMenuButton* to its target:

Message Type	Message Data	Comments
SEL_LEFTBUTTONPRESS	Pointer to the <i>FXEvent</i> record	
SEL_LEFTBUTTONRELEASE	Pointer to the <i>FXEvent</i> record	

FXMenuCascade

The following messages are sent by *FXMenuCascade* to its target:

Message Type	Message Data	Comments
SEL_LEFTBUTTONPRESS	Pointer to the <i>FXEvent</i> record	
SEL_LEFTBUTTONRELEASE	Pointer to the <i>FXEvent</i> record	
SEL_KEYPRESS	Pointer to the <i>FXEvent</i> record	
SEL_KEYRELEASE	Pointer to the <i>FXEvent</i> record	

FXMenuCommand

The following messages are sent by *FXMenuCommand* to its target:

Message Type	Message Data	Comments
SEL_LEFTBUTTONPRESS	Pointer to the <i>FXEvent</i> record	
SEL_LEFTBUTTONRELEASE	Pointer to the <i>FXEvent</i> record	
SEL_KEYPRESS	Pointer to the <i>FXEvent</i> record	
SEL_KEYRELEASE	Pointer to the <i>FXEvent</i> record	

SEL_COMMAND	NULL	<i>Actually</i> , the message data is not consistent but should be ignored by the target.
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FXMenuItem

The following messages are sent by *FXMenuItem* to its target:

Message Type	Message Data	Comments
SEL_LEFTBUTTONPRESS	Pointer to the <i>FXEvent</i> record	
SEL_LEFTBUTTONRELEASE	Pointer to the <i>FXEvent</i> record	
SEL_KEYPRESS	Pointer to the <i>FXEvent</i> record	
SEL_KEYRELEASE	Pointer to the <i>FXEvent</i> record	

FXOptionsMenu

The following messages are sent by *FXOptionsMenu* to its target:

Message Type	Message Data	Comments
SEL_LEFTBUTTONPRESS	Pointer to the <i>FXEvent</i> record	
SEL_LEFTBUTTONRELEASE	Pointer to the <i>FXEvent</i> record	
SEL_KEYPRESS	Pointer to the <i>FXEvent</i> record	
SEL_KEYRELEASE	Pointer to the <i>FXEvent</i> record	
SEL_COMMAND	Pointer to the <i>FXEvent</i> record	

FXRadioButton

The following messages are sent by *FXRadioButton* to its target:

Message Type	Message Data	Comments
SEL_KEYPRESS	Pointer to the <i>FXEvent</i> record	
SEL_KEYRELEASE	Pointer to the <i>FXEvent</i> record	
SEL_COMMAND	Can be cast to type <i>FXuchar</i> ; indicates the current state of the radio button.	Possible radio button states are TRUE and FALSE

FXRecentFiles

The following messages are sent by *FXRecentFiles* to its target:

Message Type	Message Data	Comments
SEL_COMMAND	Can be cast to type FXchar*; indicates the selected file name.	

FXScrollbar

The following messages are sent by *FXScrollbar* to its target:

Message Type	Message Data	Comments
SEL_LEFTBUTTONPRESS	Pointer to the <i>FXEvent</i> record	
SEL_LEFTBUTTONRELEASE	Pointer to the <i>FXEvent</i> record	
SEL_MIDDLEBUTTONPRESS	Pointer to the <i>FXEvent</i> record	
SEL_MIDDLEBUTTONRELEASE	Pointer to the <i>FXEvent</i> record	
SEL_RIGHTBUTTONPRESS	Pointer to the <i>FXEvent</i> record	
SEL_RIGHTBUTTONRELEASE	Pointer to the <i>FXEvent</i> record	
SEL_CHANGED	Can be cast to type FXint; indicates the current position of the scrollbar.	Sent while user is dragging the scrollbar.
SEL_COMMAND	Can be cast to type FXint; indicates the current position of the scrollbar.	Sent after user releases the mouse button.

FXShutter

The following messages are sent by *FXShutter* to its target:

Message Type	Message Data	Comments
SEL_COMMAND	Can be cast to type FXint; indicates the index of the selected shutter item.	

FXSlider

The following messages are sent by *FXSlider* to its target:

Message Type	Message Data	Comments
SEL_LEFTBUTTONPRESS	Pointer to the <i>FXEvent</i> record	
SEL_LEFTBUTTONRELEASE	Pointer to the <i>FXEvent</i> record	
SEL_MIDDLEBUTTONPRESS	Pointer to the <i>FXEvent</i> record	
SEL_MIDDLEBUTTONRELEASE	Pointer to the <i>FXEvent</i> record	
SEL_CHANGED	Can be cast to type <i>FXint</i> ; indicates the current position of the slider.	Sent while user is dragging the slider.
SEL_COMMAND	Can be cast to type <i>FXint</i> ; indicates the current position of the slider.	Sent after user releases the mouse button.

FXSpinner

The following messages are sent by *FXSpinner* to its target:

Message Type	Message Data	Comments
SEL_COMMAND	Pointer to the <i>FXEvent</i> record	

FXSplitter

The following messages are sent by *FXSplitter* to its target:

Message Type	Message Data	Comments
SEL_LEFTBUTTONRELEASE	Pointer to the <i>FXEvent</i> record	
SEL_CHANGED	NULL	
SEL_COMMAND	NULL	

FXStatusline

The following messages are sent by *FXStatusline* to its target:

Message Type	Message Data	Comments
SEL_UPDATE	NULL	The status line's target only gets a shot at handling this message if the current cursor window fails to handle it.

FXSwitcher

The following messages are sent by *FXSwitcher* to its target:

Message Type	Message Data	Comments
SEL_COMMAND	Can be cast to type FXint; indicates the index of the panel just opened.	The message is sent <i>after</i> the current panel changes.

FXTabBar

The following messages are sent by *FXTabBar* to its target:

Message Type	Message Data	Comments
SEL_COMMAND	Can be cast to type FXint; indicates the index of the child window to open.	

FXTabItem

The following messages are sent by *FXTabItem* to its target:

Message Type	Message Data	Comments
SEL_KEYPRESS	Pointer to the <i>FXEvent</i> record	
SEL_KEYRELEASE	Pointer to the <i>FXEvent</i> record	

FXTable

The following messages are sent by *FXTable* to its target:

Message Type	Message Data	Comments
SEL_KEYPRESS	Pointer to the <i>FXEvent</i> record	
SEL_KEYRELEASE	Pointer to the <i>FXEvent</i> record	
SEL_LEFTBUTTONPRESS	Pointer to the <i>FXEvent</i> record	
SEL_LEFTBUTTONRELEASE	Pointer to the <i>FXEvent</i> record	
SEL_MIDDLEBUTTONPRESS	Pointer to the <i>FXEvent</i> record	
SEL_MIDDLEBUTTONRELEASE	Pointer to the <i>FXEvent</i> record	
SEL_RIGHTBUTTONPRESS	Pointer to the <i>FXEvent</i> record	
SEL_RIGHTBUTTONRELEASE	Pointer to the <i>FXEvent</i> record	

SEL_CLICKED	Can be cast to a pointer to FXTablePos; indicates the position of the clicked cell.	
SEL_DOUBLECLICKED	Can be cast to a pointer to FXTablePos; indicates the position of the clicked cell.	
SEL_TRIPLECLICKED	Can be cast to a pointer to FXTablePos; indicates the position of the clicked cell.	
SEL_CHANGED	Can be cast to a pointer to FXTablePos; indicates the position of the changed cell.	
SEL_COMMAND	Can be cast to a pointer to FXTablePos; indicates the position of the clicked cell.	
SEL_SELECTED	Can be cast to a pointer to FXTableRange; indicates the selected cell range.	
SEL_DESELECTED	Can be cast to a pointer to FXTableRange; indicates the deselected cell range.	
SEL_INSERTED	Can be cast to a pointer to FXTableRange; indicates the selected cell range.	
SEL_DELETED	Can be cast to a pointer to FXTableRange; indicates the deleted cell range.	

FXText

The following messages are sent by *FXText* to its target:

Message Type	Message Data	Comments
SEL_LEFTBUTTONPRESS	Pointer to the <i>FXEvent</i> record	
SEL_LEFTBUTTONRELEASE	Pointer to the <i>FXEvent</i> record	
SEL_MIDDLEBUTTONPRESS	Pointer to the <i>FXEvent</i> record	
SEL_MIDDLEBUTTONRELEASE	Pointer to the <i>FXEvent</i> record	
SEL_RIGHTBUTTONPRESS	Pointer to the <i>FXEvent</i> record	
SEL_RIGHTBUTTONRELEASE	Pointer to the <i>FXEvent</i> record	
SEL_KEYPRESS	Pointer to the <i>FXEvent</i> record	
SEL_KEYRELEASE	Pointer to the <i>FXEvent</i> record	
SEL_CHANGED	Can be cast to type FXint; indicates current cursor position.	

SEL_SELECTED	Array of FXints indicating the starting position and length of the selection.	
SEL_DESELECTED	Array of FXints indicating the starting position and length of the deselection.	
SEL_INSERTED	Array of FXints indicating the starting position and length of the inserted text.	The message is sent <i>after</i> the text is inserted.
SEL_DELETED	Array of FXints indicating the starting position and length of the deleted text.	The message is sent <i>before</i> the text is deleted.
SEL_REPLACED	Array of FXints indicating the starting position, the length of the old (replaced) text and the length of the new text.	The message is sent <i>before</i> the text is replaced.

FXTextField

The following messages are sent by *FXTextField* to its target:

Message Type	Message Data	Comments
SEL_LEFTBUTTONPRESS	Pointer to the <i>FXEvent</i> record	
SEL_LEFTBUTTONRELEASE	Pointer to the <i>FXEvent</i> record	
SEL_MIDDLEBUTTONPRESS	Pointer to the <i>FXEvent</i> record	
SEL_MIDDLEBUTTONRELEASE	Pointer to the <i>FXEvent</i> record	
SEL_KEYPRESS	Pointer to the <i>FXEvent</i> record	
SEL_KEYRELEASE	Pointer to the <i>FXEvent</i> record	
SEL_CHANGED	Current contents of text field (type const FXchar*)	
SEL_COMMAND	Current contents of text field (type const FXchar*)	
SEL_VERIFY	Current contents of text field (type const FXchar*)	

FXToggleButton

The following messages are sent by *FXToggleButton* to its target:

Message Type	Message Data	Comments
SEL_KEYPRESS	Pointer to the <i>FXEvent</i> record	
SEL_KEYRELEASE	Pointer to the <i>FXEvent</i> record	

SEL_COMMAND	Can be cast to type FXuchar; indicates the current state of the toggle button.	Possible toggle button states are TRUE and FALSE
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FXToolbarTab

The following messages are sent by *FXToolbarTab* to its target:

Message Type	Message Data	Comments
SEL_KEYPRESS	Pointer to the <i>FXEvent</i> record	
SEL_KEYRELEASE	Pointer to the <i>FXEvent</i> record	
SEL_COMMAND	Can be cast to type FXbool; indicates whether tab is collapsed.	

FXTopWindow

The following messages are sent by *FXTopWindow* to its target:

Message Type	Message Data	Comments
SEL_CLOSE	NULL	If the target handles this message, the window is not closed. Otherwise, the window hides itself.

FXTreeList

The following messages are sent by *FXTreeList* to its target:

Message Type	Message Data	Comments
SEL_LEFTBUTTONPRESS	Pointer to the <i>FXEvent</i> record	
SEL_LEFTBUTTONRELEASE	Pointer to the <i>FXEvent</i> record	
SEL_RIGHTBUTTONPRESS	Pointer to the <i>FXEvent</i> record	
SEL_RIGHTBUTTONRELEASE	Pointer to the <i>FXEvent</i> record	
SEL_KEYPRESS	Pointer to the <i>FXEvent</i> record	
SEL_KEYRELEASE	Pointer to the <i>FXEvent</i> record	
SEL_COLLAPSED	Pointer to the <i>FXTreeItem</i> which was just collapsed.	
SEL_EXPANDED	Pointer to the <i>FXTreeItem</i> which was just expanded.	

SEL_CHANGED	Pointer to the new current <i>FXTreeItem</i> , if any; could be NULL	This message indicates that the current item has changed, including the possibility that there is no current item.
SEL_CLICKED	Pointer to the <i>FXTreeItem</i> which was clicked on, if any; could be NULL.	The "clicked" message indicates a mouse click anywhere in the widget
SEL_DOUBLECLICKED	Pointer to the <i>FXTreeItem</i> which was double-clicked on, if any; could be NULL.	The "double-clicked" message indicates a mouse click anywhere in the widget
SEL_TRIPLECLICKED	Pointer to the <i>FXTreeItem</i> which was triple-clicked on, if any; could be NULL.	The "triple-clicked" message indicates a mouse click anywhere in the widget
SEL_SELECTED	Can be cast to type <i>FXTreeItem**</i> ; indicates the list of selected items.	
SEL_DESELECTED	Can be cast to type <i>FXTreeItem**</i> ; indicates the list of deselected items.	
SEL_COMMAND	Pointer to the selected <i>FXTreeItem</i>	
SEL_OPENED	Pointer to the <i>FXTreeItem</i> which was just opened.	
SEL_CLOSED	Pointer to the <i>FXTreeItem</i> which was just closed.	
SEL_INSERTED	Pointer to the <i>FXTreeItem</i> which was just closed.	The message is sent <i>after</i> the item is inserted.
SEL_DELETED	Pointer to the <i>FXTreeItem</i> which was just closed.	The message is sent <i>before</i> the item is deleted.

FXTreeListBox

The following messages are sent by *FXTreeListBox* to its target:

Message Type	Message Data	Comments
SEL_UPDATE	NULL	Only sent when the popup is not shown.
SEL_CHANGED	Pointer to the new current <i>FXTreeItem</i> , if any; could be NULL	The list box just forwards the SEL_CHANGED message received from its enclosed <i>FXTreeList</i> .

SEL_COMMAND	Pointer to selected <i>FXTreeItem</i>	
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FXWindow

The following messages are sent by *FXWindow* to its target:

Message Type	Message Data	Comments
SEL_LEFTBUTTONPRESS	Pointer to the <i>FXEvent</i> record	
SEL_LEFTBUTTONRELEASE	Pointer to the <i>FXEvent</i> record	
SEL_MIDDLEBUTTONPRESS	Pointer to the <i>FXEvent</i> record	
SEL_MIDDLEBUTTONRELEASE	Pointer to the <i>FXEvent</i> record	
SEL_RIGHTBUTTONPRESS	Pointer to the <i>FXEvent</i> record	
SEL_RIGHTBUTTONRELEASE	Pointer to the <i>FXEvent</i> record	
SEL_KEYPRESS	Pointer to the <i>FXEvent</i> record	
SEL_KEYRELEASE	Pointer to the <i>FXEvent</i> record	
SEL_BEGINDRAG	Pointer to the <i>FXEvent</i> record	
SEL_ENDDRAG	Pointer to the <i>FXEvent</i> record	
SEL_DRAGGED	Pointer to the <i>FXEvent</i> record	
SEL_ENTER	Pointer to the <i>FXEvent</i> record	
SEL_LEAVE	Pointer to the <i>FXEvent</i> record	
SEL_MAP	Pointer to the <i>FXEvent</i> record	
SEL_UNMAP	Pointer to the <i>FXEvent</i> record	
SEL_CONFIGURE	Pointer to the <i>FXEvent</i> record	
SEL_FOCUSIN	Pointer to the <i>FXEvent</i> record	
SEL_FOCUSOUT	Pointer to the <i>FXEvent</i> record	
SEL_DND_ENTER	Pointer to the <i>FXEvent</i> record	
SEL_DND_LEAVE	Pointer to the <i>FXEvent</i> record	
SEL_DND_MOTION	Pointer to the <i>FXEvent</i> record	
SEL_DND_DROP	Pointer to the <i>FXEvent</i> record	
SEL_DND_REQUEST	Pointer to the <i>FXEvent</i> record	
SEL_SELECTION_LOST	Pointer to the <i>FXEvent</i> record	
SEL_SELECTION_GAINED	Pointer to the <i>FXEvent</i> record	
SEL_SELECTION_REQUEST	Pointer to the <i>FXEvent</i> record	
SEL_CLIPBOARD_LOST	Pointer to the <i>FXEvent</i> record	
SEL_CLIPBOARD_GAINED	Pointer to the <i>FXEvent</i> record	
SEL_CLIPBOARD_REQUEST	Pointer to the <i>FXEvent</i> record	
SEL_UPDATE	NULL	
SEL_UNGRABBED	Pointer to the <i>FXEvent</i> record	