```c
#include "apdefap.h"
void OnClick(char* lpszPictureName, char* lpszObjectName, char*
lpszPropertyName)
{
    #pragma code("user32.dll")
    BOOL ShowWindow(HWND hwnd, int nCmdShow);
    HWND GetForegroundWindow(void);
    #pragma code()

    HWND Handle;

    Handle = GetForegroundWindow();         // get the Handle of the currently
                                            // topped window which usually is
                                            // WinCC Runtime

    if ( GetTagBit("Min_max")== 0)
    {
        ShowWindow(Handle, SW_MAXIMIZE);        //maximize window
        SetTagBit("Min_max",1);
    }
    else
    {
        ShowWindow(Handle, SW_SHOWNORMAL);      //set back to normal
        SetTagBit("Min_max",0);
    }
}
```