

EnumClaw, the function that never was

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bhiggins [asks about the mysterious function EnumClaw that existed in some versions of the Win32 documentation.](#)

I went digging through the MSDN archives and was close to giving up and declaring the cause lost, but then I found it: A copy of the `EnumClaw` documentation.

EnumClaw

The `EnumClaw` function returns the child or the parent of the window whose `HWND` is passed in.

```
HWND EnumClaw(  
    HWND hwndParent    // handle to parent window  
);
```

Parameters

hwndParent

[in] Handle to the parent window.

Return Values

If the function succeeds, the return value is the `HWND` of the child of the *hwndParent* window.

If the window has no child, the return value is the `HWND` of the parent of the *hwndParent* window.

If the function fails, the return value is `NULL`. To get extended error information, call [GetLastError](#).

Requirements

Windows NT/2000/XP: Included in Windows XP and Windows .NET Server.

Windows 95/98/Me: Unsupported.

Header: Declared in `Winuser.h`; include `Windows.h`.

Library: Use `User32.lib`.

See Also

[Windows Overview](#), [Window Functions](#).

There was never a function called `EnumClaw`. This was a joke inserted by the documentation folks, a pun on the Washington city named Enumclaw. (The state of Washington has a lot of place names which come from Native American words. Other examples are Sequim, Puyallup, and Tulalip. At least Enumclaw is pronounced almost like it's spelled.)

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