# **OnBalloonClicked**

Fired when the user clicks on a balloon tooltip.

#### **Parameters**

Parameter	Description
Ctrlld	Identifies a subclassed control
Button	The button pressed during the click
Shift	Indicates whether or not the SHIFT key is down
Ctrl	Indicates whether or not the CONTROL key is down

#### Remarks

The OnBalloonClicked event is fired after the user clicks on a balloon tooltip to hide it.

The CtIrld parameter identifies the control who fired the event. You can use this parameter in properties and methods to make any desired modifications in response to the event.

The Button parameter indicates the button that is used to fire the event. This value is "Left" if the left mouse button was pressed, "Middle" if the middle mouse button was pressed, "Right" if the right mouse button was pressed, or "Close" if the user clicked the close button.

The Shift and Ctrl parameters indicate whether or not the SHIFT or CTRL keys, respectively, were pressed when the event was fired. If either key was pressed, then its corresponding parameter will have a value of 1.

## Example

```
Transfer Param1 to CtrlId
Transfer Param2 to Button
Transfer Param3 to Shift
Transfer Param4 to Ctrl

// Since my CtrlId is the same the OI Control Entity Name,
// I can use it to manipulate the OI properties as well
Set_Property(CtrlId, "TEXT", "Balloon Tooltip Was Clicked")
```

### See Also

ShowBalloonTooltip