

# EventContextHandle

An EventContextHandle is an opaque handle to an event context that describes an event to be processed. It contains information such as the event name and event source name and any parameters that are passed to the event.

On return the EventContextHandle can contain return data, error statuses and how the event should flow to the next event processor (Event hook).

The event helpers found in the sdk/helpers folder contain convenience classes for dealing with event context handles.

## Structure

```
typedef EventContextType *EventContextHandle;
```

## Members

None

## Remarks

None

## Examples

```
void FireEvent()
{
    EventContextHandle event = EventContextCreate();
    EventContextSetEventName(event, L"MyEvent");
    EventContextSetEventSource(event, L"MyEventSourceName");

    SchemaVariant serverName(L"www.wingate.com", L"SERVERNAME"); // Helper object
    SchemaVariant expectedIp(L"294.241.23.56", L"EXPECTEDIP"); // Helper object

    EventContextPushData(event, serverName.ToHandle());
    EventContextPushData(event, expectedIp.ToHandle());

    EventProcessEvent(event);

    if ( EventContextGetError(event) )
    {
        LogError(EventContextGetErrorMessage(event));
    }

    EventContextDelete(event);
}
```

See Also