

```

struct farg                                /* Structure passed as argument to f */
{
    ix_event  e;                            /* Handle for the event */
    int       *xp;                          /* Pointer to variable x */
};

ix_error f(ix_event *ep)                   /* Function to handle the timer event */
{
    struct farg *fcp = (struct farg *) ep; /* Convert argument type */
    *fcp->xp = 0x090949;                    /* Assign x the new value */
    ix_event_fini (&fcp->e);               /* Free the dynamic event data and
                                           /* release the event handle */
    free (fcp);                             /* Free the farg structure */
    return 0;                                /* Return indicating success */
}

```

Figure 23.14 Example declaration of an event handler and the structure passed as an argument. The handler receives an argument that was specified when the event was created.