AboutDlg

Syntax

AboutDlg()

Description

Display the About Corel Presentations dialog box, which displays product and license information.

AcquireImage

Syntax

AcquireImage([*Scale* As _AcquireImage_Scale_enum], [*Left* As Integer], [*Bottom* As Integer], [*Right* As Integer], [*Top* As Integer])

Description

Insert a bitmap image generated by a scanner into the current drawing or slide show. The computer must have a TWAIN driver installed to use this method.

Parameters

Scale: *enumeration* (optional)	The scaling option. **AreaBounded** **FixedSize** **PageBounded**
Left: *numeric* (optional)	The left coordinate of bounding rectangle.
Bottom: *numeric* (optional)	The bottom coordinate of a bounding rectangle.
Right: *numeric* (optional)	The right coordinate of a bounding rectangle.
Top: *numeric* (optional)	The top coordinate of bounding rectangle.

 Related topics

AcquireImageDlg

Syntax

AcquireImageDlg()

Description

Display the Acquire Image dialog box, which is used to insert a bitmap image from a TWAIN source.

Related topics

AcquireImageSelect

Syntax

AcquireImageSelect()

Description

Display the Image Source dialog box, which is used to specify a scanner from which to acquire an image. The computer must have a TWAIN driver installed to use this method.

 Related topics

ActivateBoxField

Syntax

ActivateBoxField(*FieldName* As String)

Description

Activate a field in an organization chart box to edit it.

Parameters

FieldName: *string*   The field name of the box field to be activated and edited.

 Related topics

AddArc

Syntax

AddArc(*FillAndFrame* As _AddArc_FillAndFrame_enum, *XCenter* As Integer, *YCenter* As Integer, *HorizontalRadius* As Integer, *VerticalRadius* As Integer, *XInitial* As Integer, *YInitial* As Integer, *XTerminal* As Integer, *YTerminal* As Integer, *ArcFlags* As _AddArc_ArcFlags_enum)

Description

Draw an arc or a circle using the Circle, Circular Arc, Ellipse, or Elliptical Arc drawing tool.

Parameters

FillAndFrame: *enumeration*	Specify whether the arc object is open or closed, whether the object outline is on or off, and whether the object fill is on or off. **Both** **ClosedFrame** **Filled** **OpenFrame**
XCenter: *measurement*	The horizontal coordinate for the center of the arc, in WordPerfect units (1200ths of an inch).
YCenter: *measurement*	The vertical coordinate for the center of the arc, in WordPerfect units.
HorizontalRadius: *measurement*	The horizontal coordinate for the radius of an elliptical arc, in Corel WordPerfect units.
VerticalRadius: *measurement*	The vertical coordinate for the radius of an elliptical arc in WordPerfect units.
XInitial: *measurement*	The horizontal coordinate for the point which indicates the starting angle of an arc, in WordPerfect units.
YInitial: *measurement*	The vertical coordinate for the initial point of an arc, in WordPerfect units.
XTerminal: *measurement*	The horizontal coordinate for the point that indicates the ending angle of an arc, in WordPerfect units.
YTerminal: *measurement*	The vertical coordinate for the point that indicates the ending angle of an arc, in WordPerfect units.
ArcFlags: *enumeration*	Indicate how the endpoints of an arc connect. **Center_Connect** **End2End_Connect** **No_Connect**

Related topics

AddBackground

Syntax

AddBackground([*BackgroundName* As String])

Description

Create a new background.

Parameters

BackgroundName: *string* (optional)	The new background name.

Related topics

AddBackgroundDlg

Syntax

AddBackgroundDlg()

Description

Display the New Background dialog box, which is used to create a new background.

 Related topics

AddLayout

Syntax

AddLayout([*LayoutName* As String])

Description

Add a new layout to the current slide show master.

Parameters

Parameter	Description
LayoutName: *string* (optional)	The new layout name.

Related topics

AddLayoutDlg

Syntax

AddLayoutDlg()

Description

Display the New Layout dialog box, which is used to add a new layout to the current slide show master.

Related topics

AddPolyCurve

Syntax

AddPolyCurve(*FillAndFrame* As _AddPolyCurve_FillAndFrame_enum, *BasePointCount* As Integer, [*XControl1*], [*YControl1*], [*XBase*], [*YBase*], [*XControl2*], [*YControl2*])

Description

Draw a curve using the Curve, Closed Curve, Bezier, Freehand, or Arrow drawing tool.

Parameters

FillAndFrame: *enumeration*	Specify whether the curve object is open or closed, whether the object outline is on or off, and whether the object fill is on or off. **Both** **ClosedFrame** **Filled** **OpenFrame**
BasePointCount: *numeric*	The number of base points in the curve.
XControl1: *measurement* (optional)	The horizontal coordinate of the first control point for a base point of the curve, in WordPerfect units (1200ths of an inch).
YControl1: *measurement* (optional)	The vertical coordinate of the first control point for a base point of the curve, in WordPerfect units.
XBase: *measurement* (optional)	The horizontal coordinate of a base point of the curve, in WordPerfect units.
YBase: *measurement* (optional)	The vertical coordinate of the base point of the curve, in WordPerfect units.
XControl2: *measurement* (optional)	The horizontal coordinate for the second control point for a base point of the curve, in WordPerfect units.
YControl2: *measurement* (optional)	The vertical coordinate of the second control point for a base point of the curve, in WordPerfect units.

Related topics

AddPolyLine

Syntax

AddPolyLine(*FillAndFrame* As _AddPolyLine_FillAndFrame_enum, *PointCount* As Integer, [*PointX*], [*PointY*])

Description

Draw a line or a polygon using the Line, Polygon, Rectangle, or Regular Polygon drawing tool.

Parameters

FillAndFra me: *enumerati on*	Specify whether the line object is open or closed, whether the object outline is on or off, and whether the object fill is on or off. **Both** **ClosedFrame** **Filled** **OpenFrame**
PointCount : *numeric*	The number of base points in a line.
PointX: *measurem ent* (optional)	The horizontal coordinate of a base point, in WordPerfect units (1200ths of an inch).
PointY: *measurem ent* (optional)	The vertical coordinate of a base point, in WordPerfect units.

 Related topics

AddPolyLineWithEndCaps

Syntax

AddPolyLineWithEndCaps(*HeadStyle* As _AddPolyLineWithEndCaps_HeadStyle_enum, *TailStyle* As _AddPolyLineWithEndCaps_TailStyle_enum, *PointCount* As Integer, [*PointX*], [*PointY*])

Description

Draw a polyline that has end caps.

Parameters

HeadStyle: *enumeration*	Lets you specify the style of the head. **Flat** **Round** **Square** **Arrow** **ArrowLarge** **ArrowCurved** **ArrowUnfilled** **ArrowLargeUnfilled** **ArrwoOpen** **ArrowLargeOpen** **ArrowCurvedOpen** **Tail** **TailUnfilled** **TailUnfilledLine** **TailFeather** **DotSmall** **DotLarge**
TailStyle: *enumeration*	Lets you specify the style of the tail. **Flat** **Round** **Square** **Arrow** **ArrowLarge** **ArrowCurved** **ArrowUnfilled** **ArrowLargeUnfilled** **ArrwoOpen** **ArrowLargeOpen** **ArrowCurvedOpen** **Tail** **TailUnfilled** **TailUnfilledLine** **TailFeather** **DotSmall** **DotLarge**
PointCount: *numeric*	The number of base points in a line. The next two parameters are repeated for each base point. Parameters that can be repeated are enclosed in braces {}.
PointX: *measurement* (optional)	The horizontal coordinate of a base point, in WordPerfect units (1200ths of an inch).
PointY: *measurement* (optional)	The vertical coordinate of a base point, in WordPerfect units (1200ths of an inch).

Related topics

AddRoundedRect

Syntax

AddRoundedRect(*FillAndFrame* As _AddRoundedRect_FillAndFrame_enum, *LeftEdge* As Integer, *BottomEdge* As Integer, *RightEdge* As Integer, *TopEdge* As Integer, *HorizontalRadius* As Integer, *VerticalRadius* As Integer)

Description

Draw a rounded rectangle.

Parameters

FillAndFrame: *enumeration*	Specify whether the object outline is on or off, and whether the object fill is on or off.	
	Both	
	Filled	
	Framed	
LeftEdge: *measurement*	Position of the left edge of the elliptical area of a rounded rectangle, in WordPerfect units (1200ths of an inch).	
BottonEdge: *measurement*	The position of the bottom edge of the elliptical area of a rounded rectangle, in WordPerfect units. (Please note: this is the correct spelling for this parameter.)	
RightEdge: *measurement*	Position of the right edge of the elliptical area of a rounded rectangle, in WordPerfect units.	
TopEdge: *measurement*	Position of the top edge of the elliptical area of a rounded rectangle, in WordPerfect units.	
HorizontalRadius: *measurement*	The horizontal radius of the corner ellipse, in Corel WordPerfect units.	
VerticalRadius: *measurement*	The vertical radius of the corner ellipse, in WordPerfect units.	

 Related topics

AddShape

Syntax

AddShape(*FillAndFrame* As _AddShape_FillAndFrame_enum, *LeftEdge* As Integer, *BottomEdge* As Integer, *RightEdge* As Integer, *TopEdge* As Integer, *ShapeType* As _AddShape_ShapeType_enum)

Description

Lets you add a shape object to the document.

Parameters

FillAndFrame: *enumeration*	Lets you specify whether the object outline is on or off, and whether the object fill is on or off. **Filled** **Framed** **Both**
LeftEdge: *numeric*	Lets you position the left edge of the shape.
BottonEdge: *numeric*	Lets you position the bottom edge of the shape.
RightEdge: *numeric*	Lets you position the right edge of the shape.
TopEdge: *numeric*	Lets you position the top edge of the shape.
ShapeType: *numeric*	Lets you specify the type of the shape.
GlyphType: *numeric*	Lets you position the type of the glyph.
Glyph1: *numeric*	Lets you specify the first glyph.
Glyph2: *numeric*	Lets you specify the second glyph.
Glyph3: *numeric*	Lets you specify the third glyph.
Glyph4: *numeric*	Lets you specify the fourth glyph.
Shape: *enumeration*	Lets you specify the shape.

📌 **Notes**

- The edges are measured in WordPerfect units. WordPerfect units are measured in 1200ths of an inch.

AddSlide

Syntax

AddSlide([*Count* As Integer], [*TemplateName* As String])

Description

Add one or more blank slides to the current slide show. If no parameters are specified, this method adds one slide that has been created using the current template.

Parameters

Count: *numeric* (optional)	The number of slides to add.	
TemplateName: *string* (optional)	Name of template.	

Related topics

AddSlideDlg

Syntax

AddSlideDlg()

Description

Display the New Slide dialog box, which is used to add slides to the current slide show.

Related topics

AddTextBox

Syntax

AddTextBox(*LeftEdge* As Integer, *BottomEdge* As Integer, *RightEdge* As Integer, *TopEdge* As Integer)

Description

Create a text area or a text line.

Parameters

LeftEdge: *measurement*	Specify the left edge of a text box, in WordPerfect units (1200ths of an inch.)
BottomEdge: *measurement*	Specify the bottom edge of a text box, in WordPerfect units.
RightEdge: *measurement*	Specify the right edge of a text box, in WordPerfect units.
TopEdge: *measurement*	Specify the top edge of a text box, in WordPerfect units.

Related topics

AirBrush

Syntax

AirBrush([X], [Y])

Description

Use the Air Brush painting tool to create a bitmap object in the Bitmap Editor.

Parameters

X: *numeric* (optional)	The horizontal position of pixels clicked when painting.
Y: *numeric* (optional)	The vertical position of pixels clicked when painting.

Related topics

AlignCenterLeftRight

Syntax

AlignCenterLeftRight()

Description

Center a selected object horizontally on the page, or align multiple selected objects with the horizontal center of the selection area.

Related topics

AlignObjectsBottom

Syntax

AlignObjectsBottom()

Description

Align the bottom edge of a selected object with the bottom of the page, or align the bottom edges of multiple selected objects with the bottom edge of the lowest object.

Related topics

AlignObjectsCenter

Syntax

AlignObjectsCenter()

Description

Center a selected object on the page, or align the centers of multiple selected objects with the center of the selection area.

Related topics

AlignObjectsLeft

Syntax

AlignObjectsLeft()

Description

Align the left edge of a selected object with the left edge of the page, or align the left edges of multiple selected objects with the left edge of the leftmost object.

 Related topics

AlignObjectsRight

Syntax

AlignObjectsRight()

Description

Align the right edge of a selected object with the right edge of the page, or align the right edges of multiple selected objects with the right edge of the rightmost object.

Related topics

AlignObjectsTop

Syntax

AlignObjectsTop()

Description

Align the top edge of a selected object with the top of the page, or align the top edge of multiple selected objects with the top edge of the highest object.

Related topics

AlignObjectsTopBottom

Syntax

AlignObjectsTopBottom()

Description

Center a selected object vertically on the page, or align multiple selected objects with the vertical center of the selection area.

Related topics

AlignTextBottom

Syntax

AlignTextBottom()

Description

Position text from the bottom of an organization chart box.

Related topics

AlignTextMiddle

Syntax

AlignTextMiddle()

Description

Center text vertically within an organization chart box.

 Related topics

AlignTextTop

Syntax

AlignTextTop()

Description

Position text starting from the top of an organization chart box.

 Related topics

ApplicationMaximize

Syntax

ApplicationMaximize()

Description

Maximize the size of an application window. If the window is already maximized, this method terminates the macro or redirects the macro to the LABEL specified by ONERROR.

 Related topics

ApplicationMinimize

Syntax

ApplicationMinimize()

Description

Minimize an application window to an icon. If the window is already minimized, this method terminates the macro or redirects the macro to the LABEL specified by ONERROR.

Related topics

ApplicationMove

Syntax

ApplicationMove()

Description

Pause a macro to allow you to reposition an application window. Click the mouse or press Enter to continue playing the macro. If the window is maximized, this method terminates the macro or redirects the macro to the LABEL specified by ONERROR.

Related topics

ApplicationRestore

Syntax

ApplicationRestore()

Description

Restore a window to its previous size. If the window has already been restored, this method terminates the macro and redirects the macro to the LABEL specified by ONERROR.

Related topics

ApplicationSize

Syntax

ApplicationSize()

Description

Pause a macro to allow you to resize a window. Click the mouse or press Enter to continue playing the macro. If the window is maximized, this method terminates the macro or redirects the macro to the LABEL specified by ONERROR.

Related topics

AssignBackgroundDlg

Syntax

AssignBackgroundDlg()

Description

Display the Assign Background dialog box, which is used to assign a background to a specified layout.

Related topics

AssignLayoutBackground

Syntax

AssignLayoutBackground(*LayoutName* As String, *BackgroundName* As String)

Description

Assign a background to a specified layout.

Parameters

LayoutName: *string*	The layout to link to a background.
BackgroundName: *string*	The background to link to a layout.

Related topics

BackgroundGallery

Syntax

BackgroundGallery()

Description

Display a gallery of slide show backgrounds that you can choose from.

 Related topics

BackgroundGetNext

Syntax

BackgroundGetNext()

Description

Select the next background in the Background Name dialog box.

Related topics

BackgroundGetPrevious

Syntax

BackgroundGetPrevious()

Description

Select the previous background in the Background Name dialog box.

 Related topics

BackgroundInsert

Syntax

BackgroundInsert(*Filename* As String, KeepObjects As _BackgroundInsert_KeepObjects_enum)

Description

Specify a background from the Background Gallery and apply it to your slide show.

Parameters

Filename: *string*	The name of the .WPG file to insert as the new background.
KeepObjects: *enumeration*	Specify whether to keep objects from the existing background before replacing it with the new one. **No** **Yes**

 Related topics

BackgroundNext

Syntax

BackgroundNext()

Description

Open the next background in the Background Editor.

Related topics

BackgroundPrevious

Syntax

BackgroundPrevious()

Description

Open the previous background in the Background Editor.

Related topics

Backspace

Syntax

Backspace()

Description

Delete the character to the left of the insertion point in the Text Editor.

BeginAcquireImageArea

Syntax

BeginAcquireImageArea()

Description

Activate the tool used to define a rectangular area which will contain a scanned image. The image is scaled to fit inside the area, matching the closest width or height dimension of the area and maintaining the aspect ratio. A scanning device with a TWAIN driver must be installed for this method to function.

 Related topics

BeginAcquireImageFixedSize

Syntax

BeginAcquireImageFixedSize()

Description

Activate the tool used to scan an image into a rectangular area. The image is scaled to match both the width and height of the area. The aspect ration is maintained if the scanning software supports it. If not, the image width and height are scaled non-uniformly and the image may be distorted. A scanning device with a TWAIN driver must be installed for this method to function.

 Related topics

BeginAirBrush

Syntax

BeginAirBrush()

Description

Activate the Air Brush tool in the Bitmap Editor.

Related topics

BeginArrow

Syntax

BeginArrow()

Description

Activate the Arrow drawing tool.

 Related topics

BeginBezier

Syntax

BeginBezier()

Description

Activate the Bezier Curve drawing tool.

Related topics

BeginBitmap

Syntax

BeginBitmap()

Description

Activate the Bitmap tool.

BeginBulletChart

Syntax

BeginBulletChart()

Description

Activate the tool used to create a new bulleted list.

Related topics

BeginCircle

Syntax

BeginCircle()

Description

Activate the Circle drawing tool.

 Related topics

BeginCircularArc

Syntax

BeginCircularArc()

Description

Activate the Circular Arc drawing tool.

Related topics

BeginClosedCurve

Syntax

BeginClosedCurve()

Description

Activate the Closed Curve drawing tool.

 Related topics

BeginCurve

Syntax

BeginCurve()

Description

Activate the Curve drawing tool.

Related topics

BeginDataChart

Syntax

BeginDataChart()

Description

Activate the tool used to create a data chart.

Related topics

BeginEllipse

Syntax

BeginEllipse()

Description

Activate the Ellipse drawing tool.

Related topics

BeginEllipticalArc

Syntax

BeginEllipticalArc()

Description

Activate the Elliptical Arc drawing tool.

 Related topics

BeginFloodFill

Syntax

BeginFloodFill()

Description

Activate Flood Fill in the Bitmap Editor.

 Related topics

BeginFreehand

Syntax

BeginFreehand()

Description

Activate the Freehand drawing tool.

 Related topics

BeginLine

Syntax

BeginLine()

Description

Activate the Polyline drawing tool.

 Related topics

BeginLine2

Syntax

BeginLine2()

Description

Activate the Line drawing tool.

Related topics

BeginOrgChart

Syntax

BeginOrgChart()

Description

Activate the tool used to create a new organization chart.

Related topics

BeginPaintBrush

Syntax

BeginPaintBrush()

Description

Activate the Paint Brush tool in the Bitmap Editor.

Related topics

BeginPaintDropper

Syntax

BeginPaintDropper()

Description

Activate the Pickup Color tool in the Bitmap Editor.

 Related topics

BeginPaintEraser

Syntax

BeginPaintEraser()

Description

Activate the Eraser tool in the Bitmap Editor.

Related topics

BeginPolygon

Syntax

BeginPolygon()

Description

Activate the Polygon drawing tool.

Related topics

BeginRectangle

Syntax

BeginRectangle()

Description

Activate the Rectangle drawing tool.

 Related topics

BeginRegularPolygon

Syntax

BeginRegularPolygon()

Description

Activate the Regular Polygon drawing tool.

 Related topics

BeginRetrieveFigure

Syntax

BeginRetrieveFigure()

Description

Activate the Clipart drawing tool, which is used to insert a figure into the current document.

■ **Related topics**

BeginRoundedRectangle

Syntax

BeginRoundedRectangle()

Description

Activate the Rounded Rectangle drawing tool.

■ **Related topics**

BeginSelect

Syntax

BeginSelect()

Description

Activate the Select drawing tool, which is used to select items to modify.

BeginSelectArea

Syntax

BeginSelectArea()

Description

Activate the tool used to select part of the current drawing in the Bitmap Editor.

BeginSelectiveReplace

Syntax

BeginSelectiveReplace()

Description

Activate Selective Replace in the Bitmap Editor. Selective Replace allows you replace foreground-color pixels with background-color pixels.

 Related topics

BegOfLine

Syntax

BegOfLine()

Description

Move the insertion point to the beginning of the current line of text in the Text Editor.

 Related topics

BitmapBlur

Syntax

BitmapBlur([*Region* As _BitmapBlur_Region_enum], [*Left* As Integer], [*Top* As Integer], [*Right* As Integer], [*Bottom* As Integer], [*Amount* As _BitmapBlur_Amount_enum])

Description

Apply the Blur effect to the current bitmap image.

Parameters

Region: *enumeration* (optional)	Blur the full image or the portion inside or outside a selected area. **Full** **Inside** **Outside**
Left: *numeric* (optional)	The horizontal coordinate of the pixel in the top left corner of the selected area. Coordinates are measured from the top left pixel of the bitmap area (0,0).
Top: *numeric* (optional)	The vertical coordinate of the pixel in the top left corner of the selected area.
Right: *numeric* (optional)	The horizontal coordinate of the pixel in the bottom right corner of the selected area.
Bottom: *numeric* (optional)	The vertical coordinate of the pixel in the bottom right corner of the selected area.
Amount: *enumeration* (optional)	The amount of blurring. **High** **Low** **Medium**

Related topics

BitmapBrightness

Syntax

BitmapBrightness([*Region* As _BitmapBrightness_Region_enum], [*Left* As Integer], [*Top* As Integer], [*Right* As Integer], [*Bottom* As Integer], [*Percent* As Integer])

Description

Change the brightness of the current bitmap image.

Parameters

Region: *enumeration* (optional)	Change the brightness of the full image or the portion inside or outside a selected area. **Full** **Inside** **Outside**
Left: *numeric* (optional)	The horizontal coordinate of the pixel in the top left corner of the selected area. Coordinates are measured from the top left pixel of the bitmap area (0,0).
Top: *numeric* (optional)	The vertical coordinate of the pixel in the top left corner of the selected area.
Right: *numeric* (optional)	The horizontal coordinate of the pixel in the bottom right corner of the selected area.
Bottom: *numeric* (optional)	The vertical coordinate of the pixel in the bottom right corner of the selected area.
Percent: *numeric* (optional)	The percentage by which to increase or decrease brightness. A value of 50% specifies no change.

Related topics

BitmapCancel

Syntax

BitmapCancel()

Description

Close the Bitmap Editor without saving changes.

BitmapContrast

Syntax

BitmapContrast([*Region* As _BitmapContrast_Region_enum], [*Left* As Integer], [*Top* As Integer], [*Right* As Integer], [*Bottom* As Integer], [*Percent* As Integer])

Description

Change the contrast values for the current bitmap image.

Parameters

Region: *enumeration* (optional)	Change the contrast for the full image or the portion inside or outside a selected area. **Full** **Inside** **Outside**
Left: *numeric* (optional)	The horizontal coordinate of the pixel in the top left corner of the selected area. Coordinates are measured from the top left pixel of the bitmap area (0,0).
Top: *numeric* (optional)	The vertical coordinate of the pixel in the top left corner of the selected area.
Right: *numeric* (optional)	The horizontal coordinate of the pixel in the bottom right corner of the selected area.
Bottom: *numeric* (optional)	The vertical coordinate of the pixel in the bottom right corner of the selected area.
Percent: *numeric* (optional)	The percentage by which to increase or decrease contrast. A value of 50% specifies no change.

 Related topics

BitmapCreate

Syntax

BitmapCreate([*Left* As Integer], [*Top* As Integer], [*Right* As Integer], [*Bottom* As Integer])

Description

Open the Bitmap Editor to create a new bitmap image. If no parameters are specified, this method creates a full-page bitmap area.

Parameters

Left: *numeric* (optional)	The horizontal position of the lower left corner of the bitmap area, in Corel WordPerfect units (1200ths of an inch).
Top: *numeric* (optional)	The vertical position of the lower left corner of the bitmap area, in WordPerfect units.
Right: *numeric* (optional)	The horizontal position of the upper right corner of the bitmap area, in Corel WordPerfect units.
Bottom: *numeric* (optional)	The vertical position of the upper right corner of the bitmap area, in WordPerfect units.

BitmapEmboss

Syntax

BitmapEmboss([*Region* As _BitmapEmboss_Region_enum], [*Left* As Integer], [*Top* As Integer], [*Right* As Integer], [*Bottom* As Integer])

Description

Apply the Emboss effect to the current bitmap image.

Parameters

Region: *enumeration* (optional)	Emboss the full image or the portion inside or outside a selected area. **Full** **Inside** **Outside**
Left: *numeric* (optional)	The horizontal coordinate of the pixel in the top left corner of the selected area. Coordinates are measured from the top left pixel of the bitmap area (0,0).
Top: *numeric* (optional)	The vertical coordinate of the pixel in the top left corner of the selected area.
Right: *numeric* (optional)	The horizontal coordinate of the pixel in the bottom right corner of the selected area.
Bottom: *numeric* (optional)	The vertical coordinate of the pixel in the bottom right corner of the selected area.

Related topics

BitmapEqualize

Syntax

BitmapEqualize([*Region* As _BitmapEqualize_Region_enum], [*Left* As Integer], [*Top* As Integer], [*Right* As Integer], [*Bottom* As Integer])

Description

Apply the Equalize effect to the current bitmap image.

Parameters

Region: *enumeration* (optional)	Equalize the full image or the portion inside or outside a selected area. **Full** **Inside** **Outside**
Left: *numeric* (optional)	The horizontal coordinate of the pixel in the top left corner of the selected area. Coordinates are measured from the top left pixel of the bitmap area (0,0).
Top: *numeric* (optional)	The vertical coordinate of the pixel in the top left corner of the selected area.
Right: *numeric* (optional)	The horizontal coordinate of the pixel in the bottom right corner of the selected area.
Bottom: *numeric* (optional)	The vertical coordinate of the pixel in the bottom right corner of the selected area.

 Related topics

BitmapMosaic

Syntax

BitmapMosaic([*Region* As _BitmapMosaic_Region_enum], [*Left* As Integer], [*Top* As Integer], [*Right* As Integer], [*Bottom* As Integer], [*Size* As Integer])

Description

Apply the Mosaic effect to the current bitmap image.

Parameters

Region: *enumeration* (optional)	Apply the Mosaic effect to the full image or to the portion inside or outside a selected area. **Full** **Inside** **Outside**
Left: *numeric* (optional)	The horizontal coordinate of the pixel in the top left corner of the selected area. Coordinates are measured from the top left pixel of the bitmap area (0,0).
Top: *numeric* (optional)	The vertical coordinate of the pixel in the top left corner of the selected area.
Right: *numeric* (optional)	The horizontal coordinate of the pixel in the bottom right corner of the selected area.
Bottom: *numeric* (optional)	The vertical coordinate of the pixel in the bottom right corner of the selected area.
Size: *numeric* (optional)	The size of mosaic "tiles."

■ **Related topics**

BitmapRain

Syntax

BitmapRain([*Region* As _BitmapRain_Region_enum], [*Left* As Integer], [*Top* As Integer], [*Right* As Integer], [*Bottom* As Integer], [*Length* As Integer])

Description

Apply the Rain effect to the current bitmap image.

Parameters

Region: *enumeration* (optional)	Apply the Rain effect to the full image or to the portion inside or outside a selected area. **Full** **Inside** **Outside**
Left: *numeric* (optional)	The horizontal coordinate of the pixel in the top left corner of the selected area. Coordinates are measured from the top left pixel of the bitmap area (0,0).
Top: *numeric* (optional)	The vertical coordinate of the pixel in the top left corner of the selected area.
Right: *numeric* (optional)	The horizontal coordinate of the pixel in the bottom right corner of the selected area.
Bottom: *numeric* (optional)	The vertical coordinate of the pixel in the bottom right corner of the selected area.
Length: *numeric* (optional)	The length of streaks, in pixels.

■ **Related topics**

BitmapReturn

Syntax

BitmapReturn()

Description

Close the Bitmap Editor and insert the bitmap object into the current drawing.

Related topics

BitmapSaturation

Syntax

BitmapSaturation([*Region* As _BitmapSaturation_Region_enum], [*Left* As Integer], [*Top* As Integer], [*Right* As Integer], [*Bottom* As Integer], [*Percent* As Integer])

Description

Change color saturation for the current bitmap image.

Parameters

Region: *enumeration* (optional)	Specify whether to change color saturation for the full image or for the portion inside or outside a selected area. **Full** **Inside** **Outside**
Left: *numeric* (optional)	The horizontal coordinate of the pixel in the top left corner of the selected area. Coordinates are measured from the top left pixel of the bitmap area (0,0).
Top: *numeric* (optional)	The vertical coordinate of the pixel in the top left corner of the selected area.The horizontal coordinate of the pixel in the bottom right corner of the selected area.
Right: *numeric* (optional)	The vertical coordinate of the pixel in the bottom right corner of the selected area.
Bottom: *numeric* (optional)	The vertical coordinate of the pixel in the bottom right corner of the selected area.
Percent: *numeric* (optional)	The percentage by which to increase or decrease saturation. A value of 50% specifies no change.

 Related topics

BitmapSharpen

Syntax

 BitmapSharpen([*Region* As _BitmapSharpen_Region_enum], [*Left* As Integer], [*Top* As Integer], [*Right* As Integer], [*Bottom* As Integer], [*Amount* As _BitmapSharpen_Amount_enum])

Description

Apply the Sharpen effect to the current bitmap image.

Parameters

Region: *enumeration* (optional)	Specify whether to sharpen the full image or the portion inside or outside a selected area. **Full** **Inside** **Outside**
Left: *numeric* (optional)	The horizontal coordinate of the pixel in the top left corner of the selected area. Coordinates are measured from the top left pixel of the bitmap area (0,0).
Top: *numeric* (optional)	The vertical coordinate of the pixel in the top left corner of the selected area.
Right: *numeric* (optional)	The horizontal coordinate of the pixel in the bottom right corner of the selected area.
Bottom: *numeric* (optional)	The vertical coordinate of the pixel in the bottom right corner of the selected area.
Amount: *enumeration* (optional)	The sharpness level. **High** **Low** **Medium**

 Related topics

BitmapSmooth

Syntax

BitmapSmooth([*Region* As _BitmapSmooth_Region_enum], [*Left* As Integer], [*Top* As Integer], [*Right* As Integer], [*Bottom* As Integer], [*Amount* As _BitmapSmooth_Amount_enum])

Description

Apply the Smooth effect to the current bitmap image.

Parameters

Region: *enumeration* (optional)	Smooth the full image or the portion inside or outside a selected area. **Full** **Inside** **Outside**
Left: *numeric* (optional)	The horizontal coordinate of the pixel in the top left corner of the selected area. Coordinates are measured from the top left pixel of the bitmap area (0,0).
Top: *numeric* (optional)	The vertical coordinate of the pixel in the top left corner of the selected area.
Right: *numeric* (optional)	The horizontal coordinate of the pixel in the bottom right corner of the selected area.
Bottom: *numeric* (optional)	The vertical coordinate of the pixel in the bottom right corner of the selection area.
Amount: *enumeration* (optional)	The smoothness level. **High** **Low** **Medium**

 Related topics

BitmapSpecialEffectsDlg

Syntax

BitmapSpecialEffectsDlg()

Description

Display the Special Effects dialog box, which is used to specify visual effects for a bitmap object in the Bitmap Editor.

BitmapSpikeRemoval

Syntax

BitmapSpikeRemoval([*Region* As _BitmapSpikeRemoval_Region_enum], [*Left* As Integer], [*Top* As Integer], [*Right* As Integer], [*Bottom* As Integer], [*Amount* As _BitmapSpikeRemoval_Amount_enum])

Description

Remove spikes from the current bitmap image.

Parameters

Region: *enumeration* (optional)	Remove spikes from the full image or the portion inside or outside a selected area. **Full** **Inside** **Outside**
Left: *numeric* (optional)	The horizontal coordinate of the pixel in the top left corner of the selected area. Coordinates are measured from the top left pixel of the bitmap area (0,0).
Top: *numeric* (optional)	The vertical coordinate of the pixel in the top left corner of the selected area.
Right: *numeric* (optional)	The horizontal coordinate of the pixel in the bottom right corner of the selected area.
Bottom: *numeric* (optional)	The vertical coordinate of the pixel in the bottom right corner of the selected area.
Amount: *enumeration* (optional)	The smoothness level. **High** **Low** **Medium**

Related topics

BitmapStereogram

Syntax

BitmapStereogram([*Region* As _BitmapStereogram_Region_enum], [*Left* As Integer], [*Top* As Integer], [*Right* As Integer], [*Bottom* As Integer])

Description

Apply the Stereogram effect to the current bitmap image.

Parameters

Region: *enumeration* (optional)	Apply effect to the full image or the portion inside or outside a selected area. **Full** **Inside** **Outside**
Left: *numeric* (optional)	The horizontal coordinate of the pixel in the top left corner of the selected area. Coordinates are measured from the top left pixel of the bitmap area (0,0).
Top: *numeric* (optional)	The vertical coordinate of the pixel in the top left corner of the selected area.
Right: *numeric* (optional)	The horizontal coordinate of the pixel in the bottom right corner of the selected area.
Bottom: *numeric* (optional)	The vertical coordinate of the pixel in the bottom right corner of the selected area.

Related topics

BitmapTrace

Syntax

BitmapTrace()

Description

Convert a bitmap image into a vector image.

BitmapTraceContours

Syntax

BitmapTraceContours([*Region* As _BitmapTraceContours_Region_enum], [*Left* As Integer], [*Top* As Integer], [*Right* As Integer], [*Bottom* As Integer], [*Amount* As _BitmapTraceContours_Amount_enum])

Description

Trace the edge of a bitmap object.

Parameters

Region: *enumeration* (optional)	Trace the full image or the portion inside or outside a selected area. **Full** **Inside** **Outside**
Left: *numeric* (optional)	The horizontal coordinate of the pixel in the top left corner of the selected area. Coordinates are measured from the top left pixel of the bitmap area (0,0).
Top: *numeric* (optional)	The vertical coordinate of the pixel in the top left corner of the selected area.
Right: *numeric* (optional)	The horizontal coordinate of the pixel in the bottom right corner of the selected area.
Bottom: *numeric* (optional)	The vertical coordinate of the pixel in the bottom right corner of the selected area.
Amount: *enumeration* (optional)	The amount of tracing. **High** **Low** **Medium**

 Related topics

BitmapUndo

Syntax

BitmapUndo()

Description

Reverse the effects of the most recent editing change in the Bitmap Editor.

BitmapWind

Syntax

BitmapWind([*Region* As _BitmapWind_Region_enum], [*Left* As Integer], [*Top* As Integer], [*Right* As Integer], [*Bottom* As Integer], [*Length* As Integer], [*Direction* As _BitmapWind_Direction_enum

Description

Apply the Wind effect to the current bitmap image.

Parameters

Region: *enumeration* (optional)	Apply the wind effect to the full image or the area inside or outside the selected area. **Full** **Inside** **Outside**
Left: *numeric* (optional)	The horizontal coordinate of the pixel in the top left corner of the selected area. Coordinates are measured from the top left pixel in the bitmap area (0,0).
Top: *numeric* (optional)	The vertical coordinate of the pixel in the top left corner of the selected area.
Right: *numeric* (optional)	The horizontal coordinate of the pixel in the bottom right corner of the selected area.
Bottom: *numeric* (optional)	The vertical coordinate of the pixel in the bottom right corner of the selected area.
Length: *numeric* (optional)	The length of streaks, in pixels.
Direction: *enumeration* (optional)	The direction the wind blows. **Both** **Left** **Right**

 Related topics

BitmapZoom

Syntax

BitmapZoom([*Direction* As _BitmapZoom_Direction_enum])

Description

Toggle magnification in the Bitmap Editor so you can edit a bitmap area one pixel at a time.

Parameters

Direction: *enumeration* (optional)	Zoom in or out. **In** **Out**

 Related topics

BlackAndWhite

Syntax

BlackAndWhite()

Description

Change the colors of the selected objects to black and white.

Related topics

BlendDlg

Syntax

BlendDlg()

Description

Display the Blend dialog box, which is used to combine the shapes, sizes, and colors of two selected objects.

Related topics

BlendObjects

Syntax

BlendObjects([*BlendSteps* As Integer])

Description

Combine the shapes, sizes, and colors of two selected objects.

Parameters

BlendSteps: *numeric* (optional)	The number of blending steps.

Related topics

BoxAttributesDlg

Syntax

BoxAttributesDlg()

Description

Display the BoxProperties dialog box, which is used in organization charts to change box colors, appearance, and style.

BranchZoomInOut

Syntax

BranchZoomInOut([*ZoomInOut* As _BranchZoomInOut_ZoomInOut_enum])

Description

Zoom the selected branch in or out.

Parameters

ZoomInOut: *enumeration* (optional)	**Off** **On**

BrushAttributesDlg

Syntax

BrushAttributesDlg()

Description

Display the Brush Attributes dialog box, which is used in the Bitmap Editor to specify brush shape, width, and spray density.

BulletChartAttrEnd

Syntax

BulletChartAttrEnd([*SaveTo* As _BulletChartAttrEnd_SaveTo_enum])

Description

Close a method sequence used to specify bulleted list attributes. Precede with BulletChartAttrStart and methods which specify attributes.

Parameters

SaveTo: *enumeration* (optional)	Specify where to save style information. **Chart** **Layout**

Related topics

BulletChartAttrStart

Syntax

BulletChartAttrStart()

Description

Begin a method sequence used to specify bullet chart attributes. Follow with methods which specify attributes and with BulletChartAttrEnd.

Related topics

CallCorelWebPage

Syntax

CallCorelWebPage()

Description

Get help from the Corel WordPerfect Office home page.

CapBeginSentence

Syntax

CapBeginSentence([*State* As _CapBeginSentence_State_enum])

Description

Turn Capitalize next letter after end-of-sentence punctuation on or off in QuickCorrect.

Parameters

State: *enumeration* (optional)	Capitalization correction is on or off. **Off** **On**

Related topics

ChartArea

Syntax

ChartArea()

Description

Change the current chart to an area chart.

 Related topics

ChartAttributesDlg

Syntax

ChartAttributesDlg()

Description

Display the Fill Attributes dialog box in the Chart Editor.

ChartAutoRedraw

Syntax

ChartAutoRedraw()

Description

Automatically update a chart when data in the Datasheet changes.

ChartBar

Syntax

ChartBar()

Description

Change the current chart to a bar chart.

ChartBoxAttributesDlg

Syntax

ChartBoxAttributesDlg()

Description

Display the Box Attributes dialog box, which is used to specify text box options for charts.

ChartBoxFields

Syntax

ChartBoxFields([*Count* As Integer], [*ChangeFlag* As _ChartBoxFields_ChangeFlag_enum], [*LabelsOn* As Integer], [Label])

Description

Define the labels for an organization chart.

Parameters

Count: *numeric* (optional)	The number of labels to define.	
ChangeFlag: *enumeration* (optional)	Specify whether changes occur for the whole chart or selected items only. **Selected_Subsequent** **SelectedItems** **SubsequentItem**	
LabelsOn: *numeric* (optional)	Turn labels on.	
Label: *string* (optional)	The label definition.	

Related topics

ChartBoxFieldsDlg

Syntax

ChartBoxFieldsDlg()

Description

Display the Define Labels dialog box for organization charts, which is used to specify label options.

 Related topics

ChartBubbleChart

Syntax

ChartBubbleChart()

Description

Create a chart that displays x, y, size data.

ChartCancelDrop

Syntax

ChartCancelDrop()

Description

Cancel the drop operation in an organization chart.

 Related topics

ChartClearAll

Syntax

ChartClearAll()

Description

Clear all data or text from the current chart. This method works for both data charts and organization charts.

Related topics

ChartClearDlg

Syntax

ChartClearDlg()

Description

Display the Clear dialog box, which is used to erase chart data, data format, or both.

ChartClearText

Syntax

ChartClearText()

Description

Clear all text from an organization chart.

ChartClose

Syntax

ChartClose()

Description

Close the Chart Editor and insert the chart into the current drawing.

ChartCollapseSubordinates

Syntax

ChartCollapseSubordinates()

Description

Hide the subordinate positions on the selected branch.

 Related topics

ChartCopy

Syntax

ChartCopy()

Description

Copy selected data or text from a chart to the Clipboard.

Related topics

ChartCopyContents

Syntax

ChartCopyContents()

Description

Copy the contents of a selected organization chart box.

Related topics

ChartCreate

Syntax

ChartCreate(*Type* As _ChartCreate_Type_enum, *GalleryStyle* As _ChartCreate_GalleryStyle_enum, *SampleData* As _ChartCreate_SampleData_enum, *ThreeDChart* As _ChartCreate_ThreeDChart_enum)

Description

Create a new data chart. Precede with BeginDataChart and ChartSetCreateSize.

Parameters

Type: enumeration	The type of chart to create. **Area** **HiLo** **HorzBar** **Line** **Mixed** **Pie** **Radar** **Scatter** **Surface** **Table** **VertBar**
GalleryStyle: *enumeration*	The button number in the Chart Gallery. **Button1** **Button2** **Button3** **Button4** **Button5** **Button6**
SampleData: *enumeration*	Use sample data. **No** **Yes**
ThreeDChart: *enumeration*	Make the new chart appear three-dimensional. **No** **Yes**

Related topics

ChartCreateBullet

Syntax

ChartCreateBullet()

Description

Create a new bulleted list.

![] **Related topics**

ChartCreateDlg

Syntax

ChartCreateDlg()

Description

Display the Create Data Chart dialog box, which is used to create a new data chart.

Related topics

ChartCreateOrg

Syntax

ChartCreateOrg(*GalleryStyle* As _ChartCreateOrg_GalleryStyle_enum)

Description

Create a new organization chart.

Parameters

GalleryStyle: *enumeration*	The button number in the Chart Gallery.

Button1
Button10
Button11
Button12
Button13
Button14
Button15
Button16
Button17
Button18
Button19
Button2
Button20
Button3
Button4
Button5
Button6
Button7
Button8
Button9

 Related topics

ChartCreateOrgDlg

Syntax

ChartCreateOrgDlg()

Description

Display the Organization Chart dialog box, which is used to create a new organization chart.

Related topics

ChartCut

Syntax

ChartCut()

Description

Move selected data or text from a chart to the Clipboard.

 Related topics

ChartDataAxisDlg

Syntax

ChartDataAxisDlg()

Description

Change the scale, values, and tick options of the x-axis.

ChartDataColWidthDlg

Syntax

ChartDataColWidthDlg()

Description

Display the Column Width dialog box, which is used to edit the width of a chart's Datasheet columns.

Related topics

ChartDataExcludeDlg

Syntax

ChartDataExcludeDlg()

Description

Display the Exclude dialog box, which is used to exclude specified rows or columns in a chart's Datasheet so the data they contain is not charted.

Related topics

ChartDataFillDlg

Syntax

ChartDataFillDlg()

Description

Display the Data Fill dialog box, which is used to fill a chart's Datasheet cells with a series of numbers or dates.

Related topics

ChartDataFormatDlg

Syntax

ChartDataFormatDlg()

Description

Display the Format dialog box, which is used to change the number format or date format of the selected chart's Datasheet cells.

ChartDataFormulasDlg

Syntax

ChartDataFormulasDlg()

Description

Display the Row/Column Formulas dialog box, which is used to enter formulas in a chart's Datasheet.

Related topics

ChartDataFrameDlg

Syntax

ChartDataFrameDlg()

Description

Display the Frame dialog box, which is used to modify a chart frame and base height.

ChartDataGridTickDlg

Syntax

ChartDataGridTickDlg()

Description

Display the Grid and Tick Options dialog box, which is used to modify the display of grids and ticks in a data chart.

ChartDataIncludeDlg

Syntax

ChartDataIncludeDlg()

Description

Display the Include dialog box, which is used to chart only the data contained in selected rows or columns of a chart's Datasheet.

Related topics

ChartDataLabelsDlg

Syntax

ChartDataLabelsDlg()

Description

Display the Labels dialog box, which is used to edit axis labels, data labels, or table text in a data chart.

ChartDataLayoutDlg

Syntax

ChartDataLayoutDlg()

Description

Display the Layout dialog box, which is used to modify the depth, size, and display of a data chart.

ChartDataLegendDlg

Syntax

ChartDataLegendDlg()

Description

Display the Legend dialog box, which is used to display, hide, or move a chart's legend.

ChartDataPerspectiveDlg

Syntax

ChartDataPerspectiveDlg()

Description

Display the Perspective Options dialog box, which is used to change the angle from which a data chart is viewed.

ChartDataRecalc

Syntax

ChartDataRecalc()

Description

Recalculate the current data chart after new data has been entered.

ChartDataSeriesDlg

Syntax

ChartDataSeriesDlg()

Description

Display the Series Options dialog box, which is used to change the way a row of data is graphically represented in a chart's Datasheet.

ChartDataSortDlg

Syntax

ChartDataSortDlg()

Description

Display the Sort Data dialog box, which is used to sort chart data in ascending or descending order.

ChartDataStatisticsDlg

Syntax

ChartDataStatisticsDlg()

Description

Display the Statistics dialog box, which displays statistical calculations of selected chart data.

ChartDataSubtitleDlg

Syntax

ChartDataSubtitleDlg()

Description

Display the Subtitle Properties dialog box, which is used to specify chart subtitle options.

ChartDataTitlesDlg

Syntax

ChartDataTitlesDlg()

Description

Display the Title Properties dialog box, which is used to define a data chart title.

ChartDataY1AxisDlg

Syntax

ChartDataY1AxisDlg()

Description

Display the Y1-Axis Properties dialog box, which is used to change scale, value, and tick options for the primary Y axis.

ChartDataY2AxisDlg

Syntax

ChartDataY2AxisDlg()

Description

Display the Y2-Axis Properties dialog box, which is used to change scale, value, and tick options for the secondary Y axis.

ChartDeleteDlg

Syntax

ChartDeleteDlg()

Description

Display the Delete dialog box, which is used to remove selected rows or columns from a chart's Datasheet.

ChartDrop

Syntax

ChartDrop()

Description

Move the selected organization chart box and drop it onto another box (the drop target).

 Related topics

ChartDropCopy

Syntax

ChartDropCopy()

Description

Drop a copy of the selected organization chart box onto another box (the drop target).

Related topics

ChartDropTarget

Syntax

ChartDropTarget(*Position* As _ChartDropTarget_Position_enum, [*BoxLocation*])

Description

Drop selected organization chart boxes onto the box you specify.

Parameters

Position: *enumeration*	The location of the dropped boxes. **After** **Before** **Beneath** **Replace**	
BoxLocation : *numeric*	The location of the box receiving the drop.	

Related topics

ChartEdit

Syntax

ChartEdit([*StyleButtonNum* As _ChartEdit_StyleButtonNum_enum], [*ChartType* As _ChartEdit_ChartType_enum], [*SampleData* As _ChartEdit_SampleData_enum], [*ThreeD* As _ChartEdit_ThreeD_enum])

Description

Activate editing mode for the current chart.

Parameters

StyleButtonNum: *enumeration* (optional)	The Chart Gallery button number. Data charts (1-7), organization charts (1-20). **Button1** **Button10** **Button11** **Button12** **Button13** **Button14** **Button15** **Button16** **Button17** **Button18** **Button19** **Button2** **Button20** **Button3** **Button4** **Button5** **Button6** **Button7** **Button8** **Button9**	
ChartType: *enumeration* (optional)	The data chart type. **Area** **HiLo** **HorzBar** **Line** **Mixed** **Pie** **Radar** **Scatter** **Surface** **Table** **VertBar**	
SampleData: *enumeration* (optional)	Use sample data. **No** **Yes**	
ThreeD: *enumeration* (optional)	Three-dimensional appearance. **No** **Yes**	

ChartEditBox

Syntax

ChartEditBox()

Description

Edit the text in the currently selected organization chart box.
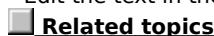
 Related topics

ChartEditCellDlg

Syntax

ChartEditCellDlg()

Description

Display the Edit Current Cell dialog box, which is used to edit chart data.

ChartExpandSubordinates

Syntax

ChartExpandSubordinates()

Description

Display the subordinate positions under the selected box in an organization chart.

Related topics

ChartFillAttributesDlg

Syntax

ChartFillAttributesDlg()

Description

Display the Fill Attributes dialog box, which is used to specify fill options for chart objects.

ChartFontAttributesDlg

Syntax

ChartFontAttributesDlg()

Description

Display the Text Attributes dialog box, which is used to specify the appearance of chart text.

ChartFontDlg

Syntax

ChartFontDlg()

Description

Display the Font dialog box, which is used to specify a font for chart text.

ChartGallery

Syntax

ChartGallery(*StyleButtonNum* As _ChartGallery_StyleButtonNum_enum, [*GalleryType* As _ChartGallery_GalleryType_enum], [*ThreeD* As _ChartGallery_ThreeD_enum])

Description

Display the Chart Gallery, which is used to view and retrieve chart layouts.

Parameters

StyleButtonNum: *enumeration*	The gallery button number. Data charts (1-7), organization charts (1-20). **Button1** **Button10** **Button11** **Button12** **Button13** **Button14** **Button15** **Button16** **Button17** **Button18** **Button19** **Button2** **Button20** **Button3** **Button4** **Button5** **Button6** **Button7** **Button8** **Button9**
GalleryType: *enumeration* (optional)	The chart type. **Area** **HiLo** **HorzBar** **Line** **Mixed** **Org** **Pie** **Radar** **Scatter** **Surface** **Table** **VertBar**
ThreeD: *enumeration* (optional)	Display three-dimensional data charts only. **No** **Yes**

Related topics

ChartGalleryDlg

Syntax

ChartGalleryDlg()

Description

Display the Data Chart gallery, which shows predefined chart styles.

 Related topics

ChartGetAttrs

Syntax

ChartGetAttrs()

Description

Change the default organization chart attributes to those of the selected chart object.

 Related topics

ChartGotoCell2

Syntax

ChartGotoCell2()

Description

Place the insertion point in the Datasheet cell corresponding to a selected data chart object.

ChartGotoCellDlg

Syntax

ChartGotoCellDlg()

Description

Display the Go To dialog box, which is used to move the insertion point to a specified cell in a chart's Datasheet.

ChartHiLo

Syntax

ChartHiLo()

Description

Change the current chart to a high/low chart.

ChartInsertCoworker

Syntax

ChartInsertCoworker()

Description

Add a coworker box to the current organization chart.

 Related topics

ChartInsertDataDlg

Syntax

ChartInsertDataDlg()

Description

Display the Insert dialog box, which is used to add rows or columns to a chart's Datasheet.

 Related topics

ChartInsertManager

Syntax

ChartInsertManager()

Description

Add a manager box to the current organization chart.

Related topics

ChartInsertNode

Syntax

ChartInsertNode([*NodeType* As _ChartInsertNode_NodeType_enum], [*NumberOfNodes* As Integer], [*Direction* As _ChartInsertNode_Direction_enum])

Description

Add a coworker, subordinate, or staff position to the current organization chart.

Parameters

NodeType: *enumeration* (optional)	The type of position to insert. **Coworker** **Manager** **Staff** **Subordinate**
NumberOfNodes: *numeric* (optional)	The number of positions to add.
Direction: *enumeration* (optional)	The direction in which to insert boxes. **Down** **Left** **Right** **Up**

▧ **Related topics**

ChartInsertStaff

Syntax

ChartInsertStaff()

Description

Add a staff box to the current organization chart.

■ Related topics

ChartInsertSubordinate

Syntax

ChartInsertSubordinate()

Description

Add a subordinate box to the current organization chart.

Related topics

ChartLine

Syntax

ChartLine()

Description

Change the current chart to a line chart.

ChartLineAttributesDlg

Syntax

ChartLineAttributesDlg()

Description

Display the Line Attributes dialog box in the Chart Editor, which is used to define the appearance of lines used in charts.

ChartMoveContents

Syntax

ChartMoveContents()

Description

Move the contents of the selected organization chart box to another box (the drop target).

ChartOpenFileDlg

Syntax

ChartOpenFileDlg()

Description

Display the Import Data dialog box, which is used to retrieve data or text into a chart's Datasheet.

Related topics

ChartOrDataWindowNext

Syntax

ChartOrDataWindowNext()

Description

Toggle the insertion point between a data chart and its associated Datasheet.

ChartPaste

Syntax

ChartPaste()

Description

Retrieve Clipboard contents into the current chart's Datasheet at the insertion point.

 Related topics

ChartPasteBranch

Syntax

ChartPasteBranch()

Description

Replace the selected branch with data from the Clipboard.

ChartPasteTranspose

Syntax

ChartPasteTranspose()

Description

Move chart data from rows to columns or from columns to rows using the Clipboard.

Related topics

ChartPie

Syntax

ChartPie()

Description

Change the current chart to a pie chart.

ChartPromoteBox

Syntax

ChartPromoteBox()

Description

Move the contents of the currently selected box up one level, replacing the contents of the manager's box.

Related topics

ChartPutAttrs

Syntax

ChartPutAttrs()

Description

Apply the current organization chart attributes to selected chart objects.

Related topics

ChartRadar

Syntax

ChartRadar()

Description

Change the current chart to a radar chart.

ChartRenameBoxField

Syntax

ChartRenameBoxField(*OldName* As String, *NewName* As String)

Description

Change the placeholder text for a box field in an organization chart.

Parameters

OldName: *string*	The old box field name.
NewName: *string*	The new box field name.

ChartResetTextLocation

Syntax

ChartResetTextLocation()

Description

Reposition text to original position.

ChartSaveAsDlg

Syntax

ChartSaveAsDlg()

Description

Display the Export Chart Data dialog box, which is used to save chart data in a specified format.

Related topics

ChartScatter

Syntax

ChartScatter()

Description

Change the current chart to a scatter chart.

ChartSelectAll

Syntax

ChartSelectAll()

Description

Select all cells in a chart's Datasheet.

Related topics

ChartSelectBox

Syntax

ChartSelectBox(*BoxType* As _ChartSelectBox_BoxType_enum)

Description

Select a text box in the current data chart.

Parameters

BoxType: *enumeration*	The type of text box. **DataLabels** **Legend** **OBSOLETE** **PieTitles** **Subtitle** **Title**

ChartSelectBranch

Syntax

ChartSelectBranch()

Description

Select a branch in an organization chart.

ChartSelectFrameBase

Syntax

ChartSelectFrameBase(*Frame* As _ChartSelectFrameBase_Frame_enum)

Description

Select a frame or base in the current data chart. Not valid for pie charts.

Parameters

Frame: *enumeration*	The position of the frame or base. **Back** **Bottom** **Front** **Left** **Right** **Top**

ChartSelectGTA

Syntax

ChartSelectGTA(*GridTickAxis* As _ChartSelectGTA_GridTickAxis_enum, *AxisType* As _ChartSelectGTA_AxisType_enum)

Description

Select a grid, tick, or axis in the current data chart.

Parameters

GridTickAxis: *enumeration*	The type of grid, tick, or axis. **Axis** **GridMajor** **GridMinor** **TickMajor** **TickMinor**
AxisType: *enumeration*	The type of axis. **X** **Y1** **Y2**

ChartSelectLevels

Syntax

ChartSelectLevels([*StartLevel* As Integer], [*NumberOfLevels* As Integer])

Description

Select one or more levels in an organization chart.

Parameters

StartLevel: *numeric* (optional)	The beginning level of selection.
NumberOfLevels: *numeric* (optional)	The number of levels to select.

Related topics

ChartSelectLevelsDlg

Syntax

ChartSelectLevelsDlg()

Description

Display the Select Levels dialog box for organization charts.

Related topics

ChartSelectLines

Syntax

ChartSelectLines()

Description

Select all connecting lines.

ChartSelectNext

Syntax

ChartSelectNext()

Description

Select the next chart object in the current data chart.

Related topics

ChartSelectPieText

Syntax

ChartSelectPieText(*pie* As Long, text_type As Long, [*label*_pos As _ChartSelectPieText_label_pos_enum])

Description

Select pie text by pie and text type.

Parameters

pie: *numeric*	The pie belonging to the text you want to select.
text_type: *numeric*	The type of text you want to select.
label_pos: *enumeration* (optional)	**In** **Out**

ChartSelectPieWedge

Syntax

ChartSelectPieWedge(*PieNumber* As Integer, *WedgeNumber* As Integer)

Description

Select a pie wedge in the current pie chart.

Parameters

PieNumber: *numeric*	The pie number.
WedgeNumber: *numeric*	The pie wedge number.

ChartSelectPrev

Syntax

ChartSelectPrev()

Description

Select the previous chart object in the current data chart.

Related topics

ChartSelectSeries

Syntax

ChartSelectSeries(*RowNumber* As Integer)

Description

Select a specified series (a row of data) in the current data chart.

Parameters

RowNumber: *numeric*   The series row number.

Related topics

ChartSelectText

Syntax

ChartSelectText(*TextType* As _ChartSelectText_TextType_enum)

Description

Select the text within a text box in the current data chart.

Parameters

TextType:
enumeration

The type of chart text.
DataLabels
LegendSeries
LegendTitle
OBSOLETE
PieTitles
Subtitle
TableCells
Title
XAxisTitle
Xlabels
Y1AxisTitle
Y1Labels
Y2AxisTitle
Y2Labels

ChartSetAbove

Syntax

ChartSetAbove()

Description

Display labels above data points in the current data chart. Not valid for pie charts.
Related topics

ChartSetAxisTitleHorz

Syntax

ChartSetAxisTitleHorz()

Description

Display the axis title horizontally.

ChartSetAxisTitleVert

Syntax

ChartSetAxisTitleVert()

Description

Display the axis title vertically.

ChartSetBack

Syntax

ChartSetBack()

Description

Toggle display of the back frame in the current data chart.

 Related topics

ChartSetBelow

Syntax

ChartSetBelow()

Description

Display labels below the data point in the current data chart.

Related topics

ChartSetBottom

Syntax

ChartSetBottom()

Description

Toggle display of the back frame in the current data chart.

Related topics

ChartSetCenter

Syntax

ChartSetCenter()

Description

Center the current data chart title.

Related topics

ChartSetCreateSize

Syntax

ChartSetCreateSize(*Left* As Integer, *Bottom* As Integer, *Right* As Integer, *Top* As Integer)

Description

Specify the size of a new chart.

Parameters

Left: *numeric*	The left coordinate of a new chart, in WordPerfect units (1200ths of an inch).
Bottom: *numeric*	The bottom coordinate of a new chart, in WordPerfect units.
Right: *numeric*	The right coordinate of a new chart, in WordPerfect units.
Top: *numeric*	The top coordinate of a new chart, in WordPerfect units.

Related topics

ChartSetFront

Syntax

ChartSetFront()

Description

Toggle display of the back frame in the current data chart.

 Related topics

ChartSetHide

Syntax

ChartSetHide()

Description

Hide a selected label, grid, tick, or frame in the current data chart.

Related topics

ChartSetHorz

Syntax

ChartSetHorz()

Description

Display a legend horizontally in the current data chart.

Related topics

ChartSetInside

Syntax

ChartSetInside()

Description

Display the legend inside the current data chart.

Related topics

ChartSetLabels

Syntax

ChartSetLabels()

Description

Toggle display of the back frame in the current data chart.

Related topics

ChartSetLeft

Syntax

ChartSetLeft()

Description

Display the left data chart frame.

Related topics

ChartSetLegend

Syntax

ChartSetLegend()

Description

Toggle display of the back frame in the current data chart.

 Related topics

ChartSetLinear

Syntax

ChartSetLinear()

Description

Set the current axis to the linear scale.

ChartSetLog

Syntax

ChartSetLog()

Description

Set the current axis to the logarithmic scale.

ChartSetOutside

Syntax

ChartSetOutside()

Description

Display the legend outside the current data chart.

 Related topics

ChartSetRight

Syntax

ChartSetRight()

Description

Toggle display of the back frame in the current data chart.

Related topics

ChartSetSpacing

Syntax

ChartSetSpacing([*VertSpacing* As Integer], [*HorzSpacing* As Integer])

Description

Set the spacing between boxes in an organization chart.

Parameters

VertSpacing: *numeric* (optional)	The spacing from an organization chart box to its subordinates.
HorzSpacing: *numeric* (optional)	The spacing between co-workers on an organization chart.

Related topics

ChartSetSpacingDlg

Syntax

ChartSetSpacingDlg()

Description

Display the Organization Chart Spacing dialog box, which is used to set spacing between organization chart boxes.

 Related topics

ChartSetStagger

Syntax

ChartSetStagger()

Description

Stagger the display of X-axis labels in the current data chart.

Related topics

ChartSetTitleLeft

Syntax

ChartSetTitleLeft()

Description

Display a chart title or subtitle in the left position.

 Related topics

ChartSetTitleRight

Syntax

ChartSetTitleRight()

Description

Display a chart title or subtitle in the right position.

 Related topics

ChartSetTop

Syntax

ChartSetTop()

Description

Toggle display of the back frame in the current data chart.

Related topics

ChartSetUnStagger

Syntax

ChartSetUnStagger()

Description

Display X-axis labels so they are not staggered.

Related topics

ChartSetVert

Syntax

ChartSetVert()

Description

Display a legend vertically in the current data chart.

Related topics

ChartSetY1

Syntax

ChartSetY1()

Description

Put the currently selected series on the Primary Y axis.

Related topics

ChartSetY2

Syntax

ChartSetY2()

Description

Put the currently selected series on the Secondary Y axis.

■ **Related topics**

ChartSubtitleToggle

Syntax

ChartSubtitleToggle()

Description

Toggle a chart subtitle on and off.

 Related topics

ChartSurface

Syntax

ChartSurface()

Description

Change the current chart to a surface chart.

 Related topics

ChartTextUserPos

Syntax

ChartTextUserPos(*Type* As _ChartTextUserPos_Type_enum, *Subtype* As Integer, *Subtype2* As Integer, *Subtype3* As Integer, X_*Value* As Double, Y_*value* As Double)

Description

Specify an exact location for text in a data chart. You can define separate locations for each text item, such as the title or subtitle.

Parameters

Type: *enumeration*	**AxisTitle**
	DataLabel
	Legend
	PieLabel
	PieTitles
	Subtitle
	Title
Subtype: *numeric*	The type of chart text.
Subtype2: *numeric*	The type of chart text.
Subtype3: *numeric*	The type of chart text.
X_Value: *numeric*	The horizontal location.
Y_value: *numeric*	The vertical location.

ChartTitlesDisplay

Syntax

ChartTitlesDisplay(*TitleIndex* As _ChartTitlesDisplay_TitleIndex_enum, *Display* As _ChartTitlesDisplay_Display_enum)

Description

Display or hide chart titles or legend titles in a data chart.

Parameters

TitleIndex: *enumeration*	The title type.
	Legend
	PieTitle
	Subtitle
	Title
	X
	Y1
	Y2
Display: *enumeration*	Display a chart title.
	Off
	On

 Related topics

ChartTitleToggle

Syntax

ChartTitleToggle()

Description

Toggle a chart title on and off.

 Related topics

ChartToggle3D

Syntax

ChartToggle3D()

Description

Toggle between three-dimensional and two-dimensional data chart views.

Related topics

ChartToggleHorzVert

Syntax

ChartToggleHorzVert()

Description

Toggle between horizontal and vertical data chart views.

▢ **Related topics**

ChartToggleTable

Syntax

ChartToggleTable()

Description

Toggle between data chart views that show or hide a corresponding table of data.

 Related topics

ChartUnselectAll

Syntax

ChartUnselectAll()

Description

Unselect all objects in the chart editor.

Related topics

ChartViewDatasheet

Syntax

ChartViewDatasheet([*Show* As _ChartViewDatasheet_Show_enum])

Description

Toggle the display of the Datasheet in a data chart.

Parameters

Show: *enumeration* (optional)	Display the Datasheet. **Off** **On**

 Related topics

ChartViewOrgOutline

Syntax

ChartViewOrgOutline([*Show* As _ChartViewOrgOutline_Show_enum])

Description

Display or hide the organization chart outline.

Parameters

| Show: *enumeration* (optional) | **Off** **On** |

ChartZeroBaseline

Syntax

ChartZeroBaseline(*Display* As _ChartZeroBaseline_Display_enum)

Description

Toggle the zero baseline.

Parameters

| Display: *enumeration* | **Off** **On** |

ClearBackground

Syntax

ClearBackground()

Description

Erase the current background in the Background Editor.

ClearBitmap

Syntax

ClearBitmap()

Description

Erase the current bitmap area without closing the Bitmap Editor.

Related topics

ClearDrawing

Syntax

ClearDrawing()

Description

Display the Clear Drawing dialog box, which is used to delete all items from the current drawing window.

 Related topics

ClearLayout

Syntax

ClearLayout()

Description

Remove all objects from the current layout.

 Related topics

ClearLayout

Syntax

ClearLayout()

Description

Remove all layouts and backgrounds from the current master.

 Related topics

ClearMasterDlg

Syntax

ClearMasterDlg()

Description

Display the Clear dialog box with the options Master and Current Background available.

Related topics

ClearPresentation

Syntax

ClearPresentation()

Description

Clear all slides from the current slide show.

Related topics

ClearPresentationDlg

Syntax

ClearPresentationDlg()

Description

Display the Clear dialog box with the options Slide Show and Slide # available (with # indicating the current slide number).

Related topics

ClearSlide

Syntax

ClearSlide()

Description

Remove all objects from the current slide.

 Related topics

ClipArtBrowser

Syntax

ClipArtBrowser()

Description

Display the Clipart browser.

 Related topics

ClipboardCopy

Syntax

ClipboardCopy()

Description

Copy selected objects or text to the Clipboard.

 Related topics

ClipboardCut

Syntax

ClipboardCut()

Description

Move selected objects or text to the Clipboard.

Related topics

ClipboardPaste

Syntax

ClipboardPaste()

Description

Insert Clipboard contents into the current drawing at the insertion point.

 Related topics

CombineObjects

Syntax

CombineObjects()

Description

Combine the selected objects into a compound polygon.

 Related topics

ConnectorsDlg

Syntax

ConnectorsDlg()

Description

Display the Connectors dialog box, which is used to modify connectors between organization chart levels.

 Related topics

ContourText

Syntax

ContourText(*VertJust* As _ContourText_VertJust_enum, *HorzJust* As _ContourText_HorzJust_enum, *ShowPath* As _ContourText_ShowPath_enum)

Description

Shape selected text to the outline of a selected drawing object.

Parameters

VertJust: *enumeration*	The vertical position of text in relation to the curve it follows. **Bottom** **Top**
HorzJust: *enumeration*	The horizontal position of text in relation to the curve it follows. Center! **Left** **Right**
ShowPath: *enumeration*	Show the object as well as the contoured text. **No** **Yes**

Related topics

ContourTextAttributesDlg

Syntax

ContourTextAttributesDlg()

Description

Display the Contour Text dialog box, which is used to shape text to the outline of a selected drawing object.

 Related topics

ConvertToBitmap

Syntax

ConvertToBitmap()

Description

Convert the selected objects to bitmap format.

Related topics

ConvertToPolygon

Syntax

ConvertToPolygon()

Description

Convert the selected objects to polygon format.

CopyMarquee

Syntax

CopyMarquee()

Description

Copy a selected bitmap area to the Clipboard.

Related topics

CopySelectedSlides

Syntax

CopySelectedSlides(*To* As Integer)

Description

Copy selected slides to a specified position in the current slide show.

Parameters

To: *numeric*	Specify which slide the copies follow.	

 Related topics

CrosshairCursor

Syntax

CrosshairCursor([*State* As _CrosshairCursor_State_enum])

Description

Turn the crosshair pointer on or off. If no parameter is specified, the method toggles the crosshair pointer.

Parameters

State: *enumeration* (optional)	The crosshair cursor is on or off. **Off** **On**

CutMarquee

Syntax

CutMarquee()

Description

Move a selected bitmap area to the Clipboard.

 Related topics

DatasheetBlockMode

Syntax

DatasheetBlockMode()

Description

Toggle on and off the select mode in a chart's Datasheet.

DatasheetColWidth

Syntax

DatasheetColWidth(*Width* As Integer)

Description

Specify a chart's Datasheet column width in number of characters.

Parameters

Width: *numeric*	The column width in characters.

Related topics

DatasheetDateFmt

Syntax

DatasheetDateFmt(*Format* As _DatasheetDateFmt_Format_enum, [*CustFmtStr* As String])

Description

Format the selected chart's Datasheet cells as dates.

Parameters

Format: *enumeration*	The date format. **DD_MMM** **DD_MMM_YY** **General** **HH_MM** **HH_MM_SS** **MM_DD** **MM_DD_YY** **MM_DD_YY_HH_MM_SS** **MM_YY** **MMM_DD** **MMM_DD_YY** **MMM_YY** **Q_YY** **QTR_YY** **UserDef** **YYYY** **YYYY_MM_DD**
CustFmtStr: *string* (optional)	The user-defined date format. Contains the date string defining the user-defined date format.

Related topics

DatasheetDelete

Syntax

DatasheetDelete(*Direction* As _DatasheetDelete_Direction_enum, *Number* As Integer)

Description

Remove rows or columns from a chart's Datasheet.

Parameters

Direction: *enumeration*	Delete rows or columns. **Columns** **Rows**
Number: *numeric*	The number of rows or columns to delete.

Related topics

DatasheetDown

Syntax

DatasheetDown(*Count* As Integer, *BlockExtend* As _DatasheetDown_BlockExtend_enum)

Description

Move the insertion point down a specified number of cells in a chart's Datasheet.

Parameters

Count: *numeric*	The number of cells down to move the insertion point.
BlockExtend: *enumeration*	Moving the insertion point selects cells. **No** **Yes**

 Related topics

DatasheetExclude

Syntax

DatasheetExclude(*Direction* As _DatasheetExclude_Direction_enum)

Description

Exclude the data in the selected Datasheet rows or columns from a chart.

Parameters

Direction: *enumeration*	Exclude columns or rows. **Columns** **Rows**

 Related topics

DatasheetExport

Syntax

DatasheetExport(*Filename* As String, *Delimiter* As Integer, *Format* As _DatasheetExport_Format_enum)

Description

Export data from a chart's Datasheet to a file.

Parameters

Filename: *string*	The name of the file to contain exported data.
Delimiter: *numeric*	The ASCII numeric equivalent of a character to use as a delimiter for each Datasheet cell.
Format: *enumeration*	The file format. **Ansi** **Ascii**

Related topics

DatasheetFillDates

Syntax

DatasheetFillDates(*Start* As Double, Step As Double, *StepType* As _DatasheetFillDates_StepType_enum, *Direction* As _DatasheetFillDates_Direction_enum)

Description

Fill the current chart's Datasheet with a series of dates.

Parameters

Start: *numeric*	The starting date. The date 1/1/1900 12:00 am is represented by a 1. To determine the numeric equivalent of a date, type the date in the Start entry box, then choose Linear or Growth from the Type options.
Step: *numeric*	Increment between dates.
StepType: *enumeration*	The type of increment. **Days** **Hours** **Minutes** **Months** **Qtrs** **Seconds** **Weekdays** **Weeks** **Years**
Direction: *enumeration*	Fill a Datasheet by rows or columns. **Columns** **Rows**

Related topics

DatasheetFillNumbers

Syntax

DatasheetFillNumbers(*Start* As Double, *Step* As Double, *FillType* As _DatasheetFillNumbers_FillType_enum, *Direction* As _DatasheetFillNumbers_Direction_enum)

Description

Fill a chart's Datasheet with a series of numbers.

Parameters

Start: *numeric*	The starting number.
Step: *numeric*	Increment between numbers.
FillType: *enumeration*	The type of increment. Growth Linear
Direction: *enumeration*	Fill a Datasheet by rows or columns. Columns Rows

Related topics

DatasheetFormula

Syntax

DatasheetFormula(*Function* As _DatasheetFormula_Function_enum, *RowCol* As _DatasheetFormula_RowCol_enum, *Dest* As Integer, *Arguments* As String, *MovAveArg* As String, *PolyFitOrder* As Integer, *FitForecast* As Integer)

Description

Apply a formula to rows or columns of a chart's Datasheet.

Parameters

Function: *enumeration*	The function to perform on selected data. **AbsVal** **Average** **Cosine** **CumTotal** **Difference** **FitExp** **FitLin** **FitLog** **FitPoly** **FitPower** **Max** **Min** **MovAve** **None** **Percent** **Sine** **Sum**
RowCol: *enumeration*	Fill by columns or rows. **Column** **Row**
Dest: *numeric*	The row or column to contain the formula results.
Arguments: *string*	The beginning and ending row or column numbers, separated by a comma.
MovAveArg: *string*	The number of values to average before and after each chart item when calculating a moving average.
PolyFitOrder : *numeric*	The number of points in the Order of Curve Fit when charting a fit polynomial curve.
FitForecast: *numeric*	Indicate how far to forecast.

Related topics

DatasheetGoto

Syntax

DatasheetGoto(*Column* As Integer, *Row* As Integer, *BlockExtend* As _DatasheetGoto_BlockExtend_enum, *MouseClick* As _DatasheetGoto_MouseClick_enum)

Description

Move the insertion point to a specified cell in a chart's Datasheet.

Parameters

Column: *numeric*	The column number.	
Row: *numeric*	The row number.	
BlockExtend: *enumeration*	Creates a selected block of cells between, and including, the cell specified by the Column and Row parameter, and the cell that was selected prior to the execution of this method. **No** **Yes**	
MouseClick: *enumeration*	Cells scroll into view, as they do when you click the mouse to select a cell. **No** **Yes**	

■ **Related topics**

DatasheetHome

Syntax

DatasheetHome([*ControlKey* As _DatasheetHome_ControlKey_enum])

Description

Perform the function of the Home key in a chart's Datasheet. The Home key is used with other keystrokes to move the insertion point in a Datasheet.

Parameters

ControlKey: *enumeration* (optional)	Indicate whether the Control key was pressed in addition to the Home key. This parameter will cause the cursor to move to cell 0,0. **No** **Yes**

DatasheetImport

Syntax

DatasheetImport(*Filename* As String, *Clear* As _DatasheetImport_Clear_enum, *Link* As _DatasheetImport_Link_enum, *Transpose* As _DatasheetImport_Transpose_enum, *Location* As _DatasheetImport_Location_enum, [*Range* As String])

Description

Import data from a spreadsheet file into a chart's Datasheet.

Parameters

Filename: *string*	The datasheet file to import.
Clear: *enumeration* (optional)	Clear the data chart Datasheet before importing spreadsheet data. **Clear** **NoClear**
Link: *enumeration* (optional)	Link the import file to the file containing the data chart. **Link** **NoLink**
Transpose: *enumeration* (optional)	Transpose the imported data. **NoTranspose** **Transpose**
Location: *enumeration*	Import data to the top left cell (0,0), or the cell containing the insertion point. **CurrentCell** **TopLeft**
Range: *string* (optional)	The range of spreadsheet cells from which to import data.

▣ **Related topics**

DatasheetImportOptions

Syntax

DatasheetImportOptions(*Filename* As String, *Clear* As _DatasheetImportOptions_Clear_enum, *Link* As _DatasheetImportOptions_Link_enum, *InsertAt* As _DatasheetImportOptions_InsertAt_enum)

Description

Specify default options for the Import Data dialog box, which is used to import data into a chart's Datasheet. This method exists for 0S/2 integration.

Parameters

Filename: *string*	The default filename.
Clear: *enumeration*	Clear Current Data is selected.
	No
	Yes
Link: *enumeration*	The link to the Datasheet is selected.
	No
	Yes
InsertAt: *enumeration*	Specify whether Import at Current Cell is selected. Otherwise, imported data begins at the top left cell.
	CurrentCell
	TopLeft

DatasheetImportText

Syntax

DatasheetImportText(*Filename* As String, *FileFormat* As _DatasheetImportText_FileFormat_enum, *FieldDelimiter* As String, *RecordDelimiter* As String, *StripChars* As String, *EncapsulationChar* As String, *ClearData* As _DatasheetImportText_ClearData_enum, *Link* As _DatasheetImportText_Link_enum, *Transpose* As _DatasheetImportText_Transpose_enum, *Location* As _DatasheetImportText_Location_enum)

Description

Import data from a text file to a chart's Datasheet.

Parameters

Filename: *string*	The file from which to import data.
FileFormat: *enumeration*	The format of the data file.
	Ansi
	Ascii
FieldDelimiter: *string* (optional)	The field delimiter for imported text.
RecordDelimiter: *string* (optional)	The record delimiter for imported text.
StripChars: *string* (optional)	The characters to strip from imported text.
EncapsulationChar: *string* (optional)	The character used to encapsulate each field.
ClearData: *enumeration* (optional)	Clear the chart's Datasheet before importing data.
	Clear
	NoClear
Link: *enumeration* (optional)	Link the data file to the Datasheet.
	Link
	NoLink
Transpose: *enumeration* (optional)	Transpose the data before importing.
	NoTranspose
	Transpose
Location: *enumeration*	Import data to the top left cell (0,0), or the cell containing the insertion point.
	CurrentCell
	TopLeft

Related topics

DatasheetInclude

Syntax

DatasheetInclude(*Direction* As _DatasheetInclude_Direction_enum)

Description

Include the data in a specified chart's Datasheet rows or columns in a data chart.

Parameters

Direction: *enumeration*	Include columns or rows. **Columns** **Rows**

Related topics

DatasheetInput

Syntax

DatasheetInput(*String* As String)

Description

Insert data into a cell in a chart's Datasheet.

Parameters

String : *string*	The data to insert.

Related topics

DatasheetInsert

Syntax

DatasheetInsert(*Direction* As _DatasheetInsert_Direction_enum, *Number* As Integer)

Description

Add rows or columns to a chart's Datasheet.

Parameters

Direction: *enumeration*	Add columns or rows. **Columns** **Rows**
Number: *numeric*	The number of rows or columns to add.

Related topics

DatasheetLeft

Syntax

DatasheetLeft(*Count* As Integer, *BlockExtend* As _DatasheetLeft_BlockExtend_enum)

Description

Move the insertion point a specified number of cells to the left in a chart's Datasheet.

Parameters

Count: *numeric*	The number of cells to the left to move the insertion point.
BlockExtend: *enumeration*	Moving the insertion point selects cells. **No** **Yes**

 Related topics

DatasheetNumericFmt

Syntax

DatasheetNumericFmt(*FloatingDigits* As Integer, *Digits* As Integer, *NegParen* As Integer, *Currency* As Integer, *Thousands* As Integer, *Percent* As Integer, *Exponential* As Integer)

Description

Specify a numeric format for selected cells of a chart's Datasheet.

Parameters

FloatingDigits: *numeric*	Numeric format includes floating digits or a fixed number of digits after the decimal point. Use the Digits parameter to specify a fixed number. Use 0 for fixed and 1 for floating.
Digits: *numeric*	A fixed number of digits. Use only when the value of the FloatingDigits parameter is 0.
NegParen: *numeric*	Show negative numbers with a minus sign or in parentheses. Use 0 for minus sign and 1 for parentheses.
Currency: *numeric*	Format numbers with a currency symbol. Use 0 for no currency symbol and 1 for a currency symbol.
Thousands: *numeric*	Format numbers with a thousands separator. Use 0 for no thousands separator and 1 for a thousands separator.
Percent: *numeric*	Determine whether to format numbers as percentages. Use 0 for no percentage and 1 for a percentage.
Exponential: *numeric*	Determine whether to format numbers as exponents. Use 0 for no exponent and 1 for an exponent.

■ **Related topics**

DatasheetOneColWidth

Syntax

DatasheetOneColWidth([Column As Integer]) As Integer

Description

Specify a chart's Datasheet column width in number of characters for one column.

Return Value

Returns the width of the specified column.

Parameters

Column: *numeric* (optional)	The width of the column in characters.

DatasheetPgDn

Syntax

DatasheetPgDn(*Count* As Integer, *BlockExtend* As _DatasheetPgDn_BlockExtend_enum)

Description

Move the insertion point down a specified number of pages in a chart's Datasheet.

Parameters

Count: *numeric*	The number of pages down to move the insertion point.
BlockExtend: *enumeration*	Moving the insertion point selects cells. **No** **Yes**

 Related topics

DatasheetPgLeft

Syntax

DatasheetPgLeft(*Count* As Integer, *BlockExtend* As _DatasheetPgLeft_BlockExtend_enum)

Description

Move the insertion point a specified number of pages to the left in a chart's Datasheet.

Parameters

Count: *numeric*	The number of pages left to move the insertion point.
BlockExtend: *enumeration*	Moving the insertion point selects cells. **No** **Yes**

Related topics

DatasheetPgRight

Syntax

DatasheetPgRight(*Count* As Integer, *BlockExtend* As _DatasheetPgRight_BlockExtend_enum)

Description

Move the insertion point a specified number of pages to the right in a chart's Datasheet.

Parameters

Count: *numeric*	The number of pages right to move the insertion point.
BlockExtend: *enumeration*	Moving the insertion point selects cells. **No** **Yes**

Related topics

DatasheetPgUp

Syntax

DatasheetPgUp(*Count* As Integer, *BlockExtend* As _DatasheetPgUp_BlockExtend_enum)

Description

Move the insertion point up a specified number of cells in a chart's Datasheet.

Parameters

Count: *numeric*	The number of pages up to move the insertion point.
BlockExtend: *enumeration*	Moving the insertion point selects cells. **No** **Yes**

Related topics

DatasheetRight

Syntax

DatasheetRight(*Count* As Integer, *BlockExtend* As _DatasheetRight_BlockExtend_enum)

Description

Move the insertion point a specified number of cells to the right in a chart's Datasheet.

Parameters

Count: *numeric*	The number of cells right to move the insertion point.
BlockExtend: *enumeration*	Moving the insertion point selects cells. **No** **Yes**

Related topics

DatasheetUp

Syntax

DatasheetUp(*Count* As Integer, *BlockExtend* As _DatasheetUp_BlockExtend_enum)

Description

Move the insertion point up a specified number of cells in a chart's Datasheet.

Parameters

Count: *numeric*	The number of cells up to move the insertion point.
BlockExtend: *enumeration*	Moving the insertion point selects cells. **No** **Yes**

Related topics

DateCode

Syntax

DateCode()

Description

Insert a date code into a text area or text line at the insertion point.

Related topics

DateFormat

Syntax

DateFormat(*DateFormatString* As String)

Description

Specify a date format when inserting a date in the Text Editor.

Parameters

DateFormatString: *string*	Specify a date format.

 Related topics

DateFormatDlg

Syntax

DateFormatDlg()

Description

Display the Date/Time Format dialog box, which is used to specify the appearance of the date and time when they are inserted into a text line or text area.

Related topics

DateText

Syntax

DateText()

Description

Insert the current date at the insertion point in the Text Editor.

 Related topics

DefineBulletsDlg

Syntax

DefineBulletsDlg()

Description

Display the Define Bullets/Fonts dialog box, which is used to set bullets options, font options, and box/frame options in a bullet chart.

Related topics

DefineSubTitleDlg

Syntax

DefineSubTitleDlg()

Description

Change subtitle attibutes.

DefineTitleDlg

Syntax

DefineTitleDlg()

Description

Change title attributes.

Delete

Syntax

Delete()

Description

Remove the character to the right of the insertion point in a text area or text line.

 Related topics

DeleteAlignBars

Syntax

DeleteAlignBars()

Description

Remove the alignment guides.

DeleteAlignmentBar

Syntax

DeleteAlignmentBar()

Description

Remove the alignment guide.

DeleteBackground

Syntax

DeleteBackground()

Description

Delete the current background.

 Related topics

DeleteKeyboard

Syntax

DeleteKeyboard([*KeyboardName* As String])

Description

Delete a keyboard.

Parameters

KeyboardName: *string* (optional)	The name of the keyboard to delete.

Related topics

DeleteLayout

Syntax

DeleteLayout()

Description

Delete the current layout from the slide show master.

 Related topics

DeleteMenu

Syntax

DeleteMenu([*MenuName* As String])

Delete a menu bar.

Description

Parameters

MenuName: *string* (optional)	The name of the menu bar to delete.

Related topics

DeleteObjects

Syntax

DeleteObjects()

Description

Delete the selected items when editing an object. You can delete an entire object, or selected points only.

Related topics

DeleteSelectedSlides

Syntax

DeleteSelectedSlides([*PromptToDelete* As _DeleteSelectedSlides_PromptToDelete_enum])

Description

Remove the selected slides from the current slide show.

Parameters

PromptToDelete: *enumeration* (optional)	Determine whether to prompt the user before deleting slides. **No** **Yes**

DeleteToBegOfWord

Syntax

 DeleteToBegOfWord()

Description

Erase text from the insertion point to the beginning of the word containing the insertion point.

Related topics

DeleteToEndOfWord

Syntax

DeleteToEndOfWord()

Description

Erase text from the insertion point to the end of the word containing the insertion point.

Related topics

DeleteWord

Syntax

DeleteWord()

Description

Delete the word containing the insertion point.

 Related topics

DelToDocBottom

Syntax

DelToDocBottom()

Description

Delete all text from the insertion point to the end of the current text window.

 Related topics

DelToEndOfLine

Syntax

DelToEndOfLine()

Description

Delete text from the insertion point to the end of the current line.

Related topics

DisplaySettingsDlg

Syntax

DisplaySettingsDlg()

Description

Display the Display dialog box, which is used to specify display preferences.

DocPrevious

Syntax

DocPrevious()

Description

Display the previous open document in the editing window.

Related topics

DocumentBottom

Syntax

DocumentBottom()

Description

Move the insertion point to the end of the text in the current text line or text area.

Related topics

DocumentFormSettings

Syntax

DocumentFormSettings(*FormWidth* As Integer, *FormHeight* As Integer, *MarginLeft* As Integer, *MarginBottom* As Integer, *MarginRight* As Integer, *MarginTop* As Integer, *Orientation* As _DocumentFormSettings_Orientation_enum, [*ObjectFit* As _DocumentFormSettings_ObjectFit_enum], [*IsPosterMode* As _DocumentFormSettings_IsPosterMode_enum], [*PosterColumns* As Integer], [*PosterRows* As Integer])

Description

Specify page size, margins, and poster options for the current drawing or slide show.

Parameters

FormWidth: *measurement*	The paper width in WordPerfect units (1200ths of an inch).
FormHeight: *measurement*	The paper height in WordPerfect units.
MarginLeft: *measurement*	The size of the left margin in WordPerfect units.
MarginBottom: *measurement*	The size of the bottom margin in WordPerfect units.
MarginRight: *measurement*	The size of the right margin, in WordPerfect units.
MarginTop: *measurement*	The size of the top margin, in WordPerfect units.
Orientation: *enumeration*	The page orientation. **Landscape** **Portrait**
ObjectFit: *enumeration* (optional)	Specify how to move or size objects to conform to the new page size. **Center** **LowerLeft** **LowerRight** **MatchMarginsCenter** **MatchMarginsExact** **MatchMarginsLowerLeft** **MatchMarginsLowerRight** **MatchMarginsUpperLeft** **MatchMarginsUpperRight** **NoModify** **ObjectsToMarginsCenter** **ObjectsToMarginsExact** **ObjectsToMarginsLowerLeft** **ObjectsToMarginsLowerRight** **ObjectsToMarginsUpperLeft** **ObjectsToMarginsUpperRight** **UpperLeft** **UpperRight**
IsPosterMode: *enumeration* (optional)	Poster mode is active. **No** **Yes**
PosterColumns: *numeric* (optional)	In poster mode, the number of columns that overlay the form.
PosterRows: *numeric* (optional)	In poster mode, the number of rows that overlay the form.

Related topics

DocumentMaximize

Syntax

DocumentMaximize()

Description

Expand the current document window to its maximum size. If the window is already maximized, this method terminates the macro or redirects the macro to the LABEL specified by ONERROR.

Related topics

DocumentMinimize

Syntax

DocumentMinimize()

Description

Reduce the current document window to an icon. If the window is already minimized, this method terminates the macro or redirects the macro to the LABEL specified by ONERROR.

Related topics

DocumentMove

Syntax

DocumentMove()

Description

Pause the macro to allow a user to move the current document window. Click the mouse or press Enter to continue playing the macro.

DocumentNext

Syntax

DocumentNext()

Description

Display the next open document in the editing window.

 Related topics

DocumentPageColor

Syntax

DocumentPageColor(*FillType* As _DocumentPageColor_FillType_enum, *SolidColorRed* As Integer, *SolidColorGreen* As Integer, *SolidColorBlue* As Integer, [*GradientColorRed* As Integer], [*GradientColorGreen* As Integer], [*GradientColorBlue* As Integer], [*GradientType* As _DocumentPageColor_GradientType_enum], [*GradientAngle* As Integer], [*GradientSteps* As Integer], [*GradientRefX* As Integer], [*GradientRefY* As Integer], [*BrushPattern* As Integer], [*TextureFit* As Integer], [*TextureFileName* As String])

Description

Set the page color for the current document.

Parameters

FillType: enumeration	The type of page color. **Gradient Pattern Picture Texture**
SolidColorRed: numeric	The amount of red (0-255) in a solid page color, the top color of a linear gradient, or the center color of a circular or rectangular gradient.
SolidColorGreen: numeric	The amount of green (0-255) in a solid page color, the top color of a linear gradient, or the center color of a circular or rectangular gradient.
SolidColorBlue: *numeric*	The amount of blue (0-255) in a solid page color, the top color of a linear gradient, or the center color of a circular or rectangular gradient.
GradientColorRed: *numeric* (optional)	The amount of red (0-255) in the bottom color of a linear gradient, or the outer color of a circular or rectangular gradient.
GradientColorGreen: *numeric* (optional)	The amount of green (0-255) in the bottom color of a linear gradient, or the outer color of a circular or rectangular gradient.
GradientColorBlue: *numeric* (optional)	The amount of blue (0-255) in the bottom color of a linear gradient, or the outer color of a circular or rectangular gradient.
GradientType: *enumeration* (optional)	The linear, circular, or rectangular gradient. **Grad_Ccircles Grad_Linear Grad_None Grad_VRects**
GradientAngle: *numeric* (optional)	Specify a rotation angle for a gradient page color. The top of the gradient is rotated counter-clockwise. For example, a 90-degree angle places the top of the gradient along the left margin of the page.
GradientSteps: *numeric* (optional)	The number of steps between colors in a gradient page color. A value of 0 represents the greatest possible number of steps.
GradientRefX: *numeric* (optional)	The horizontal center of a circular or rectangular gradient relative to the page. Flush left is 0, center is 50, and flush right is 100.
GradientRefY: *numeric* (optional)	The vertical center of a circular or rectangular gradient, or the top of a linear gradient relative to the page. Top is 0, center is 50, and bottom is 100.
BrushPattern: *numeric* (optional)	The fill pattern.
TextureFit: *numeric* (optional)	How the texture fills the page.
TextureFileName: *string* (optional)	The filename of texture bitmap.

Related topics

DocumentRestore

Syntax

DocumentRestore()

Description

Restore a document window to its previous size. If the window has already been restored, this method will terminate the macro or redirect the macro to the LABEL specified by ONERROR.

Related topics

DocumentSize

Syntax

DocumentSize()

Description

Pause macro execution to allow the user to size the document window. Click the mouse or press Enter to continue playing the macro.

Related topics

DocumentTop

Syntax

DocumentTop()

Description

Move the insertion point to the top of the current text area or text line.

 Related topics

DoubleSmartQuote

Syntax

DoubleSmartQuote([*State* As _DoubleSmartQuote_State_enum], [*OpenQuote* As String], [*CloseQuote* As String])

Description

Turn double SmartQuotes on or off and specify quote characters in QuickCorrect.

Parameters

State: *enumeration* (optional)	Double smart quotes are on or off. **Off** **On**
OpenQuote: *string* (optional)	The character to use for double open quote.
CloseQuote: *string* (optional)	The character to use for double close quote.

Related topics

DraftMode

Syntax

DraftMode()

Description

Turn Draft Mode on. In Draft Mode, images in a drawing window are displayed as outlines. To turn Draft Mode off, use PageMode.

Related topics

DrawingSizeDlg

Syntax

DrawingSizeDlg()

Description

Display the Drawing Size dialog box, which is used to set the frame size for an OLE graphic.

Related topics

DrawingSizeSettings

Syntax

 DrawingSizeSettings(*Left* As Integer, *Bottom* As Integer, *Right* As Integer, *Top* As Integer, [*UseEvenBorders* As _DrawingSizeSettings_UseEvenBorders_enum], [*BorderSize* As Integer])

Description

Change the size of a drawing area when Corel Presentations is running as an OLE client.

Parameters

Left: *measurement*	The left coordinate of a drawing area, in WordPerfect units (1200ths of an inch).
Bottom: *measurement*	The bottom coordinate of a drawing area, in WordPerfect units.
Right: *measurement*	The right coordinate of a drawing area, in WordPerfect units.
Top: *measurement*	The top coordinate of a drawing area, in WordPerfect units.
UseEvenBorders: *enumeration* (optional)	Move the borders to conform to drawing. **No** **Yes**
BorderSize: *numeric* (optional)	A percentage of the drawing size. Values (0-100). Default (5).

☐ **Related topics**

EditBackground

Syntax

EditBackground()

Description

Open the Background Editor, which allows you to edit the background layer of a slide.

 Related topics

EditLayouts

Syntax

EditLayouts()

Description

Open the Layout Editor, which allows you to edit the layout layer of a slide.

 Related topics

EditOleObject

Syntax

EditOleObject()

Description

Modify a selected OLE object.

Related topics

EditSelectedBitmap

Syntax

EditSelectedBitmap()

Description

Open the Bitmap Editor to edit a selected bitmap object.

 Related topics

EditSlides

Syntax

EditSlides()

Description

Return from the Layout Layer or Background Layer to the Slide Layer.

 Related topics

EndOfLine

Syntax

EndOfLine()

Description

Move the insertion point to the end of the current line of text.

 Related topics

EndOfSentenceSpacing

Syntax

EndOfSentenceSpacing(*Type* As _EndOfSentenceSpacing_Type_enum)

Description

Specify an end of sentence correction type in QuickCorrect.

Parameters

Type: *enumeration*   The type of spacing at sentence ends.
None
OneToTwo
TwoToOne

Related topics

EnvSpeedLinkNumericData

Syntax

EnvSpeedLinkNumericData(*SpecifyData* As _EnvSpeedLinkNumericData_SpecifyData_enum) As Long

Description

Query numeric data from the SpeedLink.

 Related topics

EnvSpeedLinkSelect

Syntax

EnvSpeedLinkSelect(*SpecifyLink* As _EnvSpeedLinkSelect_SpecifyLink_enum) As Long

Description

Select an object with an SpeedLink and return the SpeedLink type.
Related topics

EnvSpeedLinkStringData

Syntax

EnvSpeedLinkStringData(*SpecifyData* As _EnvSpeedLinkStringData_SpecifyData_enum) As String

Description

Return the string data associated with the selected SpeedLink.
Related topics

EnvBackgroundTitle

Syntax

EnvBackgroundTitle() As String

Description

Return the name of the current background.

Related topics

EnvCapBeginSentence

Syntax

EnvCapBeginSentence() As Long

Description

Automatically capitalize the first letter of the first word in a sentence.

Return Value

0   Off
1   On
Related topics

EnvChartDataWin

Syntax

EnvChartDataWin() As Long

Description

Return Value

0   Not displayed
1   Displayed
 Related topics

EnvChartDisplay

Syntax

EnvChartDisplay(*Object* As _EnvChartDisplay_Object_enum, *Subtype* As _EnvChartDisplay_SubType_enum) As Long

Description

Display or hide elements of a chart.

Return Value

0   Not displayed

1   Displayed

Parameters

Object: *enumeration*	**Frames** **GridMajor** **GridMinor** **Labels** **Legend** **TextBoxes** **TickMajor** **TickMinor** **Titles**
SubType: *enumeration*	**Back** **Bottom** **Data** **Front** **Left** **Legend** **Pie** **Radial** **Right** **SubTitle** **Title** **Top!** **X** **Y1** **Y2**

Related topics

EnvChartType

Syntax

EnvChartType() As Long

Description

Specify a default chart type.

Return Value

0   None

1   Bar

2   Line

3   Scatter

4   High/Low

5   Mixed

6   Surface

7   Table

8   Pie

9   Radar

Related topics

EnvColorPalette

Syntax

EnvColorPalette(*Seperation* As _EnvColorPalette_Seperation_enum, *Index* As Integer) As Long

Description

Specify a default color palette.

Return Value

Color value(0-255)

Parameters

Separation: *enumeration*	The color component. **Blue** **Green** **Red**
Index: *numeric*	Specify a color by index number.

Related topics

EnvCurrentBackgroundNumber

Syntax

EnvCurrentBackgroundNumber() As Long

Description

Return the number of the current background.

 Related topics

EnvCurrentFilename

Syntax

EnvCurrentFilename() As String

Description

Return Value

Filename

Related topics

EnvCurrentLayoutNumber

Syntax

EnvCurrentLayoutNumber() As Long

Description

Return the number of the current layout.

 Related topics

EnvCurrentMode

Syntax

EnvCurrentMode() As Long

Description

Return the current editing mode.

Return Value

When more than one editing mode is active, the return value is the sum of the numbers for each active mode.

1   Drawing

2   Slide

4   Slide list

16 Slide sort

32 Background edit

64 Layout edit

128   Data chart

256   Organization chart

512   Text edit and slide outline

1024   Paint

2048   OLE drawing

4096   OLE data chart

 Related topics

EnvCurrentSlideNumber

Syntax

EnvCurrentSlideNumber() As Long()

Description

Return the current slide number.

EnvCurrentTool

Syntax

EnvCurrentTool() As Long()

Description

Return the current drawing tool.

Return Value

0   No tool selected
1   Select
2   Data chart
3   Organization chart
4   Bullet chart
5   QuickArt
6   Text line
7   Line
8   Curve
9   Closed curve
10 Polygon
11 Regular polygon
12 Rectangle
13 Rounded rectangle
14 Ellipse
15 Elliptical arc
16 Circle
17 Circular arc
18 Arrow
19 Bezier
20 Freehand
21 Bitmap
22 Paintbrush
23 Airbrush
24 Floodfill
25 Paint dropper
26 Selective replace
27 Eraser
28 Select area
29 Bitmap zoom
30 Aquire image
31 Text box

Related topics

EnvDoubleSmartQuoteClose

Syntax

EnvDoubleSmartQuoteClose() As String

Description

Return the current double close SmartQuote in QuickCorrect.

Related topics

EnvDoubleSmartQuoteOpen

Syntax

EnvDoubleSmartQuoteClose() As String

Description

Return the current double open SmartQuote in QuickCorrect.

 Related topics

EnvDoubleSmartQuoteState

Syntax

EnvDoubleSmartQuoteOpen() As String

Description

Return the current double SmartQuote in QuickCorrect.

Return Value

0   Off
1   On

 Related topics

EnvEndOfSentenceSpacing

Syntax

EnvEndOfSentenceSpacing() As Long

Description

Return the current value of end of sentence spacing in QuickCorrect.

Return Value

0   Off
1   On
 Related topics

EnvFormInfo

Syntax

EnvFormInfo(*DataType* As _EnvFormInfo_DataType_enum) As Long

Description

Return information about the current form.

EnvGetCurrentPrinter

Syntax

EnvGetCurrentPrinter() As String

Description

Return the name of the currently selected printer as a Corel WordPerfect string.

Return Value

String
 Related topics

EnvGetMarqueeHeight

Syntax

EnvGetMarqueeHeight() As Long

Description

Return the bitmap marquee height.

 Related topics

EnvGetMarqueeWidth

Syntax

EnvGetMarqueeWidth() As Long

Description

Return the bitmap marquee width.

 Related topics

EnvGetMarqueeXPos

Syntax

EnvGetMarqueeXPos() As Long

Description

Return the bitmap marquee upper left X position.

 Related topics

EnvGetMarqueeYPos

Syntax

EnvGetMarqueeYPos() As Long

Description

Return the bitmap marquee upper left Y position.

Related topics

EnvGetObjectHeight

Syntax

EnvGetObjectHeight() As Long

Description

Return the height of the selected object.

Related topics

EnvGetObjectWidth

Syntax

EnvGetObjectWidth() As Long

Description

Return the width of the selected object.

Related topics

EnvGetObjectXPos

Syntax

EnvGetObjectXPos() As Long

Description

Return the selected object's left X position.

Related topics

EnvGetObjectYPos

Syntax

EnvGetObjectYPos() As Long

Description

Return the selected object's left Y position.

Related topics

EnvGetPointerPositionX

Syntax

EnvGetPointerPositionX() As Long

Description

Return the cursor x position.

Related topics

EnvGetPointerPositionY

Syntax

EnvGetPointerPositionY() As Long

Description

Return the cursor y position.

Related topics

EnvIrregularCap

Syntax

EnvIrregularCap() As Long

Description

Return the current state of irregular capitalization corrections in QuickCorrect.

Return Value

0   Off
1   On
Related topics

EnvIsCommandValid

Syntax

EnvIsCommandValid(*Command* As Integer) As Long

Description

Return the macro command name.

Return Value

0   Not valid

1   Valid

Parameters

Command: *command name*	The macro command name.

Related topics

EnvIsSlideSkipped

Syntax

EnvIsSlideSkipped() As Long

Description

Determine if a slide has been set to skip.

EnvLayoutTitle

Syntax

EnvLayoutTitle() As String

Description

Return the title of the current layout.

 Related topics

EnvLeftChar

Syntax

EnvLeftChar() As String

Description

Return the character to the left of the insertion point.

Related topics

EnvNextFontFace

Syntax

EnvNextFontFace(*Initialize* As _EnvNextFontFace_Initialize_enum)

Description

Return the name of the next font on the font list.

Related topics

EnvNumberOfBackgrounds

Syntax

EnvNumberOfBackgrounds() As Long

Description

Return the total number of backgrounds.

■ **Related topics**

EnvNumberOfDocuments

Syntax

EnvNumberOfDocuments() As Long

Description

Return the number of open documents.

 Related topics

EnvNumberOfLayouts

Syntax

EnvNumberOfLayouts() As Long

Description

Return the total number of layouts.

Related topics

EnvNumberOfSlides

Syntax

EnvNumberOfSlides() As Long

Description

Return the number of slides in the current slide show.

EnvOpenDocuments

Syntax

EnvOpenDocuments() As String

Description

Return the path and filename of each open document.

Related topics

EnvPaths

Syntax

EnvPaths(*PathType* As _EnvPaths_PathType_enum) As String

Description

Return the default path for the specified file type.

Return Value

Default path for the specified file type.

Parameters

PathType: *enumeration*   The file type.
Backgrounds
Backup
ButtonBar
CurrentFile
ExpressShow
Figures
Filters
HelpFile
Macros
Masters
Movies
Palettes
Pictures
Presentations
Program
QuickGalleries
Shared
Sound
SpellMain
SpellSupp
Textures
Utilities

Related topics

EnvQuickCorrect

Syntax

EnvQuickCorrect() As Long

Description

Return whether QuickCorrect is on or off.

Return Value

0   Off

1   On

Related topics

EnvRightChar

Syntax

EnvRightChar() As String

Description

Return the character to the right of the insertion point.

Related topics

EnvSelectedText

Syntax

EnvSelectedText() As String

Description

Return the selected text with all codes removed except hard returns.

 Related topics

EnvSingleSmartQuoteClose

Syntax

EnvSingleSmartQuoteClose() As String

Description

Return the current single close quote in QuickCorrect.

Related topics

EnvSingleSmartQuoteOpen

Syntax

EnvSingleSmartQuoteOpen() As String

Description

Return the current single open quote in QuickCorrect.

Related topics

EnvSingleSmartQuoteState

Syntax

EnvSingleSmartQuoteState() As Long

Description

Return the current state of single SmartQuotes in QuickCorrect.

Return Value

0   Off
1   ON
 Related topics

EnvSingleSpaceInSentence

Syntax

EnvSingleSpaceInSentence() As Long

Description

Return the current value of single space in a sentence in QuickCorrect.

Return Value

0   Off
1   On

Related topics

EnvSlideStringData

Syntax

EnvSlideStringData(*SpecifyData* As _EnvSlideStringData_SpecifyData_enum) As String

Description

Return the name of the sound file associated with the slide.

EnvSlideTitle

Syntax

EnvSlideTitle() As String

Description

Return the title of the current slide.

EnvSpeakerNotes

Syntax

 EnvSpeakerNotes() As String

Description

Return the speaker notes for the current slide in Corel WordPerfect word string format.

EnvTemplate

Syntax

EnvTemplate() As String

Description

Return the name of the current slide template.

 Related topics

EnvTextChartType

Syntax

EnvTextChartType() As Long

Description

Return the default text chart element.

Return Value

2   Text Box
3   Title Chart
4   Subtitle
5   Bulleted List

Related topics

EnvUseRegQuotesWithNumbers

Syntax

EnvUseRegQuotesWithNumbers() As Long

Description

Return the current state of Use Regular Quotes with Numbers in QuickCorrect.

Return Value

0   Off
1   On
 Related topics

EraseMarquee

Syntax

EraseMarquee()

Description

Delete a selected portion of a bitmap.

Related topics

ExportBMP

Syntax

ExportBMP(*Filename* As String, *WidthInPixels* As Integer, *HeightInPixels* As Integer, *BitsPerPixel* As Integer, *Compression* As _ExportBMP_Compression_enum, *DpiX* As Integer, *DpiY* As Integer, *SaveSelected* As _ExportBMP_SaveSelected_enum)

Description

Save the current drawing or slide in Windows Bitmap 3.0 format (.BMP).

Parameters

Filename: *string*	The BMP filename.
WidthInPixels: *numeric*	The width in pixels of the exported drawing.
HeightInPixels: *numeric*	The height in pixels of the exported drawing.
BitsPerPixel: *numeric*	The number of bits per pixel in the exported drawing.
Compression: *enumeration*	Compress the exported drawing. **Compress4Bit** **Compress8Bit** **NoCompression**
DpiX: *numeric*	The number of horizontal dots per inch.
DpiY: *numeric*	The number of vertical dots per inch.
SaveSelected: *enumeration*	Save the selected objects only. **No** **Yes**

 Related topics

ExportCAL

Syntax

ExportCAL(*Filename* As String, *WidthInPixels* As Integer, *HeightInPixels* As Integer, *BitsPerPixel* As Integer, *DpiX* As Integer, *DpiY* As Integer, *SaveSelected* As _ExportCAL_SaveSelected_enum)

Description

Save the current drawing or slide in CALS Compressed Bitmap format (.CAL).

Parameters

Filename: *string*	The filename of the exported file.
WidthInPixels: *numeric*	The width in pixels of the exported drawing.
HeightInPixels: *numeric*	The height in pixels of the exported drawing.
BitsPerPixel: *numeric*	The number of bits per pixel in the exported drawing.
DpiX: *numeric*	The number of horizontal dots per inch.
DpiY: *numeric*	The number of vertical dots per inch.
SaveSelected: *enumeration*	Save the selected objects only. **No** **Yes**

Related topics

ExportCGM

Syntax

ExportCGM(*Filename* As String, SaveSelected As _ExportCGM_SaveSelected_enum)

Description

Save the current drawing or slide in Computer Graphics Metafile file format (.CGM).

Parameters

Filename: *string*	The CGM filename.
SaveSelected: *enumeration*	Save the selected objects only. **No** **Yes**

Related topics

ExportCPT

Syntax

ExportCPT(*Filename* As String, *WidthInPixels* As Integer, *HeightInPixels* As Integer, *BitsPerPixel* As Integer, *DpiX* As Integer, *DpiY* As Integer, *SaveSelected* As _ExportCPT_SaveSelected_enum)

Description

Save the current drawing or slide as a Corel PHOTO-PAINT bitmap image (.CPT).

Parameters

Filename: *string*	The filename of the exported file.
WidthInPixels: *numeric*	The width in pixels of the exported drawing.
HeightInPixels: *numeric*	The height in pixels of the exported drawing.
BitsPerPixel: *numeric*	The number of bits per pixel in the exported drawing.
DpiX: *numeric*	The number of horizontal dots per inch.
DpiY: *numeric*	The number of vertical dots per inch.
SaveSelected: *enumeration*	Save the selected objects only. **No** **Yes**

Related topics

ExportCPT7

Syntax

ExportCPT7(*Filename* As String, *WidthInPixels* As Integer, *HeightInPixels* As Integer, *BitsPerPixel* As Integer, *DpiX* As Integer, *DpiY* As Integer, *SaveSelected* As _ExportCPT7_SaveSelected_enum

Description

Save as a Corel PHOTO-PAINT version 7 bitmap.

Parameters

Filename: *string*	The name of the file to save.
WidthInPixels: *numeric*	The width in pixels of the exported drawing.
HeightInPixels : *numeric*	The height in pixels of the exported drawing.
BitsPerPixel: *numeric*	The number of memory bits for each pixel.
DpiX: *numeric*	The number of horizontal dots per inch.
DpiY: *numeric*	The number of vertical dots per inch.
SaveSelected: *enumeration*	Save the selected objects only. **NO** **YES**

ExportEMF

Syntax

ExportEMF(*Filename* As String, *SaveSelected* As _ExportEMF_SaveSelected_enum)

Description

Save the current drawing or slide in Enhanced Metafile format (.EMF).

Parameters

Filename: *string*	The name of the file to save.
SaveSelected: *enumeration*	Save the selected objects only. **No** **Yes**

Related topics

ExportEPS

Syntax

ExportEPS(*Filename* As String, *SaveSelected* As _ExportEPS_SaveSelected_enum)

Description

Save the current drawing or slide in Encapsulated PostScript file format (.EPS).

Parameters

Filename: *string*	The EPS filename.
SaveSelected: *enumeration*	Save the selected objects only. **No** **Yes**

 Related topics

ExportGIF

Syntax

ExportGIF(*Filename* As String, *WidthInPixels* As Integer, *HeightInPixels* As Integer, *BitsPerPixel* As Integer, *DpiX* As Integer, *DpiY* As Integer, *TransparencyIndex* As Integer, *SaveSelected* As _ExportGIF_SaveSelected_enum, [*Interlaced* As _ExportGIF_Interlaced_enum])

Description

Save the current drawing or slide in CompuServe GIF format.

Parameters

Filename: *string*	The GIF filename.
WidthInPixels: *numeric*	The width in pixels of the exported drawing.
HeightInPixels: *numeric*	The height in pixels of the exported drawing.
BitsPerPixel: *numeric*	The number of bits per pixel in the exported drawing.
DpiX: *numeric*	The number of horizontal dots per inch.
DpiY: *numeric*	The number of vertical dots per inch.
TransparencyIndex: *numeric*	The amount of shading.
SaveSelected: *enumeration*	Save the selected objects only. **No** **Yes**
Interlaced: *enumeration* (optional)	**No** **Yes**

■ **Related topics**

ExportIMG

Syntax

ExportIMG(*Filename* As String, *WidthInPixels* As Integer, *HeightInPixels* As Integer, *BitsPerPixel* As Integer, *DpiX* As Integer, *DpiY* As Integer, *SaveSelected* As _ExportIMG_SaveSelected_enum)

Description

Save the current drawing or slide in GEM Paint File format (.IMG).

Parameters

Filename: *string*	The IMG filename.
WidthInPixels: *numeric*	The width in pixels of the exported drawing.
HeightInPixels: *numeric*	The height in pixels of the exported drawing.
BitsPerPixel: *numeric*	The number of bits per pixel in the exported drawing.
DpiX: *numeric*	The number of horizontal dots per inch.
DpiY: *numeric*	The number of vertical dots per inch.
SaveSelected: *enumeration*	Save the selected objects only. **No** **Yes**

 Related topics

ExportJPG

Syntax

ExportJPG(*Filename* As String, *WidthInPixels* As Integer, *HeightInPixels* As Integer, *BitsPerPixel* As Integer, *DpiX* As Integer, *DpiY* As Integer, *SaveSelected* As _ExportJPG_SaveSelected_enum)

Description

Save the current drawing or slide in JPEG Bitmap format (.JPG).

Parameters

Filename: *string*	The JPG filename.
WidthInPixels: *numeric*	The width in pixels of the exported drawing.
HeightInPixels: *numeric*	The height in pixels of the exported drawing.
BitsPerPixel: *numeric*	The number of bits per pixel in the exported drawing.
DpiX: *numeric*	The number of horizontal dots per inch.
DpiY: *numeric*	The number of vertical dots per inch.
SaveSelected: *enumeration*	Save the selected objects only. **No** **Yes**

Related topics

ExportMAC

Syntax

ExportMAC(*Filename* As String, *WidthInPixels* As Integer, *HeightInPixels* As Integer, *BitsPerPixel* As Integer, *DpiX* As Integer, *DpiY* As Integer, *SaveSelected* As _ExportMAC_SaveSelected_enum)

Description

Save the current drawing or slide in MacPaint Bitmap format.

Parameters

Filename: *string*	The MAC filename.
WidthInPixels: *numeric*	The width in pixels of the exported drawing.
HeightInPixels: *numeric*	The height in pixels of the exported drawing.
BitsPerPixel: *numeric*	The number of bits per pixel in the exported drawing.
DpiX: *numeric*	The number of horizontal dots per inch.
DpiY: *numeric*	The number of vertical dots per inch.
SaveSelected: *enumeration*	Save the selected objects only. **No** **Yes**

Related topics

ExportPCX

Syntax

ExportPCX(*Filename* As String, *WidthInPixels* As Integer, *HeightInPixels* As Integer, *BitsPerPixel* As Integer, *DpiX* As Integer, *DpiY* As Integer, *SaveSelected* As _ExportPCX_SaveSelected_enum)

Description

Save the current drawing or slide in PC Paintbrush file format.

Parameters

Filename: *string*	The PCX filename.
WidthInPixels: *numeric*	The width in pixels of the exported drawing.
HeightInPixels: *numeric*	The height in pixels of the exported drawing.
BitsPerPixel: *numeric*	The number of bits per pixel in the exported drawing.
DpiX: *numeric*	The number of horizontal dots per inch.
DpiY: *numeric*	The number of vertical dots per inch.
SaveSelected: *enumeration*	Save the selected objects only. **No** **Yes**

Related topics

ExportPNG

Syntax

ExportPNG(*Filename* As String, *WidthInPixels* As Integer, *HeightInPixels* As Integer, *BitsPerPixel* As Integer, *DpiX* As Integer, *DpiY* As Integer, *SaveSelected* As _ExportPNG_SaveSelected_enum)

Description

Save file in PNG format.

Parameters

Filename: *string*	The PNG filename
WidthInPixels: *numeric*	The width in pixels of the exported drawing.
HeightInPixels: *numeric*	The height in pixels of the exported drawing.
BitsPerPixel: *numeric*	The number of bits per pixel in the exported drawing.
DpiX: *numeric*	The number of horizontal dots per inch.
DpiY: *numeric*	The number of vertical dots per inch.
SaveSelected: *enumeration*	Save the selected objects only. **No** **Yes**

ExportSCT

Syntax

ExportSCT(*Filename* As String, *WidthInPixels* As Integer, *HeightInPixels* As Integer, *BitsPerPixel* As Integer, *DpiX* As Integer, *DpiY* As Integer, *SaveSelected* As _ExportSCT_SaveSelected_enum)

Description

Save the current drawing or slide to Scitex CT Bitmap format (.SCT).

Parameters

Filename: *string*	The SCT filename.
WidthInPixels: *numeric*	The width in pixels of the exported drawing.
HeightInPixels: *numeric*	The height in pixels of the exported drawing.
BitsPerPixel: *numeric*	The number of bits per pixel in the exported drawing.
DpiX: *numeric*	The number of horizontal dots per inch.
DpiY: *numeric*	The number of vertical dots per inch.
SaveSelected: *enumeration*	Save the selected objects only. **No** **Yes**

 Related topics

ExportTGA

Syntax

ExportTGA(*Filename* As String, *WidthInPixels* As Integer, *HeightInPixels* As Integer, B*itsPerPixel* As Integer, *DpiX* As Integer, *DpiY* As Integer, *SaveSelected* As _ExportTGA_SaveSelected_enum)

Description

Save the current drawing or slide in Targa Bitmap format (.TGA).

Parameters

Filename: *string*	The TGA filename.
WidthInPixels: *numeric*	The width in pixels of the exported drawing.
HeightInPixels: *numeric*	The height in pixels of the exported drawing.
BitsPerPixel: *numeric*	The number of bits per pixel in the exported drawing.
DpiX: *numeric*	The number of horizontal dots per inch.
DpiY: *numeric*	The number of vertical dots per inch.
SaveSelected: *enumeration*	Save the selected objects only. **No** **Yes**

Related topics

ExportTIFF

Syntax

 ExportTIFF(*Filename* As String, *WidthInPixels* As Integer, *HeightInPixels* As Integer, *BitsPerPixel* As Integer, *DpiX* As Integer, *DpiY* As Integer, *SaveSelected* As _ExportTIFF_SaveSelected_enum)

Description

Save the current drawing or slide in Tagged Image File Format (.TIFF).

Parameters

Filename: *string*	The TIFF filename.
WidthInPixels: *numeric*	The width in pixels of the exported drawing.
HeightInPixels : *numeric*	The height in pixels of the exported drawing.
BitsPerPixel: *numeric*	The number of bits per pixel in the exported drawing.
DpiX: *numeric*	The number of horizontal dots per inch.
DpiY: *numeric*	The number of vertical dots per inch.
SaveSelected: *enumeration*	Save the selected objects only. **No** **Yes**

 Related topics

ExportWMF

Syntax

 ExportWMF(*MetafileType* As _ExportWMF_MetafileType_enum, *Filename* As String, *SaveSelected* As _ExportWMF_SaveSelected_enum

Description

Save the current drawing or slide in Windows Metafile Format (.WNF).

Parameters

MetafileType: *enumeration*	Save the file in Microsoft or Aldus Placeable format. **Aldus** **Microsoft**
Filename: *string*	The name of the exported file.
SaveSelected: *enumeration*	Save the selected objects only. **No** **Yes**

 Related topics

ExportWVL

Syntax

 ExportWVL(*Filename* As String, *WidthInPixels* As Integer, *HeightInPixels* As Integer, *BitsPerPixel* As Integer, *DpiX* As Integer, *DpiY* As Integer, *SaveSelected* As _ExportWVL_SaveSelected_enum)

Description

Save the current drawing or slide to Wavelet Compressed Bitmap format (.WVL).

Parameters

Filename: *string*	The WVL filename.
WidthInPixels: *numeric*	The width in pixels of the exported drawing.
HeightInPixels : *numeric*	The height in pixels of the exported drawing.
BitsPerPixel: *numeric*	The number of bits per pixel in the exported drawing.
DpiX: *numeric*	The number of horizontal dots per inch.
DpiY: *numeric*	The number of vertical dots per inch.
SaveSelected: *enumeration*	Save the selected objects only. **No** **Yes**

 Related topics

FigureReturn

Syntax

FigureReturn()

Description

Return to the previous figure in the Figure Editor. If the Figure Editor contains only one figure, this command closes the Figure Editor and returns the user to the current drawing.

Related topics

FigureReturnAll

Syntax

FigureReturnAll()

Description

Close the Figure Editor and return to the current drawing.

Related topics

File1Open

Syntax

File1Open()

Description

Open the first file on the list of previously opened files.

 Related topics

File2Open

Syntax

File2Open()

Description

Open the second file on the list of previously opened files.

Related topics

File3Open

Syntax

File3Open()

Description

Open the third file on the list of previously opened files.

Related topics

File4Open

Syntax

File4Open()

Description

Open the fourth file on the list of previously opened files.

Related topics

File5Open

Syntax

File5Open()

Description

Open the fifth file on the list of previously opened files.

 Related topics

File6Open

Syntax

File6Open()

Description

Open the sixth file in the list of previously opened files.

 Related topics

File7Open

Syntax

File7Open()

Description

Open the seventh file in the list of previously opened files.

Related topics

File8Open

Syntax

File8Open()

Description

Open the eighth file in the list of previously opened files.

■ **Related topics**

File9Open

Syntax

File9Open()

Description

Open the ninth file in the list of previously opened files.

 Related topics

FileClose

Syntax

FileClose([*Save* As _FileClose_Save_enum])

Description

Close the active window.

Parameters

Save: *enumeration* (optional)	If this parameter is not specified, the Save message box is displayed. **No** **Yes**

Related topics

FileExit

Syntax

FileExit()

Description

Close Corel Presentations.

 Related topics

FileNewDlg

Syntax

FileNewDlg()

Description

Open a new blank document or work on an existing document.

Related topics

FileOpen

Syntax

FileOpen(*Filename* As String, [*ReadOnly* As _FileOpen_ReadOnly_enum])

Description

Open a file.

Parameters

Filename: *string*	The name of the file to retrieve.
ReadOnly: *enumeration* (optional)	Open the file in read-only format. **No** **Yes**

Related topics

FileOpenDlg

Syntax

FileOpenDlg()

Description

Display the Open File dialog box, which is used to open a file into a new window.

 Related topics

FileRetrieve

Syntax

FileRetrieve(*Filename* As String, [*Redraw* As _FileRetrieve_Redraw_enum])

Description

Insert a specified graphics file into the current drawing, or insert a text file into an organization chart outline or the Slide Outliner.

Parameters

Filename: *string*	The name of the file to retrieve.
Redraw: *enumeration* (optional)	Redraw the current drawing to show changes. **No** **Yes**

 Related topics

FileSave

Syntax

FileSave()

Description

Save the current drawing or slide show.

 Related topics

FileSaveAs

Syntax

(Filename: *string*; SaveFormat: *enumeration*; Export: *enumeration*; SaveSelected: *enumeration*)

Description

Save the current drawing or slide show with a new name or file format.

Parameters

Filename: *string*	The name of the file to save.
SaveFormat: *enumeration*	The file format. **WPAscii** **WPGraphic_10** **WPGraphic_20** **WPGraphic_30** **WPGraphic_70** **WPMaster_20** **WPMaster_30** **WPMaster_70** **WPPresentation_20** **WPPresentation_30** **WPPresentation_70** **WPText_51**
Export: *enumeration*	Export the file. **No** **Yes**
SaveSelected: *enumeration*	Save the selected objects only. **No** **Yes**

Related topics

FileSaveAsDlg

Syntax

FileSaveAsDlg()

Description

Display the Save As dialog box, which is used to save the current document with a new name or file format.

Related topics

FillAttributes

Syntax

FillAttributes(*DefaultAttr* As _FillAttributes_DefaultAttr_enum, *ApplyTo* As _FillAttributes_ApplyTo_enum, *ObjectFramed* As _FillAttributes_ObjectFramed_enum, *ObjectClosed* As _FillAttributes_ObjectClosed_enum, *ObjectFilled* As _FillAttributes_ObjectFilled_enum, *FillMethod* As _FillAttributes_FillMethod_enum, *BrushPattern* As _FillAttributes_BrushPattern_enum, *GradType* As _FillAttributes_GradType_enum, *UseGradSteps* As _FillAttributes_UseGradSteps_enum, *GradAngle* As Long, *GradRefX* As Integer, *GradRefY* As Integer, *GradSteps* As Integer, *Grad1Red* As Integer, *Grad1Green* As Integer, *Grad1Blue* As Integer, *Grad2Red* As Integer, *Grad2Green* As Integer, *Grad2Blue* As Integer, *GradBRed* As Integer, *GradBGreen* As Integer, *GradBBlue* As Integer, *ForeTransparency* As _FillAttributes_ForeTransparency_enum, *BackTransparency* As _FillAttributes_BackTransparency_enum, *TextureFileName* As String, *TextureFit* As _FillAttributes_TextureFit_enum, *TextureAnchor* As _FillAttributes_TextureAnchor_enum, *TextureStackCount* As Long, [*ChangedAttrs* As _FillAttributes_ChangedAttrs_enum])

Description

Specify fill colors, pattern, and method.

Parameters

DefaultAttr: *enumeration*	Set the default fill attributes.	
	No	
	Yes	
ApplyTo: *enumeration*	Define the fill for graphics, text, or both.	
	Both	
	Graphics	
	Text	
ObjectFramed : *enumeration*	**No**	
	Yes	
ObjectClosed: *enumeration*	**No**	
	Yes	
ObjectFilled: *enumeration*	**No**	
	Yes	
FillMethod: *enumeration*	Alternate or winding fills.	
	Alternating	
	Winding	
BrushPattern: *enumeration*	The fill pattern.	
	Arch	
	Balls	
	BigChecks	
	BigCrosshatch	
	BigSquares	
	Chainlink	
	Checks	
	Crosses	
	Crosshatch	
	FishScale	
	Gray12	
	Gray25	
	Gray50	
	Honeycomb	
	HorzBricks	
	HorzLines1	
	HorzLines2	
	Mesh	
	Patio	
	Plaid	
	Solid	
	Squares	
	TiltBricks	
	TiltLines1	
	TiltLines2	
	TiltLines3	
	TiltLines4	

	Triangles
	VertLines1
	VertLines2
	Waves
	Weave
GradType: *enumeration*	The gradient type.
	ConcenCircles
	ConcenEllipse
	ConcenRects
	ConcenSquares
	ConverCircles
	ConverEllipse
	ConverRects
	ConverSquares
	Linear
	None
	Polygonal
UseGradSteps : *enumeration*	Use gradient steps.
	No
	Yes
GradAngle: *numeric*	The rotation angle for a gradient fill. The top of the gradient is rotated counter-clockwise. For example, a 90-degree angle places the top of the gradient parallel to the left margin of the page.
GradRefX: *numeric*	The horizontal center of a circular or rectangular gradient relative to the page. Flush left is 0, center is 50, and flush right is 100.
GradRefY: *numeric*	The vertical center of a circular or rectangular gradient or the top of a linear gradient relative to the page. Top is 0, center is 50, and bottom is 100.
GradSteps: *numeric*	The number of steps between colors in a gradient fill. A value of 0 represents the greatest possible number of steps.
Grad1Red: *numeric*	The amount of red (0-255) in a solid fill, the top color of a linear gradient or the center color of a circular or rectangular gradient.
Grad1Green: *numeric*	The amount of green (0-255) in a solid fill, the top color of a linear gradient or the center color of a circular or rectangular gradient.
Grad1Blue: *numeric*	The amount of blue (0-255) in a solid fill, the top color of a linear gradient or the center color of a circular or rectangular gradient.
Grad2Red: *numeric*	The amount of red (0-255) in the bottom color of a linear gradient or the outer color of a circular or rectangular gradient.
Grad2Green: *numeric*	The amount of green (0-255) in the bottom color of a linear gradient or the outer color of a circular or rectangular gradient.
Grad2Blue: *numeric*	The amount of blue (0-255) in the bottom color of a linear gradient or the outer color of a circular or rectangular gradient.
GradBRed: *numeric*	The amount of red (0-255) in the background color of a pattern.
GradBGreen: *numeric*	The amount of green (0-255) in the background color of a pattern.
GradBBlue: *numeric*	The amount of blue (0-255) in the background color of a pattern.
ForeTransparency: *enumeration*	The pattern foreground color transparency.
	Opaque
	Transparent
BackTransparency: *enumeration*	The pattern background color transparency.
	Opaque
	Transparent
TextureFilename: *string* (optional)	The filename of texture bitmap.
TextureFit: *enumeration*	How the texture fills the object.
	BrickHorizontal
	BrickVertical
	ScaleToFit
	StackHorizontal

	StackVertical
	StretchToFit
	Tile
TextureAnchor: *enumeration*	The type of texture anchoring.
	AnchorToObject
	AnchorToPage
TextureStackCount: *numeric*	How many times the texture bitmap is stacked.
ChangedAttrs: *enumeration* (optional)	**BrushPattern**
	Close
	Fill
	Frame
	GradAngle
	GradBColor
	GradFColor
	GradRef
	GradType
	TextureAnchor
	TextureFit
	TexturesStackCount

▣ **Related topics**

FillAttributesDlg

Syntax

FillAttributesDlg()

Description

Display the Object Properties dialog box with the Fill tab displayed, which is used to specify attributes such as fill colors, patterns, methods.

 Related topics

FindReplaceTextDlg

Syntax

FindReplaceTextDlg()

Description

Display the Find and Replace dialog box in the Text Editor, which is used to find and replace specified text.

 Related topics

FloodFill

Syntax

FloodFill(X As Integer, *Y* As Integer)

Description

Use the Flood Fill painting tool to replace a color region in a bitmap area with another color or pattern.

Parameters

X: *numeric*	The horizontal coordinate of the pixel clicked when using the Flood Fill tool.
Y: *numeric*	The vertical coordinate of the pixel clicked when using the Flood Fill tool.

Related topics

FontSizeDec

Syntax

FontSizeDec()

Description

Decrease the font size of the current text. The amount the font is decreased depends on the current font size. If the current font size is less than 10, it is decreased by 1; if the current font size is 10 to 19, it is decreased by 2; if the current font size is 20 to 47, it is decreased by 4; if the current font size is 48 to 71, it is decreased by 6; if the current font size is 72 to 119, it is decreased by 8; if the current font size is 120 to 199, it is decreased by 10; if the current font size is 200 to 399, it is decreased by 20; if the current font size is 400 to 799, it is decreased by 40; and if the current font size is 800 or more, it is decreased by 100. The largest font size possible is 999.

FontSizeInc

Syntax

FontSizeInc()

Description

Increase the font size of the current text. The amount the font is increased depends on the current font size. If the current font size is less than 10, it is increased by 1; if the current font size is 10 to 19, it is increased by 2; if the current font size is 20 to 47, it is increased by 4; if the current font size is 48 to 71, it is increased by 6; if the current font size is 72 to 119, it is increased by 8; if the current font size is 120 to 199, it is increased by 10; if the current font size is 200 to 399, it is increased by 20; if the current font size is 400 to 799, it is increased by 40; and if the current font size is 800 or more, it is increased by 100. The largest font size possible is 999.

GetAttrDlg

Syntax

GetAttrDlg()

Description

Display the Get Attributes dialog box, which is used to copy the attributes of the selected object.

Related topics

GetAttributes

Syntax

GetAttributes([*GetFrom* As _GetAttributes_GetFrom_enum])

Description

Change the default object attributes to those of a selected object.

Parameters

GetFrom: *enumeration* (optional)	**All** **Graphic** **Text**

■ **Related topics**

GlyphEdit

Syntax

GlyphEdit(*WPercent* As Integer, *XPercent* As Integer, *YPercent* As Integer, *ZPercent* As Integer, *XCoord* As Integer, *YCoord* As Integer)

Description

Lets you change the glyph of shape object.

Parameters

WPercent: *numeric*	Lets you specify the range offset for a glyph.
XPercent: *numeric*	Lets you specify the range offset for a glyph.
YPercent: *numeric*	Lets you specify the range offset for a glyph.
ZPercent: *numeric*	Lets you specify the range offset for a glyph.
XCoord: *numeric*	Lets you specify the x-coordinate of the call-out leader tip in WordPerfect units.
YCoord: *numeric*	Lets you specify the y-coordinate of the call-out leader tip in WordPerfect units.

As an example, the following table lists the recordable ranges for the glyphs of a few smart shapes:

Shape	Glyph	WPercent	XPercent	YPercent	ZPercent
Parallelogram	1		0-100		
Cross	1		0-50		
Folded Corner	1		0-100		
Cube	1		0-50		
Cylinder	1		0-100		
QuadArrowCallout	1		0-50		
	2			0-50	
	2				0-50
	3	0-50			

GoToKeysDlg

Syntax

GoToKeysDlg()

Description

Display the SpeedKeys tab in the Slide Properties dialog box, which is used to assign slide keystrokes that play back a sound, launch a file, or perform some other action.

Related topics

GotoPositionDlg

Syntax

GotoPositionDlg()

Description

Display the Go To Slide dialog box, which is used to go to a specified slide in the current slide show.

Related topics

Grammatik

Syntax

Grammatik()

Description

Open Grammatik, which checks text for grammatical errors.

 Related topics

GrayScale

Syntax

GrayScale()

Description

Change the color attributes to shades of gray for the selected object(s).

GroupObjects

Syntax

GroupObjects()

Description

Group the selected objects so they are treated as one object.

 Related topics

HardReturn

Syntax

HardReturn()

Description

Insert a hard return into the current text area at the insertion point.

 Related topics

HelpAssistant

Syntax

HelpAssistant()

Description

Open the PerfectExpert in Corel Presentations.

HelpHowDoI

Syntax

HelpHowDoI()

Description

Open the Corel Presentations Help file.

HelpIndex

Syntax

HelpIndex([*HelpID* As Long])

Description

Open the Contents page in the Corel Presentations Help file.

Parameters

HelpID: *numeric* (optional)	The ID of the help topic you want to display.

HelpKeyboard

Syntax

HelpKeyboard()

Description

Open the Corel Presentations Help file.

Related topics

HelpMacros

Syntax

HelpMacros()

Description

Open the Corel Presentations Help file.

HelpPerfectExpertDlg

Syntax

HelpPerfectExpertDlg()

Description

Open the Ask the PerfectExpert dialog in Corel Presentations.

HelpTransition

Syntax

HelpTransition()

Description

Open the Corel Presentations Help file.

▢ **Related topics**

HelpWhatIs

Syntax

HelpWhatIs()

Description

Provide access to Corel Presentations Help by using the mouse or keyboard to select the item you want help on.

ImportOrgOutline

Syntax

ImportOrgOutline(*Filename* As String)

Description

Import an outline into the organization chart.

Parameters

Filenam e: *string*	The filename of the outline document to import.

InhibitInput

Syntax

InhibitInput(*State* As _InhibitInput_State_enum)

Description

Allow the keyboard and menus to be used while a macro is playing. This command must be used if playing a Coach macro.

Parameters

State: *enumeration*	Inhibit input is on or off. **Off** **On**

InsertClipartDlg

Syntax

InsertClipartDlg()

Description

Put a clipart or graphic image in your document.

InsertEquation

Syntax

InsertEquation()

Description

Insert an equation.

InsertFileDlg

Syntax

InsertFileDlg()

Description

Display the Insert File dialog box, which is used to append a drawing file to the current drawing or slide show.

 Related topics

InsertMemoObject

Syntax

InsertMemoObject()

Description

Insert a comment.

InsertMovie

Syntax

InsertMovie(*Filename* As String)

Description

Insert a movie into a slide show.

Parameters

Filenam e: *string*	The filename of the movie (.avi, .mov, etc.) to insert.

InsertMovieObject

Syntax

InsertMovieObject()

Description

Insert a movie into a slide show.

InsertQuattroTable

Syntax

InsertQuattroTable()

Description

Insert a spreadsheet.

InsertTextart

Syntax

InsertTextart()

Description

Create a design out of text.

InternetPublisher

Syntax

InternetPublisher()

Description

This method displays the Internet Publisher wizard.

InvertColors

Syntax

InvertColors()

Description

Change the colors of the selected objects to their contrasting complementary colors.

 Related topics

IrregularCap

Syntax

IrregularCap([State As _IrregularCap_State_enum])

Description

Turn Correct Two Irregular Capitals on or off in QuickCorrect.

Parameters

State: *enumeration* (optional)	Irregular capital correction is on or off. **Off** **On**

 Related topics

JustifyAuto

Syntax

JustifyAuto()

Description

Automatically justify text in bullet charts using outline format.

 Related topics

JustifyCenter

Syntax

JustifyCenter()

Description

Center text.

 Related topics

JustifyLeft

Syntax

JustifyLeft()

Description

Align text at the left margin.

Related topics

JustifyRight

Syntax

JustifyRight()

Description

Align text at the right margin.

Related topics

KerningDlg

Syntax

KerningDlg()

Description

Display the Manual Kerning dialog box, which is used to expand and compress letter spacing.

 Related topics

KeyboardCopy

Syntax

KeyboardCopy([*KeyboardName* As String], [*DestName* As String])

Description

Copy a keyboard.

Parameters

KeyboardName : *string* (optional)	The name of the keyboard to copy.	
DestName: *string* (optional)	The new name for the copy.	

Related topics

KeyboardCreate

Syntax

KeyboardCreate([*KeyboardName* As String])

Description

Create a new keyboard.

Parameters

KeyboardName : *string* (optional)	The name for the new keyboard.

 Related topics

KeyboardEdit

Syntax

KeyboardEdit([*KeyboardName* As String])

Description

Open the Keyboard Editor.

Parameters

KeyboardName : *string* (optional)	The name of the keyboard to edit.

 Related topics

KeyboardRename

Syntax

KeyboardRename([*KeyboardName* As String], [*NewName* As String])

Description

Rename a specified keyboard.

Parameters

KeyboardName : *string* (optional)	The keyboard to rename.
NewName: *string* (optional)	The new name for the keyboard.

 Related topics

KeyboardSelect

Syntax

KeyboardSelect([*Keyboard* As String])

Description

Specify a keyboard to use, or specify the default keyboard if the parameter is not used.

Parameters

Keyboard: *string* (optional)	The name of a keyboard.

Related topics

KeyType

Syntax

KeyType([*Text*])

Parameter

Text - The string that you want to type.

Description

You can type the string you pass to this method in the slide show. This method was formally known as 'Type' in PerfectScript.

Example

In the following code fragment, a string variable called '*myString*' is declared. This variable is populated with the string 'WordPerfect Office 11'. The contents of '*myString*' is passed to **KeyType()**. The PS object references the PerfectScript class.

```
'***** Declare all variables
Dim PS as PerfectScript
Dim myString as String


'****** Allocate memory to the PerfectScript Object
Set PS = new PerfectScript


'****** Define myString
myString = "WordPerfect Office 11"


'****** Create Textbox to add string to
PS.AddTextBox 3000, 3000, 9000, 4000


'**** Type the contents of myString
PS.KeyType myString
```

LayoutGallery

Syntax

LayoutGallery()

Description

Display or retrieve pre-designed slide show layouts.

LayoutGetNext

Syntax

LayoutGetNext()

Description

Specify the next layout in the Name dialog box in the Layout Editor.

Related topics

LayoutGetPrevious

Syntax

LayoutGetPrevious()

Description

Specify the previous layout in the Name dialog box in the Layout Editor.

Related topics

LayoutNext

Syntax

LayoutNext()

Description

Open the next layout in the Layout Editor.

 Related topics

LayoutPrevious

Syntax

LayoutPrevious()

Description

Open the previous layout in the Layout Editor.

 Related topics

LineAttributes

Syntax

LineAttributes(*DefaultAttr* As _LineAttributes_DefaultAttr_enum, *ApplyTo* As _LineAttributes_ApplyTo_enum, *ObjectFilled* As _LineAttributes_ObjectFilled_enum, *ObjectClosed* As _LineAttributes_ObjectClosed_enum, *ObjectFramed* As _LineAttributes_ObjectFramed_enum, *FillMethod* As _LineAttributes_FillMethod_enum, LineEnd1 As _LineAttributes_LineEnd1_enum, LineEnd2 As _LineAttributes_LineEnd2_enum, *LineJoin* As _LineAttributes_LineJoin_enum, *PenStyle* As _LineAttributes_PenStyle_enum, *PenPattern* As _LineAttributes_PenPattern_enum, *PenHorzWidth* As Integer, *PenVertWidth* As Integer, *PenFColorRed* As Integer, *PenFColorGreen* As Integer, *PenFColorBlue* As Integer, *PenBColorRed* As Integer, *PenBColorGreen* As Integer, *PenBColorBlue* As Integer, [*ChangedAttrs* As _LineAttributes_ChangedAttrs_enum])

Description

Specify the color, style, pattern, width, and end style of a line.

Parameters

DefaultAttr: *enumeration*	Set the default line attributes, rather than use line attributes for a selected objects. **No** **Yes**
ApplyTo: *enumeration*	Define the line attributes for graphics, text, or both. **Both** **Graphics** **Text**
ObjectFilled: *enumeration*	**No** **Yes**
ObjectClosed: *enumeration*	**No** **Yes**
ObjectFramed: *enumeration*	**No** **Yes**
FillMethod: *enumeration*	Alternate or winding fills. **Alternating** **Winding**
LineEnd1: *enumeration*	The line end style. Beginning and ending line end styles are the same unless either end is an arrowhead. **Arrow** **Flat** **Round** **Square!**
LineEnd2: *enumeration*	The second line end style if LineEnd1 or LineEnd2 is Arrow!. Otherwise, LineEnd2 records with the same value as LineEnd1, and LineEnd1 specifies both line end styles even if a different value is entered for LineEnd2. **Arrow** **Flat** **Round** **Square!**
LineJoin: *enumeration*	The style used to join lines. **Bevel!** **Miter!** **None!** **Round!**
PenStyle: *enumeration*	The pen style for lines. **Alternate** **Dash** **Dash2Dot** **Dash2Dot2** **DashDot2** **DotDash** **DotDash2**

	Dots
	Long2Short
	Long2Short2
	LongDash
	LongShort
	LongShort2
	ShortDash
	Solid
	TinyDash
PenPattern: *enumeration*	The pen pattern for lines.
	Arch
	Balls
	BigChecks
	BigCrosshatch
	BigSquares
	Chainlink
	Checks
	Crosses
	Crosshatch
	Fishscale
	Gray12
	Gray25
	Gray50
	Honeycomb
	HorzBricks
	HorzLines1
	HorzLines2
	Mesh
	Patio
	Plaid
	Solid
	Squares
	TiltBricks
	TiltLines1
	TiltLines2
	TiltLines3
	TiltLines4
	Triangles
	VertLines1
	VertLines2
	Waves
	Weave
PenHorzWidth: *numeric*	The horizontal line width, in WordPerfect units (1200ths of an inch).
PenVertWidth: *numeric*	The vertical line width, in WordPerfect units.
PenFColorRed: *numeric*	The amount of red (0-255) in the foreground pen color.
PenFColorGreen: *numeric*	The amount of green (0-255) in the foreground pen color.
PenFColorBlue: *numeric*	The amount of blue (0-255) in the foreground pen color.
PenBColorRed: *numeric*	The amount of red (0-255) in the pen background color.
PenBColorGreen: *numeric*	The amount of green (0-255) in the pen background color.
PenBColorBlue: *numeric*	The amount of blue (0-255) in the pen background color.
ChangedAttrs: *enumeration* (optional)	**Bcolor**
	Close
	End1
	End2
	FColor
	Fill
	Frame

HWidth
Join
Method
PenPattern
PenStyle
Vwidth

LineAttributesDlg

Syntax

LineAttributesDlg()

Description

Display the Object Properties dialog box with the Line tab displayed, which is used to edit the color, style, pattern, width, and ends of lines.

Related topics

LineSpacingDlg

Syntax

LineSpacingDlg()

Description

Display the Line Spacing dialog box, which is used to set spacing between lines of text.

 Related topics

MacroFilePlay

Syntax

MacroFilePlay([*Filename* As String])

Description

Play a macro.

Parameters

Filename: *string* (optional)	The macro file to play.

Related topics

MacroPause

Syntax

MacroPause()

Description

Pause while recording or playing a macro.

 Related topics

MacroPlayDlg

Syntax

MacroPlayDlg()

Description

Display the Play Macro dialog box, which is used to select and play a macro.

 Related topics

MacroPlayDlg

Syntax

MacroPlayDlg()

Description

Display the Record Macro dialog box, which is used to name and record a series of commands.

 Related topics

MacroStop

Syntax

MacroStop()

Description

Stop recording or playing a macro.

 Related topics

Mail

Syntax

Mail()

Description

Display the Mail dialog box, which is used to send electronic mail. This command is only available if your computer has electronic mail capability.

■ **Related topics**

MailSystem1

Syntax

MailSystem1()

Description

Send electronic mail. If multiple mail systems are installed, this command records with a number in the command name to indicate which mail system is active. When you play the command, the number directs the macro to the specified mail system, if it's available. If not, another available mail system is used.

Related topics

MailSystem2

Syntax

MailSystem2()

Description

Send electronic mail. If multiple mail systems are installed, this command records with a number in the command name to indicate which mail system is active. When you play the command, the number directs the macro to the specified mail system, if it's available. If not, another mail system is used.

 Related topics

MailSystem3

Syntax

MailSystem3()

Description

Send electronic mail. If multiple mail systems are installed, this command records with a number in the command name to indicate which mail system is active. When you play the command, the number directs the macro to the specified mail system, if it's available. If not, another available mail system is used.

Related topics

MailSystem4

Syntax

MailSystem4()

Description

Send electronic mail. If multiple mail systems are installed, this command records with a number in the command name to indicate which mail system is active. When you play the command, the number directs the macro to the specified mail system, if it's available. If not, another available mail system is used.

 Related topics

MailSystem5

Syntax

MailSystem5()

Description

Send electronic mail. If multiple mail systems are installed, this command records with a number in the command name to indicate which mail system is active. When you play the command, the number directs the macro to the specified mail system, if it's available. If not, another available mail system is used.

 Related topics

MailSystem6

Syntax

MailSystem6()

Description

Send electronic mail. If multiple mail systems are installed, this method records with a number in the method name to indicate which mail system is active. When you play the method, the number directs the macro to the specified mail system, if it's available. If not, another available mail system is used.

Related topics

MailSystem7

Syntax

MailSystem7()

Description

Send electronic mail. If multiple mail systems are installed, this method records with a number in the method name to indicate which mail system is active. When you play the method, the number directs the macro the specified mail system, if it's available. If not, another available mail system is used.

 Related topics

MailSystem8

Syntax

MailSystem8()

Description

Send electronic mail. If multiple mail systems are installed, this method records with a number in the method name to indicate which mail system is active. When you play the method, the number directs the macro to the specified mail system, if it's available. If not, another available mail system is used.

Related topics

MailSystem9

Syntax

MailSystem9()

Description

Send electronic mail. If multiple mail systems are installed, this method records with a number in the method name to indicate which mail system is active. When you play the method, the number directs the macro to the specified mail system, if it's available. If not, another available mail system is used.

Related topics

MakeRuntime

Syntax

MakeRuntime(*Path* As String, *Version* As _MakeRuntime_Version_enum, [*ColorFormat* As _MakeRuntime_ColorFormat_enum], [*SizeFormat* As _MakeRuntime_SizeFormat_enum], [*SendToEMail* As _MakeRuntime_SendToEMail_enum], [*Loop* As _MakeRuntime_Loop_enum])

Description

Create a runtime slide show.

Parameters

Path: *string*	The file path for a new runtime slide show.
Version: *enumeration*	The version of Windows to use for a runtime slide show. **Win31** **Win95**
ColorFormat: *enumeration* (optional)	**CurrentDevice** **DeviceIndependent**
SizeFormat: *enumeration* (optional)	**CurrentDeviceFullScreen** **CurrentWindowSize** **DeviceIndependentFullScreen**
SendToEMail: *enumeration* (optional)	**No** **Yes**
Loop: *enumeration* (optional)	**No** **Yes**

Related topics

MakeRuntimeDlg

Syntax

MakeRuntimeDlg()

Description

Displays the Make Runtime dialog box, which is used to create a runtime slide show.

 Related topics

MarkAsStaff

Syntax

MarkAsStaff()

Description

Add a staff-level position to an organization chart. Not recordable.

 Related topics

MasterGalleryDlg

Syntax

MasterGalleryDlg()

Description

Display the Master Gallery, which is used to view and select slide show masters.

MaximizeSpacing

Syntax

MaximizeSpacing([*Maximize* As _MaximizeSpacing_Maximize_enum])

Description

Maximize the use of extra space in an organization chart.

Parameters

Maximize: *enumeration* (optional)	**False** **True**

MenuCopy

Syntax

MenuCopy([*MenuName* As String], [*DestName* As String])

Description

Copy a menu bar.

Parameters

MenuName: *string* (optional)	The name of the menu bar to copy.
DestName: *string* (optional)	The new name for the copy.

Related topics

MenuCreate

Syntax

MenuCreate([*MenuName* As String])

Description

Create a new menu bar.

Parameters

MenuName: *string* (optional)	The name for the new menu bar.

■ **Related topics**

MenuEdit

Syntax

MenuEdit([*MenuName* As String])

Description

Open the Menu Bar Editor.

Parameters

MenuName: *string* (optional)	The name of the menu bar to edit.

 Related topics

MenuRename

Syntax

MenuRename([*MenuName* As String], [*NewName* As String])

Description

Rename a specified menu bar.

Parameters

MenuName: *string* (optional)	The new name for the menu bar.
NewName: *string* (optional)	The new name for the menu bar.

Related topics

MenuSelect

Syntax

MenuSelect([*MenuBarName* As String])

Description

Display a specified menu bar, or the default menu bar if no parameter is used.

Parameters

MenuBarName: *string* (optional)	The menu bar to display.

Related topics

MirrorObjectsHorizontally

Syntax

MirrorObjectsHorizontally()

Description

Flip the selected objects on a vertical axis.

Related topics

MirrorObjectsVertically

Syntax

MirrorObjectsVertically()

Description

Flip the selected objects on a horizontal axis.

Related topics

ModifyFigure

Syntax

ModifyFigure()

Description

Open the Figure Editor to edit a selected figure. For a recordable method with a similar function, use ModifyObjects.

 Related topics

ModifyObjects

Syntax

ModifyObjects()

Description

Allow changes to the selected objects.

 Related topics

MoveBackward

Syntax

MoveBackward()

Description

Move the selected objects back one layer in the current drawing.

Related topics

MoveForward

Syntax

MoveForward()

Description

Move the selected objects forward one layer in the current drawing.

Related topics

MoveSelectedSlides

Syntax

MoveSelectedSlides(*To* As Integer)

Description

Move the selected slides to the position following the slide specified in the To parameter.

Parameters

To: *numeric*	The number of the slide for selected slides to follow.

 Related topics

MoveToBack

Syntax

MoveToBack()

Description

Position the selected objects behind all other objects in a drawing.

Related topics

MoveToFront

Syntax

MoveToFront()

Description

Position the selected objects in front of all other objects in a drawing.

 Related topics

MovieSettings

Syntax

MovieSettings()

Description

Set the activation and timing for movie objects.

NameLayoutDlg

Syntax

NameLayoutDlg()

Description

Display the Layout Name dialog box, which is used to assign a new name to an existing layout.

NewDocument

Syntax

NewDocument()

Description

Create a new document.

NewDrawingCreate

Syntax

NewDrawingCreate()

Description

Open a new drawing window.

NewPresentationCreate

Syntax

NewPresentationCreate([*MasterName* As String], [*TemplateName* As String])

Description

Create a new slide show.

Parameters

MasterName: *string* (optional)	Specify a master for the new slide show.
TemplateName: *string* (optional)	The name of slide template to use.

NewPresentationDlg

Syntax

NewPresentationDlg()

Description

Display the New Slide Show dialog box, which is used to specify a master and a template for a new slide show.

NormalText

Syntax

NormalText()

Description

Turn off all text attributes.

ObjectAnimationDlg

Syntax

ObjectAnimationDlg()

Description

Display the Animations dialog box, which defines transition or animation effects for the selected objects.

ObjectAreaSelect

Syntax

ObjectAreaSelect(*Left* As Integer, *Bottom* As Integer, *Right* As Integer, *Top* As Integer, *AddToCurrent* As _ObjectAreaSelect_AddToCurrent_enum)

Description

Select objects within a specified rectangular area.

Parameters

Left: *measurement*	The left edge of the rectangular area, in WordPerfect units (1200ths of an inch).
Bottom: *measurement*	The bottom edge of the rectangular area, in WordPerfect units.
Right: *measurement*	The right edge of the rectangular area, in WordPerfect units.
Top: *measurement*	The top edge of the rectangular area, in WordPerfect units.
AddToCurrent: *enumeration*	The currently selected objects remain selected, so objects within the rectangular area are added to the current selection. No Yes

ObjectMove

Syntax

ObjectMove(*XLocation* As Integer, *YLocation* As Integer, *DeltaX* As Integer, *DeltaY* As Integer, *AddToSelection* As _ObjectMove_AddToSelection_enum, *Copy* As _ObjectMove_Copy_enum)

Description

Move the selected objects.

Parameters

XLocation: *measurement*	The horizontal position of the center point of objects to move, in WordPerfect units (1200ths of an inch) from the top left corner of the page.
YLocation: *measurement*	The vertical position of the center point of objects to move, in WordPerfect units from the top left corner of the page.
DeltaX: *measurement*	The amount to move selected objects horizontally, in WordPerfect units. Positive values move objects right, and negative values move them left.
DeltaY: *measurement*	The amount to move selected objects vertically, in WordPerfect units. Positive values move objects up, and negative values move them down.
AddToSelection : *enumeration*	Add the specified object to the current selection of objects for moving. **No** **Yes**
Copy: *enumeration*	Copy the selected objects before moving them. **No** **Yes**

ObjectPointSelect

Syntax

ObjectPointSelect(*XLocation* As Integer, *YLocation* As Integer, *AddToSelection* As _ObjectPointSelect_AddToSelection_enum)

Description

Select an object at a specified location.

Parameters

XLocation: *measurement*	The horizontal position of the center point of an object, in WordPerfect units (1200ths of an inch) from the top left corner of the page.
YLocation: *measurement*	The vertical position of the center point of an object, in WordPerfect units from the top left corner of the page.
AddToSelection : *enumeration*	Add the specified object to the current selection. **No** **Yes**

ObjectScale

Syntax

ObjectScale(*InitialLeft* As Integer, *InitialBottom* As Integer, *InitialRight* As Integer, *InitialTop* As Integer, *FinalLeft* As Integer, *FinalBottom* As Integer, *FinalRight* As Integer, *FinalTop* As Integer, *Copy* As _ObjectScale_Copy_enum)

Description

Change the selected objects from the size specified by the first four parameters to the size specified by the last four parameters.

Parameters

InitialLeft: *measurement*	The left edge of the rectangular selection area, in WordPerfect units (1200ths of an inch).
InitialBottom: *measurement*	The bottom edge of the rectangular selection area, in WordPerfect units.
InitialRight: *measurement*	The right edge of the rectangular selection area, in WordPerfect units
InitialTop: *measurement*	The top edge of the rectangular selection area, in WordPerfect units.
FinalLeft: *measurement*	The left edge of the new object area, in WordPerfect units.
FinalBottom: *measurement*	The bottom edge of the new object area, in WordPerfect units.
FinalRight: *measurement*	The right edge of the new object area, in WordPerfect units.
FinalTop: *measurement*	The top edge of the new object area, in WordPerfect units.
Copy: *enumeration*	Copy the selected objects before resizing. **No** **Yes**

ObjectSetFillBackground

Syntax

ObjectSetFillBackground(*Red* As Integer, *Green* As Integer, *Blue* As Integer, *Transparent* As Integer)

Description

Specify the background fill color of the selected objects, or the default background color if no object is selected.

Parameters

Red: *numeric*	The amount of red (0-255) in the background fill color.
Green: *numeric*	The amount of green (0-255) in the background fill color.
Blue: *numeric*	The amount of blue (0-255) in the background fill color.
Transparen t: *numeric*	The background fill transparency. Use 1 to specify transparency and 0 to specify no transparency.

Related topics

ObjectSetFillForeground

Syntax

ObjectSetFillForeground(*Red* As Integer, *Green* As Integer, *Blue* As Integer, *Transparent* As Integer)

Description

Specify the foreground fill color of the selected objects, or the default foreground color if no object is selected.

Parameters

Red: *numeric*	The amount of red (0-255) in the foreground fill color.
Green: *numeric*	The amount of green (0-255) in the foreground fill color.
Blue: *numeric*	The amount of blue (0-255) in the foreground fill color.
Transparent: *numeric*	The foreground fill transparency. Use 1 to specify transparency and 0 to specify no transparency.

Related topics

ObjectSetFillPattern

Syntax

ObjectSetFillPattern(*Pattern* As _ObjectSetFillPattern_Pattern_enum)

Description

Specify a fill pattern or gradient fill for the selected objects, or a default pattern if no object is selected.

Parameters

Pattern: *enumeration*	Specify a fill pattern or gradient fill. **Arch** **Balls** **BigChecks** **BigCrossHatch** **BigSquares** **ChainLink** **Checks** **Crosses** **CrossHatch** **EighthGray** **FishScale** **FourthGray** **GradCircBottom** **GradCircCenter** **GradCircLeftBottom** **GradCircLeftTop** **GradCircRight** **GradCircRightBottom** **GradCircRightTop** **GradCircTop** **GradHorzAll** **GradHorzHalf** **GradHorzMost** **GradHorzPart** **GradRectBottom** **GradRectCenter** **GradRectLeftBottom** **GradRectLeftTop** **GradRectRight** **GradRectRightBottom** **GradRectRightTop** **GradRectTop** **GradTilt1All** **GradTilt1Half** **GradTilt1Most** **GradTilt1Part** **GradTilt2All** **GradTilt2Half** **GradTilt2Most** **GradTilt2Part** **GradVertAll** **GradVertHalf** **GradVertMost** **GradVertPart** **HalfGray** **HoneyComb** **HorzBricks** **HorzLines1** **HorzLines2** **Mesh** **Patio** **Plaid**

Solid
Squares
TiltBricks
TiltLines1
TiltLines2
TiltLines3
TiltLines4
Triangles
VertLines1
VertLines2
Waves
Weave

Related topics

ObjectSetFillState

Syntax

ObjectSetFillState(*FillState* As _ObjectSetFillState_FillState_enum)

Description

Specify whether the selected objects are filled or not filled, or set the default fill state if no object is selected.

Parameters

FillState: *enumeration*	The state of object fill. **Filled** **Hollow**

Related topics

ObjectSetFrameState

Syntax

ObjectSetFrameState(*FrameState* As _ObjectSetFrameState_FrameState_enum)

Description

Specify whether the object outline is on or off for selected objects, or set the default state if no object is selected.

Parameters

FrameState: *enumeration*	The state of the frame. **FrameOff** **FrameOn**

ObjectSetLineBackground

Syntax

ObjectSetLineBackground(*Red* As Integer, *Green* As Integer, *Blue* As Integer, *Transparent* As Integer)

Description

Specify the background line color for the selected objects, or the default background line color if no object is selected.

Parameters

Red: *numeric*	The amount of red (0-255) in the line background color.
Green: *numeric*	The amount of green (0-255) in the line background color.
Blue: *numeric*	The amount of blue (0-255) in the line background color.
Transparent: *numeric*	The line background transparency. Use 1 to specify transparency and 0 to specify no transparency.

Related topics

ObjectSetLineForeground

Syntax

ObjectSetLineForeground(*Red* As Integer, *Green* As Integer, *Blue* As Integer, *Transparent* As Integer)

Description

Specify the foreground line color of the selected objects, or the default foreground line color if no object is selected.

Parameters

Red: *numeric*	The amount of red (0-255) in the line foreground color.
Green: *numeric*	The amount of green (0-255) in the line foreground color.
Blue: *numeric*	The amount of blue (0-255) in the line foreground color.
Transparent: *numeric*	The line foreground transparency. Use 1 to specify transparency and 0 to specify no transparency.

Related topics

ObjectSetLinePattern

Syntax

ObjectSetLinePattern(*Pattern* As _ObjectSetLinePattern_Pattern_enum)

Description

Specify a line pattern or gradient for the selected objects, or a default pattern if no object is selected.

Parameters

Pattern: *enumeration*	Specify a fill pattern or gradient fill.

Arch
Balls
BigChecks
BigCrossHatch
BigSquares
ChainLink
Checks
Crosses
CrossHatch
EighthGray
FishScale
FourthGray
GradCircBottom
GradCircCenter
GradCircLeftBottom
GradCircLeftTop
GradCircRight
GradCircRightBottom
GradCircRightTop
GradCircTop
GradHorzAll
GradHorzHalf
GradHorzMost
GradHorzPart
GradRectBottom
GradRectCenter
GradRectLeftBottom
GradRectLeftTop
GradRectRight
GradRectRightBottom
GradRectRightTop
GradRectTop
GradTilt1All
GradTilt1Half
GradTilt1Most
GradTilt1Part
GradTilt2All
GradTilt2Half
GradTilt2Most
GradTilt2Part
GradVertAll
GradVertHalf
GradVertMost
GradVertPart
HalfGray
HoneyComb
HorzBricks
HorzLines1
HorzLines2
Mesh
Patio
Plaid

Solid
Squares
TiltBricks
TiltLines1
TiltLines2
TiltLines3
TiltLines4
Triangles
VertLines1
VertLines2
Waves
Weave

 Related topics

ObjectSetLineStyle

Syntax

ObjectSetLineStyle(*Style* As _ObjectSetLineStyle_Style_enum)

Description

Specify a line style for the selected objects, or a default line style if no object is selected.

Parameters

Style: *enumeration*	The line style. **Alternate Dash DashDashDot DashDashDotDot DashDot DashDotDot DotDotDash Dots LongDash LongLongShort LongLongShortShort LongShort LongShortShort ShortDash Solid TinyDash**

Related topics

ObjectSetLineWidth

Syntax

ObjectSetLineWidth(*LineWidth* As Integer)

Description

Specify a line width for the selected objects, or a default line width if no object is selected.

Parameters

LineWidth: *measurement*	The line width in WordPerfect units (1200ths of an inch), with 0 specifying a width of one pixel.

Related topics

Ole20InsertObjectDlg

Syntax

Ole20InsertObjectDlg()

Description

Display the Insert Object dialog box, which is used to insert an OLE object into the current drawing.

OleBrowseLinksDlg

Syntax

OleBrowseLinksDlg()

Description

Display the Links dialog box, which is used to edit OLE links.

OleChartCloseFile

Syntax

OleChartCloseFile()

Close a data chart and return to an OLE client document when Corel Presentations is the OLE server.
 Related topics

OleChartExit

Syntax

OleChartExit()

Description

Exit Corel Presentations and return to an OLE client application when Corel Presentations is the OLE server.

 Related topics

OleChartUpdateFile

Syntax

OleChartUpdateFile()

Description

Update a data chart in an OLE client document when Corel Presentations is the OLE server.

 Related topics

OleCloseFile

Syntax

OleCloseFile()

Description

Close a drawing and return to an OLE client application when Corel Presentations is the OLE server.

OleExit

Syntax

OleExit()

Description

Exit Corel Presentations and return to an OLE client document when Corel Presentations is the OLE server.

OleInsertFromFile

Syntax

OleInsertFromFile(*Filename* As String, *IsLink* As _OleInsertFromFile_IsLink_enum, *IsIconic* As _OleInsertFromFile_IsIconic_enum)

Description

Create an OLE object from a specified file.

Parameters

Filename: *string*	The filename of the object to link.
IsLink: *enumeration*	Link the file rather than embed the file.
	No
	Yes
IsIconic: *enumeration*	Display the object as an icon.
	No
	Yes

Related topics

OleInsertObject

Syntax

OleInsertObject(*Description* As String, *UseIcon* As _OleInsertObject_UseIcon_enum)

Description

Insert an OLE object into the current drawing.

Parameters

Description: *string*	The description that appears in the list box for the OLE item type.
UseIcon: *enumeration*	Display the inserted object as an icon. **No** **Yes**

 Related topics

OlePlayInformation

Syntax

OlePlayInformation(*Verb* As Integer, *IsHidden* As _OlePlayInformation_IsHidden_enum, *PlayOnClick* As _OlePlayInformation_PlayOnClick_enum, *PlayOnTransition* As _OlePlayInformation_PlayOnTransition_enum, *DelayTime* As Integer)

Description

Set activation options and timing for OLE objects.

Parameters

Verb: *numeric*	Specify an action to perform on an object. See the Windows registration database for possible values.
IsHidden: *enumeration*	Hide an object when not playing.
	No
	Yes
PlayOnClick: *enumeration*	The object plays when clicked during slide show play.
	No
	Yes
PlayOnTransition: *enumeration*	The object plays as soon as the transition from the previous slide has finished.
	No
	Yes
DelayTime: *numeric*	The amount of time after the transition to delay before playing the object. In tenths of a second.

Related topics

OlePlaySettings

Syntax

OlePlaySettings()

Description

Display the Play Settings dialog box, which is used to specify activation settings for OLE objects.

 Related topics

OleSaveAsDlg

Syntax

OleSaveAsDlg()

Description

Display the Save As dialog box for OLE objects, which is used to save a copy of an OLE drawing with a new name or file format.

OleUpdateFile

Syntax

OleUpdateFile()

Description

Update a Corel Presentations OLE object in a client application.

OrgChartAlignmentDlg

Syntax

OrgChartAlignmentDlg()

Description

Display the Branch Structure dialog box, which is used to define organization chart branch structure.

 Related topics

OrgChartBoxSize

Syntax

OrgChartBoxSize(*verticalSize* As Long, *horizontalSize* As Long, [*boxSizeOption* As _OrgChartBoxSize_boxSizeOption_enum])

Description

Set the size of one or more boxes in an organization chart.

Parameters

VerticalSize: *numeric*	The vertical size of organization chart boxes.
HorizontalSize: *numeric*	The horizontal size of organization chart boxes.
boxSizeOption: *enumeration* (optional)	**FitToText** **LargestInBranch** **LargestInChart** **LargestInLevel**

 Related topics

OrgChartFontAttrsDlg

Syntax

OrgChartFontAttrsDlg()

Description

Display the Text Attributes dialog box for organization charts, which is used to specify the appearance of text.

Related topics

OrgChartFontDlg

Syntax

OrgChartFontDlg()

Description

Display the Font dialog box for organization charts, which is used to specify a font.

Related topics

OrgChartImportOutline

Syntax

OrgChartImportOutline()

Description

Import an outline into an organization chart.

Related topics

OrgChartLayoutDlg

Syntax

OrgChartLayoutDlg()

Description

Display the Layout dialog box for organization charts.

OrgChartOrientationDlg

Syntax

OrgChartOrientationDlg()

Description

Display the Orientation dialog box, which sets orientation for an organization chart.

Related topics

OrgChartUndelete

Syntax

OrgChartUndelete()

Description

Restore the last deleted object in an organization chart.

 Related topics

OrgChartViewAllBranches

Syntax

OrgChartViewAllBranches()

Description

View all branches in an organization chart.

Related topics

OrgChartViewSelectedBranch

Syntax

OrgChartViewSelectedBranch()

Description

View the selected branch in an organization chart.

 Related topics

OrgTextEditExit

Syntax

OrgTextEditExit()

Description

Return from the text editor to the organization chart editor.

 Related topics

OutlineNextLevel

Syntax

OutlineNextLevel()

Description

Demote the outline to the next level.

OutlineObject

Syntax

OutlineObject()

Description

Display the selected objects as line drawings.

 Related topics

OutlinePreviousLevel

Syntax

OutlinePreviousLevel()

Description

Promote outline to the previous level.

OutlineRevealCodes

Syntax

OutlineRevealCodes()

Description

Display text codes for the current text chart.

OverrideSlideDlg

Syntax

OverrideSlideDlg()

Description

Display the Override dialog box, which is used to override slide options.

Related topics

PageColorDlg

Syntax

PageColorDlg()

Description

Display the Page Setup dialog box, which is used to specify a document page color.

 Related topics

PageFormatDlg

Syntax

PageFormatDlg()

Description

Display the Page Setup dialog box, which is used to specify page size, margins, page colors, and save options.

Related topics

PageMode

Syntax

PageMode()

Description

Display all objects in the drawing or slide.
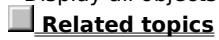
 Related topics

PageSizeInfo

Syntax

PageSizeInfo()

Description

Display the Page Size dialog box, which is used to set page size, margins, page color, and save options.

 Related topics

PaintBrush

Syntax

PaintBrush([X], [Y])

Description

Activate the Paint Brush tool to create a bitmap object in the Bitmap Editor.

Parameters

X: *numeric* (optional)		The horizontal position of pixels clicked when painting.
Y: *numeric* (optional)		The vertical position of pixels clicked when painting.

Related topics

PaintDropMarquee

Syntax

PaintDropMarquee([*EndMarquee* As _PaintDropMarquee_EndMarquee_enum])

Description

Copy a selected portion of a bitmap area. Precede with **PaintMoveMarquee()**.

Parameters

EndMarquee: *enumeration* (optional)	Turn off select mode for the copied portion. **No** **Yes**

Related topics

PaintDropper

Syntax

 PaintDropper(*X* As Integer, *Y* As Integer, [*Color* As _PaintDropper_Color_enum])

Description

Activate the Pickup Color painting tool to select a background or foreground color in the Bitmap Editor.

Parameters

X: *numeric*	The horizontal position of pixels clicked when choosing a color.
Y: *numeric*	The vertical position of pixels clicked when choosing a color.
Color: *enumeration* (optional)	The color the paint dropper uses. **Background** **Foreground**

 Related topics

PaintEraser

Syntax

PaintEraser([*X*], [*Y*])

Description

Activate the Eraser painting tool to erase portions of a bitmap object in the Bitmap Editor.

Parameters

X: *numeric* (optional)	The horizontal position of pixels covered when erasing.
Y: *numeric* (optional)	The vertical position of pixels covered when erasing.

 Related topics

PaintEscapeUndo

Syntax

PaintEscapeUndo()

Description

Remove the effects of the most recent editing change in the Bitmap Editor. To add this function to a macro, use BitmapUndo.

 Related topics

PaintMoveMarquee

Syntax

PaintMoveMarquee([*DeltaX* As Integer], [*DeltaY* As Integer], [*EraseUnder* As _PaintMoveMarquee_EraseUnder_enum])

Description

Move a selected bitmap area. Follow with PaintDropMarquee.

Parameters

DeltaX: *numeric* (optional)	The amount of horizontal movement, in pixels.
DeltaY: *numeric* (optional)	The amount of vertical movement, in pixels.
EraseUnder: *enumeration* (optional)	Erase the area beneath the new selection location. **No** **Yes**

Related topics

PasteMarquee

Syntax

PasteMarquee()

Description

Retrieve a bitmap object from the Clipboard and insert it into the current drawing.

 Related topics

PasteObject

Syntax

PasteObject([*FormatName* As String], [*Format* As Integer], [*OleFormat* As _PasteObject_OleFormat_enum], [*InsertLink* As _PasteObject_InsertLink_enum], [*InsertIcon* As _PasteObject_InsertIcon_enum])

Description

Insert an OLE object from the Clipboard into the current drawing.

Parameters

FormatName: *string* (optional)	The name of the Clipboard format (such as Metafile).
Format: *numeric* (optional)	The Clipboard format ID number. Use only if FormatName is not specified.
OleFormat: *enumeration* (optional)	Insert the Clipboard contents as an OLE object. **No** **Yes**
InsertLink: *enumeration* (optional)	Insert object as a link. Use only if the Clipboard format is an OLE type. **No** **Yes**
InsertIcon: *enumeration* (optional)	Display an OLE object as an icon. Use only if the Clipboard format is an OLE type. **No** **Yes**

PasteSpecialOle20Dlg

Syntax

PasteSpecialOle20Dlg()

Description

Display the Paste Special dialog box, which is used to paste OLE objects from the Clipboard into the current drawing.

PlaySlideShow

Syntax

PlaySlideShow(*PlayType* As _PlaySlideShow_PlayType_enum, *PenSize* As Integer, *PenRedValue* As Integer, *PenGreenValue* As Integer, *PenBlueValue* As Integer, *SlideNumberStart* As Integer, *RepeatShow* As _PlaySlideShow_RepeatShow_enum, [*ShowFormat* As _PlaySlideShow_ShowFormat_enum], [*ColorFormat* As _PlaySlideShow_ColorFormat_enum], [*SizeFormat* As _PlaySlideShow_SizeFormat_enum])

Description

Play a slide show and specify play options.

Parameters

PlayType: *enumeration*	The type of slide show to play. **CreateQuickFile** **CreateWin31Runtime** **CreateWin95Runtime** **NormalPlay** **UseQuickFile**
PenSize: *numeric*	The size of the highlighter, in WordPerfect units (1200ths of an inch).
PenRedValue: *numeric*	The highlighter color. Value (0-255).
PenGreenValue: *numeric*	The highlighter color. Value (0-255).
PenBlueValue: *numeric*	The highlighter color. Value (0-255).
SlideNumberStart: *numeric*	The first slide in a slide show.
RepeatShow: *enumeration*	Play the slide show again. **No** **Yes**
ShowFormat: *enumeration* (optional)	The format for a slide show. **DeviceFormat** **GenericFormat**
ColorFormat: *enumeration* (optional)	**CurrentDevice** **DeviceIndependent**
SizeFormat: *enumeration* (optional)	**CurrentDeviceFullScreen** **CurrentWindowSize** **DeviceIndependentFullScreen**

Related topics

PlaySlideShowDlg

Syntax

PlaySlideShowDlg()

Description

Display the Play Slide Show dialog box, which is used to select play options and to play the current slide show.

 Related topics

PlaySlideShowFirst

Syntax

PlaySlideShowFirst()

Description

Play the current slide show, starting with the first slide.

PointerPosition

Syntax

PointerPosition([*State* As _PointerPosition_State_enum])

Description

Toggle the display of the pointer position in the status bar.

Parameters

State: *enumeration* (optional)	Pointer position display is on or off. **Off** **On**

PosterDlg

Syntax

PosterDlg()

Description

Create a poster by enlarging the drawing to print on multiple pages.

PRActivate

Syntax

PRActivate()

Description

Activate the Corel Presentations window.

PrefCustomDlg

Syntax

PrefCustomDlg()

Description

Display the Customize dialog box.

PrefEnvironmentDlg

Syntax

PrefEnvironmentDlg()

Description

Display the Environment dialog box.

PreferenceDateTime

Syntax

PreferenceDateTime(*DateTimeString* As String)

Description

Specify date and time format.

Parameters

DateTimeString: *string*	The date and time format.

PreferenceDateTimeDlg

Syntax

PreferenceDateTimeDlg()

Description

Display the Date/Time Format dialog box, which is used to specify date and time format preferences.

Related topics

PreferenceEnvGenDlg

Syntax

PreferenceEnvGenDlg()

Description

Display the General Environment dialog box.

PreferenceEnvironmentDlg

Syntax

PreferenceEnvironmentDlg()

Description

Display the Environment dialog box, which is used to specify environment preferences.

PreferenceEnvLangDlg

Syntax

PreferenceEnvLangDlg()

Description

Display the Language Environment dialog box.

PreferenceFormSettings

Syntax

 PreferenceFormSettings(*FormWidth* As Integer, *FormHeight* As Integer, *MarginLeft* As Integer, *MarginBottom* As Integer, *MarginRight* As Integer, *MarginTop* As Integer, *Orientation* As _PreferenceFormSettings_Orientation_enum)

Description

Specify default page and margin sizes.

Parameters

FormWidth: *measurement*	The page width, in WordPerfect units (1200ths of an inch).
FormHeight: *measurement*	The page height, in WordPerfect units.
MarginLeft: *measurement*	The size of the left margin, in WordPerfect units.
MarginBottom: *measurement*	The size of the bottom margin, in WordPerfect units.
MarginRight: *measurement*	The size of the right margin, in WordPerfect units.
MarginTop: *measurement*	The size of the top margin, in WordPerfect units.
Orientation: *enumeration*	The page orientation. **Landscape** **Portrait**

Related topics

PreferenceKeyboardDlg

Syntax

PreferenceKeyboardDlg()

Description

Display the Keyboard Preferences dialog box, which is used to specify a keyboard file.

Related topics

PreferenceLOFDlg

Syntax

PreferenceLOFDlg()

Description

Display the Location of Files dialog box.

PreferenceMenuDlg

Syntax

PreferenceMenuDlg()

Description

Display the Menu Bar Preferences dialog box, which is used to create and modify menu options.

Related topics

PreferencePrintDlg

Syntax

PreferencePrintDlg()

Description

Display the Print dialog box, which is used to specify printing preferences.

Note

- This command is obsolete.

PreferencePropertyBarDlg

Syntax

PreferencePropertyBarDlg()

Description

Display the Property Bar dialog box.

PreferencesDlg

Syntax

PreferencesDlg()

Description

Display the Preferences dialog box, which is used to set system default options.

PreferenceToolbarDlg

Syntax

PreferenceToolbarDlg()

Description

Display the Toolbar Preferences dialog box, which is used to select and customize toolbars.

 Related topics

PreferenceToolPaletteDlg

Syntax

PreferenceToolPaletteDlg()

Description

Display the Tool Palette dialog box.

PrefLOFDlg

Syntax

PrefLOFDlg()

Description

Display the Location of Files dialog box.

PrintBlackWhite

Syntax

PrintBlackWhite([*State* As _PrintBlackWhite_State_enum]) As Integer

Description

Set the print black and white option.

Parameters

State: *enumeration* (optional)	**False** **True**

PrintCopies

Syntax

PrintCopies([*NumberOfCopies* As Integer]) As Integer

Description

Set the number of copies you want to print.

Parameters

NumberOfCopies: *numeric* (optional)	The number of copies to print.

Related topics

PrintDestination

Syntax

PrintDestination([Destination])

Description

Set the destination for the current print job.

Parameters

Destination: *any* (optional)	The destination for print jobs. **DriverPort**

 Related topics

PrintDialog

Syntax

PrintDialog()

Description

Display the Print dialog.

Related topics

PrintDocTkn

Syntax

PrintDocTkn()

Description

Print the current document.

Related topics

PrintDocument

Syntax

PrintDocument(*CurrentPage* As Integer, *TotalPages* As Integer, NumberOfCopies As Integer, *Units* As _PrintDocument_Units_enum, *BlackWhite* As _PrintDocument_BlackWhite_enum, *CopiesPrintedBy* As _PrintDocument_CopiesPrintedBy_enum, *PrintBinding* As _PrintDocument_PrintBinding_enum, *PrintSource* As _PrintDocument_PrintSource_enum, *SelectedObjects* As Long, *DocOnDisk* As Long, *WhichPage* As Integer, *PrintOffset* As _PrintDocument_PrintOffset_enum, *TopAdjust* As Integer, *SideAdjust* As Integer, *FileFormat* As _PrintDocument_FileFormat_enum, *PrinterLongName* As Integer, *PrinterDriverName* As Integer, *DeviceName* As Integer, *FormWidth* As Integer, *FormHeight* As Integer, *LeftMargin* As Integer, *BottomMargin* As Integer, *RightMargin* As Integer, *TopMargin* As Integer, *Mode* As _PrintDocument_Mode_enum, *HandoutsPerPage* As Integer, NotesPerPage As Integer, *FirstSlide* As Integer, *LastSlide* As Integer, *ViewPrintJob* As _PrintDocument_ViewPrintJob_enum, *NoBackground* As _PrintDocument_NoBackground_enum, *SlideTitle* As _PrintDocument_SlideTitle_enum, *SlideNumber* As _PrintDocument_SlideNumber_enum, *PrintSlideRange* As _PrintDocument_PrintSlideRange_enum, *BindingOffset* As Integer)

Description

Print the current document.

Parameters

CurrentPage: *numeric*	The page to print.
TotalPages: *numeric*	The total number of pages to print.
NumberOfCopies: *numeric*	The number of copies to print.
Units: *enumeration*	The unit of measurement **IDU_CM** **IDU_Inches** **IDU_InchesI** **IDU_MM** **IDU_Points** **IDU_WP42** **IDU_WPU**
BlackWhite: *enumeration*	Print in black-and-white mode. **No** **Yes**
CopiesPrintedBy: *enumeration*	Generate copies with the printer or the application. **Application** **Printer**
PrintBinding: *enumeration*	The binding offset. **Left** **Top**
PrintSource: *enumeration*	The print source. **CurrentPage** **DocumentOnDisk** **FullDoc** **PageRange** **PrintHandouts** **PrintList** **PrintNotes** **PrintPreview** **PrintSlides** **SelectedObjects**
SelectedObjects: *numeric*	The number of selected objects.
DocOnDisk: *numeric*	Print a file from a disk.
WhichPage: *numeric*	The pages to print.
PrintOffset: *enumeration*	The binding edge. **BindLeft** **BindTop**

	SideLeft	
	SideRight	
	TopDown	
	TopUp	
TopAdjust: *numeric*	The top margin offset.	
SideAdjust: *numeric*	The side margin offset.	
FileFormat: *enumeration*	The format of the file.	
	WPG10	
	WPG20	
PrinterLongName : *numeric*	The name of printer.	
PrinterDriverName e: *numeric*	The name of printer driver.	
DeviceName: *numeric*	The name of the printer device.	
FormWidth: *numeric*	The paper width in WordPerfect units (1200ths of an inch).	
FormHeight: *numeric*	The paper height in WordPerfect units.	
LeftMargin: *numeric*	The left margin size in WordPerfect units.	
BottomMargin: *numeric*	The bottom margin size in WordPerfect units.	
RightMargin: *numeric*	The right margin size in WordPerfect units.	
TopMargin: *numeric*	The top margin size in WordPerfect units.	
Mode: *enumeration*	The part of the document to print.	
	Disk	
	Drawing	
	Handouts	
	List	
	Notes	
	Slides	
HandoutsPerPage : *numeric*	The number of slides to print per page.	
NotesPerPage: *numeric*	The number of speaker notes to print per page.	
FirstSlide: *numeric*	The number of the first slide to print.	
LastSlide: *numeric*	The number of the last slide to print.	
ViewPrintJob: *enumeration*	**No**	
	Yes	
NoBackground: *enumeration*	Print the slide background.	
	No	
	Yes	
SlideTitle: *enumeration*	Print the slide title.	
	No	
	Yes	
SlideNumber: *enumeration*	Print the slide number.	
	No	
	Yes	
PrintSlideRange: *enumeration*	Print a range of slides.	
	No	
	Yes	
BindingOffset: *numeric*	The print binding offset.	

▢ Related topics

PrintImageBinding

Syntax

PrintImageBinding([*Edge* As _PrintImageBinding_Edge_enum]) As Integer

Description

Set the print binding for the current print job.

Parameters

Edge: *enumeration* (optional)	The binding edge. **BottomEdge** **InsideEdge** **LeftEdge** **OutsideEdge** **RightEdge** **TopEdge**

Related topics

PrintImageOffset

Syntax

PrintImageOffset([*Offset* As Integer]) As Integer

Description

Set the printing offset for the current print job.

Parameters

Offset: *numeric* (optional)	The offset for printing.

⬜ Related topics

PrintInColor

Syntax

PrintInColor(*State* As _PrintInColor_State_enum) As Integer

Description

Print the current document in color.

Parameters

State: *enumeration* (optional)	Color printing is on or off. **False** **True**

Related topics

PrintInReverseOrder

Syntax

PrintInReverseOrder([*State* As _PrintInReverseOrder_State_enum]) As Integer

Description

Print the current document in reverse order, starting with the last page.

Parameters

State: *enumeration* (optional)	Reverse-order printing is on or off. **False** **True**

 Related topics

PrintMode

Syntax

PrintMode(*Mode* As _PrintMode_Mode_enum) As Integer

Description

Set the print mode.

Parameters

Mode: *enumeration* (optional)	The print mode.
	AudienceNotes
	CurrentView
	DocOnDisk
	FullDoc
	Handouts
	SelectedObjects
	Slides
	SpeakerNotes

 Related topics

PrintNoBackground

Syntax

PrintNoBackground([*State* As _PrintNoBackground_State_enum]) As Integer

Description

Print the contents of the slide or drawing without the background.

Parameters

State: *enumeration* (optional)	Printing background is on or off. **False** **True**

Related topics

PrintRangeFrom

Syntax

PrintRangeFrom([*Page* As Integer]) As Integer

Description

Set the first page of a multiple-slide print job.

Parameters

Page: *numeric* (optional)	The beginning page of the print job.

 Related topics

PrintRangeTo

Syntax

PrintRangeTo(*Page* As Integer) As Integer

Description

Specify the last page in a multiple-slide print job.

Parameters

Page: *numeric* (optional)	The ending page of the print job.

Related topics

PrintResolution

Syntax

PrintResolution([*Quality* As _PrintResolution_Quality_enum])

Description

Set the resolution for the print job. This will depend on your printer.

Parameters

Quality: *enumeration* (optional)	**Low** **Medium** **High**

Related topics

any:=PrintSelectByName

Syntax

(PrinterName: *enumeration*)

Description

Select a printer by name.

Parameters

PrinterName: *enumeration* (optional)	The name of printer. **Default**

Related topics

PrintSettings

Syntax

PrintSettings(*Action* As _PrintSettings_Action_enum, [*SettingsName*])

Description

Add, delete, update, and use a named print settings macro.

Parameters

Action: *enumeration*	**Add** **Delete** **Update** **Use**	
SettingsName: *any* (optional)	The name of print settings. **Default** **DriverSettings**	

Related topics

PrintSlideNumber

Syntax

PrintSlideNumber([*State* As _PrintSlideNumber_State_enum]) As Integer

Description

Print the slide number on your slide.

Parameters

State: *enumeration* (optional)	Printing slide numbers is on or off. **False** **True**

 Related topics

PrintSlidesPerPage

Syntax

PrintSlidesPerPage([*Slides* As Integer]) As Integer

Description

Set the number of slides to print on a page.

Parameters

Slides: *numeric* (optional)	The number of slides to print per page.

 Related topics

PrintSlideTitle

Syntax

PrintSlideTitle([*State* As _PrintSlideTitle_State_enum]) As Integer

Description

Print the slide title on the page.

Parameters

State: *enumeration* (optional)	Printing slide titles is on or off. **False** **True**

Related topics

PrintSortOrder

Syntax

PrintSortOrder(*Order* As _PrintSortOrder_Order_enum) As Integer

Description

Set the printing sort order.

Parameters

Order: *enumeration* (optional) — The order in which to print the pages.
Collate
Group

 Related topics

PrintSourceFilename

Syntax

PrintSourceFilename([*Filename* As String]) As String

Description

Return the filename source for printing.

Parameters

Filename: *string* (optional)	The filename of the source.

Related topics

PrintTextAsGraphics

Syntax

PrintTextAsGraphics(*State* As _PrintTextAsGraphics_State_enum) As Integer

Description

Print text as graphics.

Parameters

State: *enumeration* (optional)	Printing text as graphics is on or off. **False** **True**

 Related topics

PrintTwoSided

Syntax

PrintTwoSided(*Option* As _PrintTwoSided_Option_enum) As Integer

Description

Set the two-sided values for printing more than one page.

Parameters

Option: *enumeration* (optional)	**Add** **Delete** **Update** **Use**

Related topics

PropertyBarEdit

Syntax

PropertyBarEdit([*PropertyBarName* As String])

Description

Display the Property Bar editor dialog box.

Parameters

PropertyBarName : *string* (optional)	The name of the property bar to edit.

PublishToActiveX

Syntax

PublishToActiveX()

Description

Publish your slide show to the Internet with Show It!

PublishToPDF

Syntax

PublishToPDF()

Description

Publish a document in the .PDF file format.

PutAttributes

Syntax

PutAttributes()

Description

Apply the current default attributes to selected objects.

 Related topics

Quick3D

Syntax

Quick3D(*Type* As _Quick3D_Type_enum, *Depth* As Integer, *X_Rotation* As Integer, *Y_Rotation* As Integer, *Z_Rotation* As Integer, *SideRelativeColorValue* As Integer)

Description

Add the appearance of depth to selected objects using Quick3-D.

Parameters

Type: *enumeration*	The perspective. **Inverse** **Linear** **Parallel**
Depth: *numeric*	The object depth expressed as a percentage.
X_Rotation: *numeric*	The degree of rotation around the X axis.
Y_Rotation: *numeric*	The degree of rotation around the Y axis.
Z_Rotation: *numeric*	The degree of rotation around the Z axis.
SideRelativeColorValue: *numeric*	The percentage by which to lighten or darken a side relative to the front. Values range from 1 to 100 to lighten a side, and from -1 to -100 to darken a side.

Related topics

Quick3DDlg

Syntax

Quick3DDlg()

Description

Display the Quick3-D dialog box, which is used to change the apparent depth of selected objects.

 Related topics

QuickCorrect

Syntax

QuickCorrect([*State* As _QuickCorrect_State_enum]))

Description

Turn QuickCorrect on or off.

Parameters

State: *enumeration* (optional)	QuickCorrect is on or off. **Off** **On**

Related topics

QuickCorrectAddItem

Syntax

QuickCorrectAddItem(*StringTyped* As String, *ReplaceString* As String)

Description

Add a word/correction pair to QuickCorrect.

Parameters

StringTyped: *string*	The misspelled or abbreviated word to add.
ReplaceString : *string*	The correction or expansion to add.

■ Related topics

QuickCorrectDeleteItem

Syntax

QuickCorrectDeleteItem(*StringTyped* As String)

Description

Delete a word/correction pair from QuickCorrect.

Parameters

StringTyped : *string*   The word to delete.

Related topics

QuickCorrectDlg

Syntax

QuickCorrectDlg()

Description

Display the QuickCorrect dialog box, which displays the current list of word/correction pairs.

 Related topics

QuickCorrectOptions

Syntax

QuickCorrectOptions()

Description

Open the QuickCorrect options dialog box, which is used to specify QuickCorrect default settings.

Related topics

QuickWarp

Syntax

QuickWarp([*Envelope* As Integer])

Description

Apply a QuickWarp effect to the selected objects.

Parameters

Envelope: *numeric* (optional)	Specify a predefined envelope to apply to selected objects. Values range from 0 to 48, with 0 indicating the top left envelope on the palette and 48 indicating the bottom right envelope.

Related topics

QuickWarpDlg

Syntax

QuickWarpDlg()

Description

Display the QuickWarp dialog box, which is used to apply a QuickWarp effect to selected objects.

Related topics

RealizeFontChanges

Syntax

RealizeFontChanges([*SaveTo* As _RealizeFontChanges_SaveTo_enum])

Description

Implement font changes. Precede with SetFontFace().

Parameters

SaveTo: *enumeration* (optional)	Save changes as default values, for the selected object, or both. **Both** **Default** **Selected**

Related topics

Redo

Syntax

Redo()

Description

Reverse the action of Undo.

 Related topics

RedrawChart

Syntax

RedrawChart()

Description

Update the current chart to reflect changes in the Datasheet.

RefreshScreen

Syntax

RefreshScreen()

Description

Redraw the current drawing.

ReplaceMasters

Syntax

ReplaceMasters(*Filename* As String)

Description

Retrieve a new slide show master file, replacing the current slide show master.

Parameters

Filename: *string*	The master file.

ReplaceWithClipart

Syntax

ReplaceWithClipart()

Description

Replace selected object with Clipart.

ResampleBitmapCmd

Syntax

ResampleBitmapCmd()

Description

Resample the selected bitmap object.

ResetColorTable

Syntax

ResetColorTable()

Description

Reset the color table in the Define Color Palettes dialog box to the default values.

RetrieveChartStyle

Syntax

RetrieveChartStyle(*Filename* As String, *Type* As _RetrieveChartStyle_Type_enum)

Description

Open a specified chart style.

Parameters

Filename: *string*	The chart style to retrieve.
Type: *enumeration*	The type of chart.
	Data
	Org
	Text

Related topics

RetrieveFigure

Syntax

RetrieveFigure([*Left* As Integer], [*Top* As Integer], [*Right* As Integer], [*Bottom* As Integer], [*Filename* As String], [*FigureIndex* As Integer], [*RemoveGradient* As _RetrieveFigure_RemoveGradient_enum])

Description

Insert a graphic from the clipart gallery into the current drawing at the location specified in the first four parameters. Without these parameters, the method retrieves a full-page figure. With no parameters, the method displays the QuickArt Gallery.

Parameters

Left: *numeric* (optional)	The top horizontal coordinate of the figure area, in WordPerfect units (1200ths of an inch.)
Top: *numeric* (optional)	The top vertical coordinate of the figure area, in WordPerfect units.
Right: *numeric* (optional)	The bottom horizontal coordinate of the figure area, in WordPerfect units.
Bottom: *numeric* (optional)	The bottom vertical coordinate of the figure area, in WordPerfect units.
Filename: *string* (optional)	The graphics file to retrieve. When you use this parameter, no dialog box is displayed before the specified file is retrieved.
FigureIndex: *numeric* (optional)	The figure to retrieve. The value of this parameter is 0 if the file specified in the Filename parameter is a single file. If the file is a Slide Show (.SHW) file, FigureIndex is required to indicate the WPG index for the figure to retrieve.
RemoveGradient: *enumeration* (optional)	Remove the gradients from Clipart images for faster display. **No** **Yes**

■ **Related topics**

RetrieveFigureDlg

Syntax

RetrieveFigureDlg()

Description

Display the Insert Figure dialog box, which is used to import a figure from another file into the current document.

Related topics

RetrieveOutline

Syntax

RetrieveOutline()

Description

Insert a text outline into the Outliner in the current slide show.

RetrieveStyleDlg

Syntax

RetrieveStyleDlg()

Description

Retrieve a specified chart style and apply it to the current chart.

Related topics

RevealCodes

Syntax

RevealCodes()

Description

Turn on or turn off the display of text codes at the bottom of the screen in the Text Editor.

RotateObject

Syntax

 RotateObject(*RotationAngle* As Long, *RotationPointX* As Integer, *RotationPointY* As Integer, *OffsetX* As Integer, *OffsetY* As Integer, *Pretranslate* As _RotateObject_Pretranslate_enum, *CopyObject* As _RotateObject_CopyObject_enum)

Description

Rotate the selected objects. Precede with RotateObjects.

Parameters

RotationAngle : *numeric*	The angle of rotation.
RotationPoint X: *numeric*	The horizontal position of rotation point, in WordPerfect units (1200ths of an inch).
RotationPointY : *numeric*	The vertical position of rotation point, in WordPerfect units.
OffsetX: *numeric*	The horizontal offset, in WordPerfect units.
OffsetY: *numeric*	The vertical offset, in WordPerfect units.
Pretranslate: *enumeration*	**No** **Yes**
CopyObject: *enumeration*	Rotate a copy of the object. **No** **Yes**

■ **Related topics**

RotateObjects

Syntax

RotateObjects()

Description

Place rotation handles around the selected objects. The handles allow you to rotate objects around the center axis. Follow with RotateObject.

 Related topics

RotateObjectsAroundAnchor

Syntax

RotateObjectsAroundAnchor(*Angle* As Integer, *Copy* As _RotateObjectsAroundAnchor_Copy_enum)

Description

Rotate the selected objects around the center point.

Parameters

Angle: *numeric*	The rotation angle in degrees. Values range from -360 to 360.
Copy: *enumeration*	Copy the selected objects before rotating. **No** **Yes**

 Related topics

RotateObjectsDlg

Syntax

RotateObjectsDlg()

Description

Display the Rotate Objects dialog box, which is used to specify a rotation angle.

Related topics

RulerGridOptionsDlg

Syntax

RulerGridOptionsDlg()

Description

Display the Grid/Snap Options dialog box.

SaveChartStyle

Syntax

SaveChartStyle(*Filename* As String, *Type* As _SaveChartStyle_Type_enum)

Description

Name and save a chart style.

Parameters

Filename: *string*	The filename of the chart style to save.
Type: *enumeration*	The type of chart to which the style applies. **Data** **Org** **Text**

Related topics

SaveStyleDlg

Syntax

SaveStyleDlg()

Description

Display the Save Chart Style dialog box, which is used to save the current chart style.

SaveWithEvenBorders

Syntax

SaveWithEvenBorders(*UseAsDefault* As _SaveWithEvenBorders_UseAsDefault_enum, *UseEvenBorders* As
_SaveWithEvenBorders_UseEvenBorders_enum, [*BorderSize* As Integer])

Description

Specify whether a document is saved with even borders.

Parameters

UseAsDefault: *enumeration*	Use the specified even border as the default setting.
	No
	Yes
UseEvenBorders: *enumeration*	Use even borders when the file is saved.
	No
	Yes
BorderSize: *numeric* (optional)	Specify the border size as a percentage of the size of the graphic.

ScreenDown

Syntax

ScreenDown()

Description

Move the insertion point to the bottom of the screen in a text area.

SelectAllObjects

Syntax

SelectAllObjects()

Description

Select all objects in the current drawing window.

 Related topics

SelectBegOfLine

Syntax

SelectBegOfLine()

Description

Select text from the insertion point to the beginning of the line.

 Related topics

SelectBox

Syntax

SelectBox(*Select* As _SelectBox_Select_enum, [*BoxLocation*])

Description

Select a box in an organization chart.

Parameters

Select: *enumeration*	Select or deselect the box. **Off** **On**
BoxLocation: *numeric*	The numbers define a path down to the box to be selected. Each number represents a box location below its manager. For now, the first number is always 1, since there is only one box on the top level.

 Related topics

SelectCurrentLevel

Syntax

SelectCurrentLevel()

Description

Select the current organization chart level.

 Related topics

SelectDocBottom

Syntax

SelectDocBottom()

Description

Select text from the insertion point to the end of the text.

 Related topics

SelectDocTop

Syntax

SelectDocTop()

Description

Select text from the insertion point to the beginning of the text.

Related topics

SelectDown

Syntax

SelectDown()

Description

Select text from the insertion point to the corresponding position on the next line.

Related topics

SelectEndOfLine

Syntax

SelectEndOfLine()

Description

Select text from the insertion point to the end of the line.

Related topics

SelectiveReplace

Syntax

SelectiveReplace([X], [Y])

Description

Replace foreground color pixels with background color pixels in the Bitmap Editor.

Parameters

X: *numeric* (optional)	The horizontal coordinate of a pixel to replace. Repeat sets of X and Y parameters to indicate multiple pixels, and enclose repeated parameters in braces {}.
Y: *numeric* (optional)	The vertical coordinate of a pixel to replace.

Related topics

SelectLeft

Syntax

SelectLeft()

Description

Select the character to the left of the insertion point.

 Related topics

SelectLikeObjects

Syntax

SelectLikeObjects()

Description

Select all objects of the same type as the currently selected object.

SelectOnlineServiceDlg

Syntax

SelectOnlineServiceDlg()

Description

Displays the dialog that lets you select the service Help Online will connect to.

Related topics

SelectPrinter

Syntax

SelectPrinter(*PrinterName* As String)

Description

Select a specific printer.

Parameters

PrinterName: *string*	The name of printer to be selected.

SelectRight

Syntax

SelectRight()

Description

Select the character to the right of the insertion point.

Related topics

SelectScreenDown

Syntax

SelectScreenDown()

Description

Select the area from the insertion point to the bottom of the current text window.

 Related topics

SelectScreenUp

Syntax

SelectScreenUp()

Description

Select the area from the insertion point to the top of the current text window.

 Related topics

SelectTextChart

Syntax

SelectTextChart(*Chart* As _SelectTextChart_Chart_enum)

Description

Select the title, subtitle, or bullets in a slide which uses the Bullet Chart template.

Parameters

Chart: *enumeration*	Select a title, a subtitle, or bullets. **Bullets** **Subtitle** **Title**

SelectUp

Syntax

SelectUp()

Description

Select text from the insertion point to the corresponding position on the previous line.

■ **Related topics**

SelectWordLeft

Syntax

SelectWordLeft()

Description

Select the word to the left of the insertion point.

Related topics

SelectWordRight

Syntax

SelectWordRight()

Description

Select the word to the right of the insertion point.

 Related topics

SendtoEnvoy

Syntax

SendtoEnvoy()

Description

Publish the document as an Envoy (.EVY) file.

SendtoGraphicsland

Syntax

SendtoGraphicsland()

Description

Send the document to Graphicsland.

SendToWP

Syntax

SendToWP()

Description

Send the document to Corel WordPerfect.

SeparateObject

Syntax

SeparateObject()

Description

Break up combined objects, grouped objects, or contoured text so the parts are treated as separate objects.

 Related topics

SetAirbrushDensity

Syntax

SetAirbrushDensity([*AirbrushDensity* As Integer])

Description

Specify the number of pixels the Air Brush painting tool covers. The maximum number is 100.

Parameters

AirbrushDensity: *numeric* (optional)	The number of pixels that change color with each stroke of the airbrush.

Related topics

SetAxisOptions

Syntax

SetAxisOptions(*AxisNum* As Integer, [*NumMinInc* As Integer], [*LabelScaleFactor* As Double], [*Maximum* As Double], [*Minimum* As Double], [*MajorInc* As Double], [*AutoMax* As _SetAxisOptions_AutoMax_enum], [*AutoMin* As _SetAxisOptions_AutoMin_enum], [*AutoGradMaj* As _SetAxisOptions_AutoGradMaj_enum], [*Log* As _SetAxisOptions_Log_enum], [*SameScale* As _SetAxisOptions_SameScale_enum])

Description

Specify the scale and values of chart Y axes.

Parameters

AxisNum: *numeric*	The axis to modify. Axes 1, 2 and 3 correspond to the X axis, the Y1 axis, and the Y2 axis.
NumMinInc: *numeric* (optional)	The number of minor increments between major increments.
LabelScaleFactor: *numeric* (optional)	The number by which to divide axis labels.
Maximum: *numeric* (optional)	The maximum value to display for the specified axis.
Minimum: *numeric* (optional)	The minimum value to display for the specified axis.
MajorInc: *numeric* (optional)	The distance between major increments.
AutoMax: *enumeration* (optional)	Determine the maximum axis value automatically. **Off** **On**
AutoMin: *enumeration* (optional)	Determine the minimum axis value automatically. **Off** **On**
AutoGradMaj: *enumeration* (optional)	Determine the major grid increment value automatically. **Off** **On**
Log: *enumeration* (optional)	The axis is logarithmic rather than linear. **Off** **On**
SameScale: *enumeration* (optional)	Radar chart axes use the same scale. **Off** **On**

Related topics

SetBackgroundName

Syntax

SetBackgroundName(*BackgroundName* As String)

Description

Name the current background.

Parameters

BackgroundName : *string*	The background name.

 Related topics

SetBackgroundNameDlg

Syntax

SetBackgroundNameDlg()

Description

Display the Background Name dialog box, which is used to name a background.

 Related topics

SetBarStyle

Syntax

SetBarStyle(*Style* As _SetBarStyle_Style_enum)

Description

Specify a style for a bar, line, or area chart.

Parameters

Style: *enumeration*	The bar style.	
	Cluster	
	Overlap	
	Stack100	
	Stacked	

SetBitmapTransparency

Syntax

SetBitmapTransparency(*TransparencyOn* As _SetBitmapTransparency_TransparencyOn_enum, [*TransColorRed* As Integer], [*TransColorGreen* As Integer], [*TransColorBlue* As Integer])

Description

Turn transparency on or off for a specified color in the Bitmap Editor.

Parameters

TransparencyOn : *enumeration*	Transparency is on for a specified color.
	No
	Yes
TransColorRed: *numeric* (optional)	The amount of red (0-255) in a transparent color.
TransColorGreen : *numeric* (optional)	The amount of green (0-255) in a transparent color.
TransColorBlue: *numeric* (optional)	The amount of blue (0-255) in a transparent color.

SetBorder

Syntax

SetBorder(*TitleType* As _SetBorder_TitleType_enum, [*BoxShape* As _SetBorder_BoxShape_enum], [*BoxBorder* As _SetBorder_BoxBorder_enum], [*Red* As Integer], [*Green* As Integer], [*Blue* As Integer])

Description

Specify border options for chart titles, labels, and legends.

Parameters

TitleType: *enumeration*	The box border type for data chart titles or labels.	
	BoxDataLabels	
	BoxLegend	
	BoxPieLabels	
	BoxPieTitles	
	BoxSubtitle	
	BoxTitle	
	OrgChart	
	TextChart	
BoxShape:	The box shape.	

enumeration (optional)	**None** **Octagon** **Rectangle** **RndRect**
BoxBorder: *enumeration* (optional)	The border type. **Bevel** **Dash** **Dot** **Double** **None** **Shadow** **Single** **Thick**
Red: *numeric* (optional)	The amount of red (0-255) in a box border.
Green: *numeric* (optional)	The amount of green (0-255) in a box border.
Blue: *numeric* (optional)	The amount of blue (0-255) in a box border.

Related topics

SetBrushShape

Syntax

SetBrushShape([*BrushShape* As _SetBrushShape_BrushShape_enum])

Description

Specify the shape of the Paint Brush painting tool.

Parameters

BrushShape : *enumeration* (optional)	The shape of the Paint Brush painting tool. **BackwardSlash** **Circle** **Diamond** **ForwardSlash** **HorizontalLine** **Square** **VerticalLine**

Related topics

SetBrushWidth

Syntax

SetBrushWidth([*BrushWidth* As Integer])

Description

Specify the width of the Paint Brush painting tool. If no parameter is specified, the Paint Brush is set to the default width.

Parameters

BrushWidth: *numeric* (optional)	The width in pixels (0-100).

Related topics

SetBubbleAnchors

Syntax

SetBubbleAnchors(*AnchorHorizontal* As _SetBubbleAnchors_AnchorHorizontal_enum, AnchorVertical As _SetBubbleAnchors_AnchorVertical_enum)

Description

Specify anchors.

Parameters

AnchorHorizont al: *enumeration*	Indicate whether the horizontal anchor should be set. **False** **True**
AnchorVertical: *enumeration*	Indicate whether the vertical anchor should be set. **False** **True**

SetBulletAttributes

Syntax

SetBulletAttributes(*Level* As Integer, *GradType* As _SetBulletAttributes_GradType_enum, *Grad1Red* As Integer, *Grad1Green* As Integer, *Color1Blue* As Integer, [*Grad2Red* As Integer], [*Grad2Green* As Integer], [*Grad2Blue* As Integer], [*GradBRed* As Integer], [*GradBGreen* As Integer], [*GradBBlue* As Integer], [*BrushPattern* As _SetBulletAttributes_BrushPattern_enum], [*UseGradSteps* As _SetBulletAttributes_UseGradSteps_enum], [*GradAngle* As Long], [*GradRefX* As Integer], [*GradRefY* As Integer], [*GradSteps* As Integer])

Description

Set bullet fill attributes.

Parameters

Level: *numeric*	The level of the bulleted list to be changed.
GradType: *enumeration*	The gradient type. **ConcenCircles** **ConcenEllipse** **ConcenRects** **ConcenSquares** **ConverCircles** **ConverEllips** **ConverRects** **ConverSquares** **Linear** **None** **Polygonal**
Grad1Red: *numeric*	The amount of red (0-255) in a solid fill, the top color of a linear gradient, or the center color of a circular or rectangular gradient.
Grad1Green: *numeric*	The amount of green (0-255) in a solid fill, the top color of a linear gradient, or the center color of a circular or rectangular gradient.
Color1Blue: *numeric*	The amount of blue (0-255).
Grad2Red: *numeric* (optional)	The amount of red (0-255) in a solid fill, the bottom color of a linear gradient, or the outer color of a circular or rectangular gradient.
Grad2Green: *numeric* (optional)	The amount of green (0-255) in a solid fill, the bottom color of a linear gradient, or the outer color of a circular or rectangular gradient.
Grad2Blue: *numeric* (optional)	The amount of blue (0-255) in a solid fill, the bottom color of a linear gradient, or the outer color of a circular or rectangular gradient.
GradBRed:	The amount of red (0-255) in the background color.

numeric (optional)	
GradBGreen: *numeric* (optional)	The amount of green (0-255) in the background color.
GradBBlue: *numeric* (optional)	The amount of blue (0-255) in the background color.
BrushPattern: *enumeration* (optional)	The fill pattern. **Arches** **Balls** **BigChecks** **BigCrosshatch** **BigSquares** **Chainlink** **Checks** **Crosses** **Crosshatch** **FishScale** **Gray12** **Gray25** **Gray50** **Honeycomb** **HorzBricks** **HorzLines1** **HorzLines2** **Mesh** **Patio** **Plaid** **Solid** **Squares** **TiltBricks** **TiltLines1** **TiltLines2** **TiltLines3** **TiltLines4** **Triangles** **VertLines1** **VertLines2** **Waves** **Weave**
UseGradSteps: *enumeration* (optional)	Use gradient steps. **No** **Yes**
GradAngle: *numeric* (optional)	The rotation angle for a gradient fill. The top of the gradient is rotated counter-clockwise. For example, a 90-degree rotation places the top of the gradient parallel to the left margin of the page.
GradRefX: *numeric* (optional)	The horizontal center of a circular or rectangular gradient relative to the page. Flush left is 0, center is 50, flush right is 100.
GradRefY: *numeric* (optional)	The vertical center of a circular or rectangular gradient or the top of a linear gradient relative to the page. Top is 0, center is 50, bottom is 100.
GradSteps: *numeric* (optional)	The number of steps between colors in a gradient fill. A value of 0 represents the greatest possible number of steps.

SetBulletColor

Syntax

SetBulletColor([*LevelNum* As Integer], [*Red* As Integer], [*Green* As Integer], [*Blue* As Integer])

Description

Specify colors for the bullets used in bullet charts. A different color may by specified for each level. Precede with BulletChartAttrStart and follow with BulletChartAttrEnd.

Parameters

LevelNum: *numeric* (optional)	The bulleted list level.
Red: *numeric* (optional)	The amount of red (0-255) in a bullet color.
Green: *numeric* (optional)	The amount of green (0-255) in a bullet color.
Blue: *numeric* (optional)	The amount of blue (0-255) in a bullet color.

Related topics

SetBulletDefinition

Syntax

SetBulletDefinition(*BulletLevel* As Integer, *Bullet* As String)

Description

Specify characters to use as bullets for a bullet chart. Precede with **BulletChartAttrStart()** and follow with **BulletChartAttrEnd()**.

Parameters

BulletLevel: *numeric*	The bullet chart level to modify.
Bullet: *string*	Up to twenty characters to use as bullets.

Related topics

SetBulletEffect

Syntax

SetBulletEffect(*Effect* As _SetBulletEffect_Effect_enum, *Direction* As _SetBulletEffect_Direction_enum, *Speed* As _SetBulletEffect_Speed_enum, *OneAtATime* As _SetBulletEffect_OneAtATime_enum, *Highlight* As _SetBulletEffect_Highlight_enum, *ReverseOrder* As _SetBulletEffect_ReverseOrder_enum, *ApplyToAll* As _SetBulletEffect_ApplyToAll_enum)

Description

Set the transition and cascade effects for a bulleted list.

Parameters

Effect: *enumeration*	The transition type. **AnimateBounceIn** **AnimateCurveIn** **AnimateFlyIn** **AnimateFlyInAndBounce** **AnimateFlyInFromCorner** **AnimateFlyInFromCornerAndBounce** **Blinds** **Blocks** **Circles** **CirclesRandom** **CircuitBoard** **Clock** **Close** **Diamonds** **DiamondsRandom** **DiamondsSmall** **Dissolve** **Explode** **Fade** **Focus** **FocusDissolve** **FourPointStars** **HappyFaces** **Hatch** **Lines** **Mosaic** **MosaicDissolve** **MosaicWave** **NoEffect** **Normal** **Octagons** **Open** **PhotoLens** **Polygons** **PushAway** **Puzzle** **Raindrops** **Rectangles** **RollIn** **RollOut** **SkipLines** **SlideAway** **SlideIn** **SlideToCorner** **Sparkles** **Spiral!** **SpiralAway** **StackBlocks** **Starburst**

	Stars
	Stretch
	StretchClose
	StretchFromCenter
	StretchFromCorner
	StretchOpen
	Sweep
	SweepLines
	Triangles
	Wave
	Weave
Direction:	The transition direction.
enumeration	**Clockwise**
(optional)	**CounterClockwise**
	Down
	Horizontal
	Left
	LeftAndDown
	LeftAndUp
	NoDirection
	Right
	RightAndDown
	RightAndUp
	Up
	Vertical
Speed:	The transition speed.
enumeration	**Fast**
	Medium
	Slow
OneAtATime:	Animate bullets one at a time.
enumeration	**No**
	Yes
Highlight:	Highlight the bulleted item.
enumeration	**No**
	Yes
ReverseOrder:	Cause the bottom bullet item to appear first.
enumeration	**No**
	Yes
ApplyToAll:	Apply transition effects to all bulleted lists in the current
enumeration	template.
	No
	Yes

SetBulletLayout

Syntax

SetBulletLayout([*JustFlag* As Integer], [*JustTypeTitle* As _SetBulletLayout_JustTypeTitle_enum], [*JustTypeTwo* As _SetBulletLayout_JustTypeTwo_enum], [*JustTypeThree* As _SetBulletLayout_JustTypeThree_enum], [*JustTypeFour* As _SetBulletLayout_JustTypeFour_enum], [*JustTypeFive* As _SetBulletLayout_JustTypeFive_enum], [*JustTypeSix* As _SetBulletLayout_JustTypeSix_enum])

Description

Specify bullet chart justification options. Precede with **BulletChartAttrStart()** and follow with **BulletChartAttrEnd()**.

Parameters

JustFlag: *numeric*	The level to modify. This parameters only accepts
(optional)	numbers, not text. Use one of the following numbers:
JustTypeTitle:	Specify the justification for the title level.
enumeration	**Center**
(optional)	**Full**
	Left

JustTypeTwo: *enumeration* (optional)	The justification for level two. **Center** **Full** **Left**
JustTypeThree: *enumeration* (optional)	The justification for level three. **Center** **Full** **Left**
JustTypeFour: *enumeration* (optional)	The justification for level four. **Center** **Full** **Left**
JustTypeFive: *enumeration* (optional)	The justification for level five. **Center** **Full** **Left**
JustTypeSix: *enumeration* (optional)	The justification for level six. **Center** **Full** **Left**

Related topics

SetBulletLineSpacing

Syntax

SetBulletLineSpacing()

Description

Set the line spacing options for bullet charts.

 Related topics

SetBulletSize

Syntax

SetBulletSize(*Level* As Integer, *RelativeSize* As Integer)

Description

Specify the size of the bullets.

Parameters

Level: *numeric*	The bulleted list level.
RelativeSize: *numeric*	The size of the bullets relative to the font.

SetChartAttrsBold

Syntax

SetChartAttrsBold()

Description

Turn Bold on or off for selected chart text.

Related topics

SetChartAttrsItalic

Syntax

SetChartAttrsItalic()

Description

Turn Italics on or off for selected chart text.

Related topics

SetChartAttrsUnderline

Syntax

SetChartAttrsUnderline()

Description

Turn Underline on or off for selected chart text.

 Related topics

SetChartFont

Syntax

SetChartFont(*TitleType* As _SetChartFont_TitleType_enum, [*FontName* As String], [*PointSize* As Double], [*Italic* As _SetChartFont_Italic_enum], [*Underline* As _SetChartFont_Underline_enum], [*Bold* As _SetChartFont_Bold_enum])

Description

Specify a font for chart text.

Parameters

TitleType: *enumeratio n*	The title or label font to define. **DataLabels** **Legend** **LegendTitle** **MiniTable** **OrgChart** **PieLabels** **PieTitles** **Subtitle** **TableCells** **Title** **Xaxise** **Xnames** **Y1Axise** **Y1Labelse** **Y2Axise** **Y2Labelse**	
FontName: *string* (optional)	The font name and style.	
PointSize: *numeric* (optional)	The font point size.	
Italic: *enumeratio n* (optional)	**Off** **On**	
Underline: *enumeratio n* (optional)	**Off** **On**	
Bold: *enumeratio n* (optional)	**Off** **On**	

◻ Related topics

SetChartTitlePos

Syntax

SetChartTitlePos([*Title* As _SetChartTitlePos_Title_enum], [*Subtitle* As _SetChartTitlePos_Subtitle_enum], [*Y1Axis* As _SetChartTitlePos_Y1Axis_enum], [*Y2Axis* As _SetChartTitlePos_Y2Axis_enum], [*XAxis* As _SetChartTitlePos_XAxis_enum])

Description

Specify the position of chart titles and labels.

Parameters

Title: *enumeration* (optional)	The title position. **Center** **Left** **Right**
Subtitle: *enumeration* (optional)	The subtitle position. **Center** **Left** **Right**
Y1Axis: *enumeration* (optional)	The position of the Primary Y-axis label. **Horz** **Vert**
Y2Axis: *enumeration* (optional)	The position of the secondary Y-axis label. **Horz** **Vert**
XAxis: *enumeration* (optional)	The position of the X-axis label. **Horz** **Vert**

Related topics

SetColorAttributes

Syntax

SetColorAttributes(*LineForeRed* As Integer, *LineForeGreen* As Integer, *LineForeBlue* As Integer, *LineBackRed* As Integer, *LineBackGreen* As Integer, *LineBackBlue* As Integer, *FillForeRed* As Integer, *FillForeGreen* As Integer, *FillForeBlue* As Integer, *FillBackRed* As Integer, *FillBackGreen* As Integer, *FillBackBlue* As Integer, *TextForeRed* As Integer, *TextForeGreen* As Integer, *TextForeBlue* As Integer, *TextBackRed* As Integer, *TextBackGreen* As Integer, *TextBackBlue* As Integer, *TextPenRed* As Integer, *TextPenGreen* As Integer, *TextPenBlue* As Integer)

Description

Specify line and fill color attributes for the current drawing.

Parameters

LineForeRed: *numeric*	The amount of red (0-255) in the foreground line color.
LineForeGreen: *numeric*	The amount of green (0-255) in the foreground line color.
LineForeBlue: *numeric*	The amount of blue (0-255) in the foreground line color.
LineBackRed: *numeric*	The amount of red (0-255) in the background line color.
LineBackGreen: *numeric*	The amount of green (0-255) in the background line color.
LineBackBlue: *numeric*	The amount of blue (0-255) in the background line color.
FillForeRed: *numeric*	The amount of red (0-255) in the foreground fill color.
FillForeGreen: *numeric*	The amount of green (0-255) in the foreground fill color.
FillForeBlue: *numeric*	The amount of blue (0-255) in the foreground fill color.
FillBackRed: *numeric*	The amount of red (0-255) in the background fill color.
FillBackGreen: *numeric*	The amount of green (0-255) in the background fill color.
FillBackBlue: *numeric*	The amount of blue (0-255) in the background fill color.
TextForeRed: *numeric*	The amount of red (0-255) in the foreground text color.
TextForeGreen: *numeric*	The amount of green (0-255) in the foreground text color.
TextForeBlue: *numeric*	The amount of blue (0-255) in the foreground text color.
TextBackRed: *numeric*	The amount of red (0-255) in the background text color.
TextBackGreen: *numeric*	The amount of green (0-255) in the background text color.
TextBackBlue: *numeric*	The amount of blue (0-255) in the background text color.
TextPenRed: *numeric*	The amount of red (0-255) in the text outline color.
TextPenGreen: *numeric*	The amount of green (0-255) in the text outline color.
TextPenBlue: *numeric*	The amount of blue (0-255) in the text outline color.

SetConnector

Syntax

SetConnector([*ConnectorStyle* As _SetConnector_ConnectorStyle_enum], [*StaffLineStyle* As _SetConnector_StaffLineStyle_enum], [*ShowStaffArrow* As Integer], [*ConnRed* As Integer], [*ConnGreen* As Integer], [*ConnBlue* As Integer], [*LineStyle* As _SetConnector_LineStyle_enum], [*ConnectorWidth* As Integer],

[*ShowConnectors* As _SetConnector_ShowConnectors_enum], [*StaffConnectorWidth* As Integer],
[*ShowStaffConnectors* As _SetConnector_ShowStaffConnectors_enum], [*StaffConnRed* As Integer],
[*StaffConnGreen* As Integer], [*StaffConnBlue* As Integer])

Description

Specify connector options for organization charts.

Parameters

ConnectorStyle: *enumeration* (optional)	The style for organization chart connectors. **Direct** **HorzVert** **Indirect**
StaffLineStyle: *enumeration* (optional)	The style for staff connector lines. **Alternate** **Dash2Dot** **Dash2Dot2** **DashDot2** **Dashed** **DotDash** **DotDash2** **Dotted** **Long2Short** **Long2Short2** **LongDash** **LongShort** **LongShort2** **ShortDash** **Solid** **TinyDash**
ShowStaffArrow: *numeric* (optional)	Show or hide arrows and connectors. Use one of the following numbers:
ConnRed: *numeric* (optional)	The amount of red (0-255) in the connector color.
ConnGreen: *numeric* (optional)	The amount of green (0-255) in the connector color.
ConnBlue: *numeric* (optional)	The amount of blue (0-255) in the connector color.
LineStyle: *enumeration* (optional)	The style for staff connector lines. **Alternate** **Dash2Dot** **Dash2Dot2** **DashDot2** **Dashed** **DotDash** **DotDash2** **Dotted** **Long2Short** **Long2Short2** **LongDash** **LongShort** **LongShort2** **ShortDash** **Solid** **TinyDash**
ConnectorWidth: *numeric* (optional)	The width for organization chart connectors.
ShowConnectors: *enumeration* (optional)	Display the connectors. **No** **Yes**

StaffConnector Width: *numeric* (optional)	The width of staff connector lines.
ShowStaffConnectors: *enumeration* (optional)	Display the staff connectors. **No** **Yes**
StaffConnRed: *numeric* (optional)	The amount of red (0-255) in staff connector lines.
StaffConnGreen: *numeric* (optional)	The amount of green (0-255) in staff connector lines.
StaffConnBlue: *numeric* (optional)	The amount of blue (0-255) in staff connector lines.

Related topics

SetExplodeDistance

Syntax

SetExplodeDistance(*PieNum* As Integer, *Slice* As Integer, *Distance* As Integer)

Description

Specify the distance of a slice of a pie chart from the rest of the pie.

Parameters

PieNum: *numeric*	The pie number.
Slice: *numeric*	The slice number.
Distance: *numeric*	The distance between a slice and the rest of the pie chart. Values range from 0 to 200.

Related topics

SetFontFace

Syntax

SetFontFace([*FontName* As String], [*PointSize* As Integer], [*Bold* As _SetFontFace_Bold_enum], [*Italic* As _SetFontFace_Italic_enum], [*Underline* As _SetFontFace_Underline_enum], [*Position* As _SetFontFace_Position_enum], [*RelSize* As _SetFontFace_RelSize_enum], [*FontType* As _SetFontFace_FontType_enum], [*Weight* As Integer], [*Attributes* As Integer], [*PtSz3600* As Long])

Description

Specify a font. To implement specified changes, follow with **RealizeFontChanges()**.

Parameters

FontName: *string* (optional)	The name of the font.
PointSize: *numeric* (optional)	The font point size.
Bold: *enumeration* (optional)	**Off** **On**
Italic: *enumeration* (optional)	**Off** **On**
Underline: *enumeration* (optional)	**Off** **On**
Position: *enumeration* (optional)	The font position. **Normal** **Subscript** **Superscript**
RelSize: *enumeration* (optional)	The relative size of a font. **ExtraLarge** **Fine** **Large** **Normal** **Small** **VeryLarge**
FontType: *enumeration* (optional)	The font type. **ATM** **TT**
Weight: *numeric* (optional)	The relative weight of the font (condensed, heavy, light, and so on).
Attributes: *numeric* (optional)	The font attributes (bold, underline, italic, and so on).
PtSz3600: *numeric* (optional)	

▯ **Related topics**

SetFontGradient

Syntax

SetFontGradient(*GradientType* As _SetFontGradient_GradientType_enum, *GradFlag* As Integer, *GradAngle* As Long, *GradRefX* As Integer, *GradRefY* As Integer, *GradSteps* As Integer, *Grad1Red* As Integer, *Grad1Green* As Integer, *Grad1Blue* As Integer, *Grad2Red* As Integer, *Grad2Green* As Integer, *Grad2Blue* As Integer, *GradBRed* As Integer, *GradBGreen* As Integer, *GradBBlue* As Integer, *ForeTransparency* As Integer, *BackTransparency* As Integer)

Description

Specify a gradient fill for a font. To implement specified changes, follow with **RealizeFontChanges()**.

Parameters

GradientType: *enumeration*	The linear, circular, or rectangular gradient. **ConcenCircles** **ConcenEllipses** **ConcenRects** **ConcenSquares** **ConverCircles** **ConverEllipses** **ConverRects** **ConverSquares** **Linear** **None** **Polygonal**
GradFlag: *numeric*	Specify the granularity and whether a gradient is anchored to a page.
GradAngle: *numeric*	The rotation angle for a gradient fill. The top of the gradient is rotated counter-clockwise. For example, a 90-degree angle places the top of the gradient parallel to the left margin of the page.
GradRefX: *numeric*	The horizontal center of a circular or rectangular gradient relative to the page. Flush left is 0, center is 50, and flush right is 100.
GradRefY: *numeric*	The vertical center of a circular or rectangular gradient or the top of a linear gradient relative to the page. Top is 0, center is 50, and bottom is 100.
GradSteps: *numeric*	The number of steps between colors in a gradient fill. A value of 0 represents the greatest possible number of steps.
Grad1Red: *numeric*	The amount of red (0-255) in a solid fill, the top color of a linear gradient, or the center color of a circular or rectangular gradient.
Grad1Green: *numeric*	The amount of green (0-255) in a solid fill, the top color of a linear gradient, or the center color of a circular or rectangular gradient.
Grad1Blue: *numeric*	The amount of blue (0-255) in a solid fill, the top color of a linear gradient, or the center color of a circular or rectangular gradient.
Grad2Red: *numeric*	The amount of red (0-255) in the bottom color of a linear gradient, or the outer color of a circular or rectangular gradient.
Grad2Green: *numeric*	The amount of green (0-255) in the bottom color of a linear gradient, or the outer color of a circular or rectangular gradient.
Grad2Blue: *numeric*	The amount of blue (0-255) in the bottom color of a linear gradient, or the outer color of a circular or rectangular gradient.
GradBRed: *numeric*	The amount of red (0-255) in the background color of a pattern.
GradBGreen: *numeric*	The amount of green (0-255) in the background color of a pattern.
GradBBlue: *numeric*	The amount of blue (0-255) in the background color of a pattern.
ForeTransparency	The foreground color transparency on (1) or off (0).

: *numeric*

BackTransparency: *numeric*	Indicate whether the background color transparency is on (1) or off (0).

SetFontOutline

Syntax

SetFontOutline(*TitleType* As _SetFontOutline_TitleType_enum, [*Width* As Double], [*Red* As Integer], [*Green* As Integer], [*Blue* As Integer], [*Outline* As _SetFontOutline_Outline_enum])

Description

Specify font outline attributes for data chart text. To implement specified changes, follow with **RealizeFontChanges()**.

Parameters

TitleType: *enumeration*	The data chart title type to modify. **DataLabels** **Legend** **LegendTitle** **MiniTable** **OrgChart** **PieLabels** **PieTitles** **Subtitle** **TableCells** **Title** **Xaxis** **Xnames** **Y1Axis** **Y1Labels** **Y2Axis** **Y2Labels**
Width: *numeric* (optional)	The outline width, in inches.
Red: *numeric* (optional)	The amount of red (0-255) in an outline color.
Green: *numeric* (optional)	The amount of green (0-255) in an outline color.
Blue: *numeric* (optional)	The amount of blue (0-255) in an outline color.
Outline: *enumeration* (optional)	The state of font outline. **Off** **On**

Related topics

SetFontPattern

Syntax

SetFontPattern(*BrushPattern* As _SetFontPattern_BrushPattern_enum, *Grad1Red* As Integer, *Grad1Green* As Integer, *Grad1Blue* As Integer, *Grad2Red* As Integer, *Grad2Green* As Integer, *Grad2Blue* As Integer, *PenBRed* As Integer, *PenBGreen* As Integer, *PenBBlue* As Integer, *PenFRed* As Integer, *PenFGreen* As Integer, *PenFBlue* As Integer, *PenHorzWidth* As Integer, *PenVertWidth* As Integer, [*eFlags* As _SetFontPattern_eFlags_enum], [*PenStyle* As Integer], [*PenPattern* As Integer])

Description

Specify a fill pattern for a font. To implement specified changes, follow with **RealizeFontChanges()**.

Parameters

BrushPattern: *enumeration*	The fill pattern. **Arch** **Balls** **BigChecks** **BigCrosshatch** **BigSquares** **ChainLink** **Checks** **Crosses** **FishScale** **Gray12** **Gray25** **Gray50** **HoneyComb** **HorzBricks** **HorzLines1** **HorzLines2** **Mesh** **Patio** **Plaid** **Solid** **Squares** **TiltBricks** **TiltLines1** **TiltLines2** **TiltLines3** **TiltLines4** **Triangles** **VertLines1** **VertLines2** **Waves** **Weave**
Grad1Red: *numeric*	The amount of red (0-255) in the foreground pattern color.
Grad1Green: *numeric*	The amount of green (0-255) in the foreground pattern color.
Grad1Blue: *numeric*	The amount of blue (0-255) in a solid fill, the top color of a linear gradient, or the center color of a circular or rectangular gradient.
Grad2Red: *numeric*	The amount of red (0-255) in the background pattern color.
Grad2Green: *numeric*	The amount of green (0-255) in the background pattern color
Grad2Blue: *numeric*	The amount of blue (0-255) in a solid fill, the bottom color of a linear gradient, or the outer color of a circular or rectangular gradient.
PenBRed: *numeric*	The amount of red (0-255) in the background pen color.
PenBGreen: *numeric*	The amount of green (0-255) in the pen background color.

PenBBlue: *numeric*	The amount of blue (0-255) in the pen background color.
PenFRed: *numeric*	The amount of red (0-255) in the foreground outline color.
PenFGreen: *numeric*	The amount of green (0-255) in the foreground outline color.
PenFBlue: *numeric*	The amount of blue (0-255) in the pen foreground color.
PenHorzWidth : *numeric*	The horizontal outline width.
PenVertWidth: *numeric*	The vertical line width, in WordPerfect units (1200ths of an inch).
eFlags: *enumeration* (optional)	The state of fill and frame. **Closed** **ClosedFilled** **Filled** **Framed** **FramedClosed** **FramedClosedFilled** **FramedFilled** **None**
PenStyle: *numeric* (optional)	The pen style for lines.
PenPattern: *numeric* (optional)	The pen pattern for lines.

Related topics

SetFrameOptions

Syntax

SetFrameOptions([*Height* As Integer], [*Front* As _SetFrameOptions_Front_enum], [*Back* As _SetFrameOptions_Back_enum], [*Left* As _SetFrameOptions_Left_enum], [*Right* As _SetFrameOptions_Right_enum], [*Top* As _SetFrameOptions_Top_enum], [*Bottom* As _SetFrameOptions_Bottom_enum]

Description

Specify chart base and frame options.

Parameters

Height: *numeric* (optional)	The base height of a chart. Values range from 0 to 100.
Front: *enumeration* (optional)	Display the front chart frame. **Off** **On**
Back: *enumeration* (optional)	Display the back chart frame. **Off** **On**
Left: *enumeration* (optional)	Display the left chart frame. **Off** **On**
Right: *enumeration* (optional)	Display the right chart frame. **Off** **On**
Top: *enumeration* (optional)	Display the top chart frame. **Off** **On**
Bottom: *enumeration* (optional)	Display the bottom chart frame. **Off** **On**

■ **Related topics**

SetGradient

Syntax

 SetGradient(*TitleType* As _SetGradient_TitleType_enum, [*GradType* As _SetGradient_GradType_enum], [*Grad1Red* As Integer], [*Grad1Green* As Integer], [*Grad1Blue* As Integer], [*Grad2Red* As Integer], [*Grad2Green* As Integer], [*Grad2Blue* As Integer], [*Steps* As Integer], [*Angle* As Integer], [*RefX* As Integer], [*RefY* As Integer], [*Flag* As _SetGradient_Flag_enum], [*FillOn* As _SetGradient_FillOn_enum])

Description

Define a gradient fill for chart boxes or titles.

Parameters

TitleType: *enumeration*	The type of chart box or title.

BoxDataLabels
BoxLegend
BoxOrgChart
BoxPieLabels
BoxPieTitles
BoxSubtitle
BoxTitle
FontDataLabels
FontLegend
FontLegendTitle
FontMiniTable
FontOrgChart
FontPieLabels
FontPieTitles
FontSubtitle
FontTableCells
FontTitle
FontXAxis
FontXNames
FontY1Axis
FontY1Labels
FontY2Axis
FontY2Labels
Frame
Series1
Series10
Series11
Series12
Series13
Series14
Series15
Series16
Series17
Series18
Series19
Series2
Series20
Series21
Series22
Series23
Series24
Series3
Series4
Series5
Series6
Series7
Series8
Series9
TextChart

GradType: *enumeration* (optional)	The gradient type. **Circular** **Linear** **Rectangular**
Grad1Red: *numeric* (optional)	The amount of red (0-255) in the top color of a linear gradient or the center color of a circular or rectangular gradient.
Grad1Green: *numeric* (optional)	The amount of green (0-255) in the top color of a linear gradient or the center color of a circular or rectangular gradient.
Grad1Blue: *numeric* (optional)	The amount of blue (0-255) in the top color of a linear gradient or the center color of a circular or rectangular gradient.
Grad2Red: *numeric* (optional)	The amount of red (0-255) in the bottom color of a linear gradient or the outer color of a circular or rectangular gradient.
Grad2Green: *numeric* (optional)	The amount of green (0-255) in the bottom color of a linear gradient, or the outer color of a circular or rectangular gradient.
Grad2Blue: *numeric* (optional)	The amount of blue (0-255) in the bottom color of a linear gradient, or the outer color of a circular or rectangular gradient.
Steps: *numeric* (optional)	The number of steps between colors in a gradient. A value of 0 represents the greatest possible number of steps.
Angle: *numeric* (optional)	Specify a rotation angle for a gradient. The top of the gradient is rotated counter-clockwise. For example, a 90-degree angle places the top of the gradient along the left margin of the page.
RefX: *numeric* (optional)	The horizontal center of a circular or rectangular gradient relative to the page. Flush left is 0, center is 50, and flush right is 100.
RefY: *numeric* (optional)	Specify the vertical center of a circular or rectangular gradient or the top of a linear gradient relative to the page. Top is 0, center is 50, and bottom is 100.
Flag: *enumeration* (optional)	Blend steps automatically. **AutoBlendOff** **AutoBlendOn**
FillOn: *enumeration* (optional)	The state of gradient fill. **Off** **On**

Related topics

SetGridSnapOptions

Syntax

SetGridSnapOptions([*GridDisplay* As _SetGridSnapOptions_GridDisplay_enum], [*GridSnap* As _SetGridSnapOptions_GridSnap_enum], [*HorizSpacing* As Integer], [*VertSpacing* As Integer], [*Interval* As Integer], [*SnapZone* As Integer])

Description

Set Grid/Snap options.

Parameters

GridDisplay: *enumeration* (optional)	Display the grid. **No** **Yes**
GridSnap: *enumeration* (optional)	Snap to grid. **No** **Yes**
HorizSpacing: *measurement* (optional)	The horizontal grid spacing, in WordPerfect units (1200ths of an inch).
VertSpacing: *measurement* (optional)	The vertical grid spacing, in WordPerfect units.
Interval: *numeric* (optional)	The point display interval.
SnapZone: *measurement* (optional)	The alignment guide snap zone, in WordPerfect units.

Related topics

SetGridTickOptions

Syntax

SetGridTickOptions(*Axis* As _SetGridTickOptions_Axis_enum, [*MajRed* As Integer], [*MajGreen* As Integer], [*MajBlue* As Integer], [*MinRed* As Integer], [*MinGreen* As Integer], [*MinBlue* As Integer], [*MajGrid* As _SetGridTickOptions_MajGrid_enum], [*MinGrid* As _SetGridTickOptions_MinGrid_enum], [*MajTick* As _SetGridTickOptions_MajTick_enum], [*MinTick* As _SetGridTickOptions_MinTick_enum], [*SeparateGrid* As _SetGridTickOptions_SeparateGrid_enum])

Description

Specify grid and tick options for a data chart.

Parameters

Axis: *enumeration*	The axis to modify. **X** **Y1** **Y2**
MajRed: *numeric* (optional)	The amount of red (0-255) in the major grid color.
MajGreen: *numeric* (optional)	The amount of green (0-255) in the major grid color.
MajBlue: *numeric* (optional)	The amount of blue (0-255) in the major grid color.
MinRed: *numeric* (optional)	The amount of red (0-255) in the minor grid color.
MinGreen: *numeric* (optional)	The amount of green (0-255) in the minor grid color.
MinBlue: *numeric* (optional)	The amount of blue (0-255) in the minor grid color.
MajGrid: *enumeration* (optional)	The appearance of the major grid. **Dashed** **Dotted** **None** **Solid**
MinGrid: *enumeration* (optional)	The appearance of the minor grid. **Dashed** **Dotted** **None** **Solid**
MajTick: *enumeration* (optional)	The appearance of the major ticks. **Both** **In** **None** **Out**
MinTick: *enumeration* (optional)	The appearance of the minor ticks. **Both** **In** **None** **Out**
SeparateGrid: *enumeration* (optional)	Use if a separate grid scale is used for each axis. **Off** **On**

Related topics

SetHLOStyle

Syntax

SetHLOStyle(*Style* As _SetHLOStyle_Style_enum)

Description

Specify the style of a high/low chart.

Parameters

Style: *enumeration*	The high/low chart style. **Area** **Bar** **Error** **Line**

SetLabelOptions

Syntax

SetLabelOptions(*LabelType* As _SetLabelOptions_LabelType_enum, [*Hide* As _SetLabelOptions_Hide_enum], [*Position* As _SetLabelOptions_Position_enum], [*Stagger* As _SetLabelOptions_Stagger_enum], [*DispTicks* As _SetLabelOptions_DispTicks_enum], [*Interval* As Integer], [*FirstAxis* As _SetLabelOptions_FirstAxis_enum])

Description

Specify options for chart labels.

Parameters

LabelType: *enumeration*	The type of label. **DataLabels** **TableCells** **Xnames** **Y1Labels** **Y2Labels**
Hide: *enumeration* (optional)	Hide the labels. **Off** **On**
Position: *enumeration* (optional)	The position of data labels. **Above** **Below**
Stagger: *enumeration* (optional)	Stagger the X labels. **Off** **On**
DispTicks: *enumeration* (optional)	Display label ticks. **Off** **On**
Interval: *numeric* (optional)	The interval between X labels.
FirstAxis: *enumeration* (optional)	Display Y-axis labels on the first axis or on all axes on a radar chart. The Hide parameter overrides this parameter. **AllAxes** **FirstAxis**

Related topics

SetLayoutSizes

Syntax

SetLayoutSizes([*Width* As Integer], [*Depth* As Integer], [*Height* As Integer], [*Overlap* As Integer])

Description

Specify layout sizes for charts.

Parameters

Width: *numeric* (optional)	The bar width. Value (0-100).
Depth: *numeric* (optional)	The bar thickness. Value (0-100).
Height: *numeric* (optional)	The line height. Value (0-100).
Overlap: *numeric* (optional)	The amount of overlap. Value (0-100).

SetLayoutTitle

Syntax

SetLayoutTitle(*Title* As String)

Description

Specify a title for the current layout.

Parameters

Title: *string*	The layout title.

Related topics

SetLegendOptions

Syntax

 SetLegendOptions([*Display* As _SetLegendOptions_Display_enum], [*Vertical* As _SetLegendOptions_Vertical_enum], [*Inside* As _SetLegendOptions_Inside_enum], [*Position* As _SetLegendOptions_Position_enum])

Description

Specify legend options for a data chart.

Parameters

Display: *enumeration* (optional)	Display a legend. **Off** **On**
Vertical: *enumeration* (optional)	The vertical legend display. **Off** **On**
Inside: *enumeration* (optional)	Display a legend inside a chart. **Off** **On**
Position: *enumeration* (optional)	The legend position. **BottomCenter** **BottomLeft** **BottomRight** **MiddleLeft** **MiddleRight** **TopCenter** **TopLeft** **TopRight**

 Related topics

SetLevelFont

Syntax

SetLevelFont(*ChartLevel* As Integer, [*FontName* As String], [*PointSize* As Integer], [*Bold* As _SetLevelFont_Bold_enum], [*Italic* As _SetLevelFont_Italic_enum], [*Underline* As _SetLevelFont_Underline_enum], [*FontType* As _SetLevelFont_FontType_enum], [*Weight* As Integer], [*Attributes* As Integer], [*PtSz3600* As Long])

Description

Specify a font for a bullet chart level.

Parameters

ChartLevel: *numeric*	The bulleted list level to modify.
FontName: *string* (optional)	The font name and style.
PointSize: *numeric* (optional)	The font point size.
Bold: *enumeration* (optional)	**Off** **On**
Italic: *enumeration* (optional)	**Off** **On**
Underline: *enumeration* (optional)	**Off** **On**
FontType: *enumeration* (optional)	The font type. **ATM** **TT**
Weight: *numeric* (optional)	The relative weight of the font (heavy, condensed, light, and so on).
Attributes: *numeric* (optional)	The font attributes for the currently selected level (bold, italic, underline, and so on).
PtSz3600: *numeric* (optional)	

SetLevelGradient

Syntax

SetLevelGradient(*ChartLevel* As Integer, *GradientType* As _SetLevelGradient_GradientType_enum, *GradFlag* As Integer, *GradAngle* As Long, *GradRefX* As Integer, *GradRefY* As Integer, *GradSteps* As Integer, *Grad1Red* As Integer, *Grad1Green* As Integer, *Grad1Blue* As Integer, *Grad2Red* As Integer, *Grad2Green* As Integer, *Grad2Blue* As Integer, *GradBRed* As Integer, *GradBGreen* As Integer, *GradBBlue* As Integer, *ForeTransparency* As Integer, *BackTransparency* As Integer)

Description

Specify a gradient text fill for a bullet chart level.

Parameters

ChartLevel: *numeric*	The bulleted list level to modify.
GradientType: *enumeration*	The linear, circular, or rectangular gradient. **ConcenCircles** **ConcenEllipses** **ConcenRects** **ConcenSquares** **ConverCircles**

	ConverEllipses
	ConverRects
	ConverSquares
	Linear
	None
	Polygonal
GradFlag: *numeric*	Specify the granularity and anchor to page.
GradAngle: *numeric*	The rotation angle for a gradient fill. The top of the gradient is rotated counter-clockwise. For example, a 90-degree angle places the top of the gradient parallel to the left margin of the page.
GradRefX: *numeric*	The horizontal center of a circular or rectangular gradient relative to the page. Flush left is 0, center is 50, and flush right is 100.
GradRefY: *numeric*	The vertical center of a circular or rectangular gradient or the top of a linear gradient relative to the page. Top is 0, center is 50, and bottom is 100.
GradSteps: *numeric*	The number of steps between colors in a gradient fill. A value of 0 represents the greatest possible number of steps.
Grad1Red: *numeric*	The amount of red (0-255) in the top color of a linear gradient or the center color of a circular or rectangular gradient.
Grad1Green: *numeric*	The amount of green (0-255) in the top color of a linear gradient or the center color of a circular or rectangular gradient.
Grad1Blue: *numeric*	The amount of blue (0-255) in the top color of a linear gradient, or the center color of a circular or rectangular gradient.
Grad2Red: *numeric*	The amount of red (0-255) in the bottom color of a linear gradient or the outer color of a circular or rectangular gradient.
Grad2Green: *numeric*	The amount of green (0-255) in the bottom color of a linear gradient or the outer color of a circular or rectangular gradient.
Grad2Blue: *numeric*	The amount of blue (0-255) in the bottom color of a linear gradient or the outer color of a circular or rectangular gradient.
GradBRed: *numeric*	The amount of red (0-255) in the background gradient color.
GradBGreen: *numeric*	The amount of green (0-255) in the background gradient color.
GradBBlue: *numeric*	The amount of blue (0-255) in the background gradient color.
ForeTransparency: *numeric*	The foreground color transparency, with 0 specifying opaque and 255 specifying transparent.
BackTransparency: *numeric*	The background color transparency, with 0 specifying opaque and 255 specifying transparent.

SetLevelPattern

Syntax

SetLevelPattern(*ChartLevel* As Integer, *BrushPattern* As _SetLevelPattern_BrushPattern_enum, *Grad1Red* As Integer, *Grad1Green* As Integer, *Grad1Blue* As Integer, *Grad2Red* As Integer, *Grad2Green* As Integer, *Grad2Blue* As Integer, *PenBRed* As Integer, *PenBGreen* As Integer, *PenBBlue* As Integer, *PenFRed* As Integer, *PenFGreen* As Integer, *PenFBlue* As Integer, *PenHorzWidth* As Integer, *PenVertWidth* As Integer, [*eFlags* As _SetLevelPattern_eFlags_enum], [*PenStyle* As Integer])

Description

Specify a text fill pattern for a bullet chart level.

Parameters

ChartLevel: *numeric*	The bulleted list level to modify.

BrushPattern: *enumeration*	The fill pattern. **Arch** **Balls** **BigChecks** **BigCrosshatch** **BigSquares** **ChainLink** **Checks** **Crosses** **FishScale** **Gray12** **Gray25** **Gray50** **HoneyComb** **HorzBricks** **HorzLines1** **HorzLines2** **Mesh** **Patio** **Plaid** **Solid** **Squares** **TiltBricks** **TiltLines1** **TiltLines2** **TiltLines3** **TiltLines4** **Triangles** **VertLines1** **VertLines2** **Waves** **Weave**
Grad1Red: *numeric*	The amount of red (0-255) in a solid fill, the top color of a linear gradient, or the center color of a circular or rectangular gradient.
Grad1Green: *numeric*	The amount of green (0-255) in a solid fill, the top color of a linear gradient, or the center color of a circular or rectangular gradient.
Grad1Blue: *numeric*	The amount of blue (0-255) in a solid fill, the top color of a linear gradient, or the center color of a circular or rectangular gradient.
Grad2Red: *numeric*	The amount of red (0-255) in the bottom color of a linear gradient, or the outer color of a circular or rectangular gradient.
Grad2Green: *numeric*	The amount of green (0-255) in the bottom color of a linear gradient, or the outer color of a circular or rectangular gradient.
Grad2Blue: *numeric*	The amount of blue (0-255) in the bottom color of a linear gradient, or the outer color of a circular or rectangular gradient.
PenBRed: *numeric*	The amount of red (0-255) in the background pen color.
PenBGreen: *numeric*	The amount of green (0-255) in the pen background color.
PenBBlue: *numeric*	The amount of blue (0-255) in the pen background color.
PenFRed: *numeric*	The amount of red (0-255) in the foreground pen color.
PenFGreen: *numeric*	The amount of green (0-255) in the pen foreground color.
PenFBlue: *numeric*	The amount of blue (0-255) in the pen foreground color.
PenHorzWidth: *numeric*	The horizontal outline width.
PenVertWidth: *numeric*	The vertical line width, in WordPerfect units.
eFlags: *enumeration* (optional)	The state of fill and frame. **Closed** **ClosedFilled** **Filled**

	Framed
	FramedClosed
	FramedClosedFilled
	FramedFilled
	None
PenStyle: *numeric* (optional)	The pen style for lines.

SetLineAttributes

Syntax

SetLineAttributes(*AttrType* As _SetLineAttributes_AttrType_enum, [*LineOn* As _SetLineAttributes_LineOn_enum], [*Width* As Double], [*LineJoin* As _SetLineAttributes_LineJoin_enum], [*LineEnd1* As _SetLineAttributes_LineEnd1_enum], [*LineEnd2* As _SetLineAttributes_LineEnd2_enum], [*PenPattern* As _SetLineAttributes_PenPattern_enum], [*PenStyle* As _SetLineAttributes_PenStyle_enum], [*ForeRed* As Integer], [*ForeGreen* As Integer], [*ForeBlue* As Integer], [*BackRed* As Integer], [*BackGreen* As Integer], [*BackBlue* As Integer]

Description

Specify line attributes in charts.

Parameters

AttrType: *enumeration*	The line type to modify.
	Frame
	Series1
	Series10
	Series11
	Series12
	Series13
	Series14
	Series15
	Series16
	Series17
	Series18
	Series19
	Series2
	Series20
	Series21
	Series22
	Series23
	Series24
	Series3
	Series4
	Series5
	Series6
	Series7
	Series8
	Series9
LineOn: *enumeration* (optional)	The chart frame display.
	Off!
	On!
Width: *numeric* (optional)	The line width, in inches.
LineJoin: *enumeration* (optional)	The line joints.
	Bevel
	Miter
	None
	Round
LineEnd1: *enumeratio*	The end type for the beginning of a line.
	Arrow

n (optional)	**Flat**
	Round
	Square
LineEnd2: *enumeration* (optional)	The end type for the end of a line.
	Arrow
	Flat
	Round
	Square
PenPattern: *enumeration* (optional)	The penpattern used when drawing lines.
	Arch
	Balls
	BigChecks
	BigCrosshatch
	BigSquares
	ChainLink
	Checks
	Crosses
	Crosshatch
	Fishscale
	Gray12
	Gray25
	Gray50
	Honeycomb
	HorzBricks
	HorzLines1
	HorzLines2
	Mesh
	Patio
	Plaid
	Solid
	Squares
	TiltBricks
	TiltLines1
	TiltLines2
	TiltLines3
	TiltLines4
	Triangles
	VertLines1
	VertLines2
	Waves
	Weave
PenStyle: *enumeration* (optional)	The pen style used when drawing lines.
	Alternate
	Dash
	DashDot
	DashTwoDot
	Dots
	LongDash
	LongShort
	LongTwoShort
	ShortDash
	Solid
	TinyDash
	TwoDashDot
	TwoDashTwoDot
	TwoDotsDash
	TwoLongShort
	TwoLongTwoShort
ForeRed: *numeric* (optional)	The amount of red (0-255) in the line foreground color.
ForeGreen: *numeric* (optional)	The amount of green (0-255) in the line foreground color.

ForeBlue: *numeric* (optional)	The amount of blue (0-255) in the line foreground color.
BackRed: *numeric* (optional)	The amount of red (0-255) in the line background color.
BackGreen: *numeric* (optional)	The amount of green (0-255) in the line background color.
BackBlue: *numeric* (optional)	The amount of blue (0-255) in the line background color.

Related topics

SetLineSpacing

Syntax

SetLineSpacing(*Spacing* As Double)

Description

Set the amount of space between lines of text.

Parameters

Spacing: *numeric*	The spacing between lines of text.

Related topics

SetObjectTransition

Syntax

SetObjectTransition(*Effect* As _SetObjectTransition_Effect_enum, *Direction* As _SetObjectTransition_Direction_enum, *Speed* As _SetObjectTransition_Speed_enum, [*DisplaySequence* As Long])

Description

Set object transition and animation options.

Parameters

Effect: *enumeration*   The transition or animation type.

AnimateBounceIn
AnimateCurveIn
AnimateFlyIn
AnimateFlyInAndBounce
AnimateFlyInFromCorner
AnimateFlyInFromCornerAndBounce
Blinds
Blocks
Circles
CirclesRandom
CircuitBoard
Clock
Close
Diamonds
DiamondsRandom
DiamondsSmall
Dissolve
Explode
Fade
Focus
FocusDissolve
FourPointStars
HappyFaces
Hatch
Lines
Mosaic
MosaicDissolve
MosaicWave
NoEffect
Normal
Octagon
Open
PhotoLens
Polygons
PushAway
Puzzle
Raindrops
Rectangles
RollIn
RollOut
SkipLines
SlideAway
SlideIn
SlideToCorner
Sparkles
Spiral
SpiralAway
StackBlocks
Starburst
Stars
Stretch

	StretchClose
	StretchFromCenter
	StretchFromCorner
	StretchOpen
	Sweep
	SweepLines
	Triangles
	Wave
	Weave
Direction: *enumeration*	The transition or animation direction.
	Clockwise
	CounterClockwise
	Down
	Horizontal
	Left
	LeftAndDown
	LeftAndUp
	NoDirection
	Right
	RightAndUp
	Up
	Vertical
Speed: *enumeration*	The transition or animation speed.
	Fast
	Medium
	Slow
DisplaySequence: *numeric* (optional)	The order in which objects transition.

SetOrgAlignment

Syntax

SetOrgAlignment([*Alignment* As Integer], [*NumberOfColumns* As Integer])

Description

Specify how boxes in an organization chart are aligned.

Parameters

Alignment: *numeric* (optional)	The branch structure for the organization chart.
NumberOfColumns: *numeric* (optional)	The number of columns in a multiple-column organization chart.

Related topics

SetOrgChartBox

Syntax

SetOrgChartBox([*WidthSize* As _SetOrgChartBox_WidthSize_enum], [*HeightSize* As _SetOrgChartBox_HeightSize_enum], [*TextJust* As _SetOrgChartBox_TextJust_enum], [*BoxDisplay* As _SetOrgChartBox_BoxDisplay_enum])

Description

Specify box options for organization charts.

Parameters

WidthSize: *enumeration* (optional)	The box width. **FitToText** **Large2Small** **SameSize**
HeightSize: *enumeration* (optional)	The box height. **FitToText** **Large2Small** **SameSize**
TextJust: *enumeration* (optional)	The text justification within boxes. **Center** **Left** **Right**
BoxDisplay: *enumeration* (optional)	The level of boxes to display. **AllBox** **NoBox** **TMBox** **TopBox**

Related topics

SetOrgChartLayout

Syntax

SetOrgChartLayout([*FirstPlacement* As _SetOrgChartLayout_FirstPlacement_enum], [*MiddlePlacement* As _SetOrgChartLayout_MiddlePlacement_enum], [*LastPlacement* As _SetOrgChartLayout_LastPlacement_enum], [*NumberOfLevels* As Integer], [*Orientation* As _SetOrgChartLayout_Orientation_enum])

Description

Specify layout options for organization charts.

Parameters

FirstPlacement: *enumeration* (optional)	The placement of first-level items. **DoubleColumn** **DoubleRow** **LeftColumn** **RightColumn** **SingleRow**
MiddlePlacement: *enumeration* (optional)	The placement of middle items. **DoubleColumn** **DoubleRow** **LeftColumn** **RightColumn** **SingleRow**
LastPlacement: *enumeration* (optional)	The placement of last-level items. **DoubleColumn** **DoubleRow** **LeftColumn** **RightColumn** **SingleRow**
NumberOfLevels : *numeric* (optional)	The number of levels to display.
Orientation: *enumeration* (optional)	The orientation of the organization chart. **Bottom2Top** **Left2Right** **Right2Left** **Top2Bottom**

 Related topics

SetOrgChartTop

Syntax

SetOrgChartTop()

Description

Move the organization chart entry containing the insertion point to the top of the chart.

Related topics

SetOrgOrientation

Syntax

SetOrgOrientation([*Orientation* As _SetOrgOrientation_Orientation_enum])

Description

Specify the orientation of an organization chart.

Parameters

Orientation: *enumeration* (optional)	The orientation for the selected branch. **Bottom2Top** **Left2Right** **Right2Left** **Top2Bottom**

 Related topics

SetPaintMarquee

Syntax

SetPaintMarquee([*X1* As Integer], [*Y1* As Integer], [*X2* As Integer], [*Y2* As Integer])

Description

Select a portion of a bitmap area. If no parameters are specified, the whole bitmap area is selected.

Parameters

X1: *numeric* (optional)	The horizontal coordinate of the pixel in the upper left corner of the selected area. Coordinates are numbered from the upper left pixel of the bitmap area, pixel 0,0.
Y1: *numeric* (optional)	The lower-left vertical coordinate of the selected area.
X2: *numeric* (optional)	The upper-right horizontal coordinate of the selected area.
Y2: *numeric* (optional)	The upper-right vertical coordinate of the selected area.

SetPaletteColor

Syntax

SetPaletteColor(*Index* As Integer, *Red* As Integer, *Green* As Integer, *Blue* As Integer)

Description

Create a color on a color palette.

Parameters

Index: *numeric*	The index number of the color on the palette.
Red: *numeric*	The amount of red (0-255) in a color.
Green: *numeric*	The amount of green (0-255) in a color.
Blue: *numeric*	The blue value (0-255).

■ **Related topics**

SetPattern

Syntax

SetPattern(*TitleType* As _SetPattern_TitleType_enum, [*BrushPattern* As _SetPattern_BrushPattern_enum], [*ForeRed* As Integer], [*ForeGreen* As Integer], [*ForeBlue* As Integer], [*BackRed* As Integer], [*BackGreen* As Integer], [*BackBlue* As Integer], [*Transparency* As _SetPattern_Transparency_enum], [*FillOn* As _SetPattern_FillOn_enum])

Description

Specify fill colors and patterns for parts of a chart.

Parameters

TitleType: *enumeration*	The type of title. **BoxDataLabels** **BoxLegend** **BoxOrgChart** **BoxPieLabels** **BoxPieTitles** **BoxSubtitle** **BoxTitle** **FontDataLabels** **FontLegend** **FontLegendTitle** **FontMiniTable** **FontOrgChart** **FontPieLabels** **FontPieTitles** **FontSubtitle** **FontTableCells** **FontTitle** **FontXAxis** **FontXNames** **FontY1Axis** **FontY1Labels** **FontY2Axis** **FontY2Labels** **Frame** **Series1** **Series10** **Series11** **Series12** **Series13** **Series14** **Series15** **Series16** **Series17** **Series18** **Series19** **Series2** **Series20** **Series21** **Series22** **Series23** **Series24** **Series3** **Series4** **Series5** **Series6** **Series7** **Series8** **Series9** **TextChart**

BrushPattern: *enumeration* (optional)	The fill pattern. **Arch** **Balls** **BigChecks** **BigCrosshatch** **BigSquares** **Chainlink** **Checks** **Crosses** **Crosshatch** **Fishscale** **Gray12** **Gray25** **Gray50** **Honeycomb** **HorzBricks** **HorzLines1** **HorzLines2** **Mesh** **Patio** **Plaid** **Solid** **Squares** **TiltBricks** **TiltLines1** **TiltLines2** **TiltLines3** **TiltLines4** **Triangles** **VertLines1** **VertLines2** **Waves** **Weave**
ForeRed: *numeric* (optional)	The amount of red (0-255) in the foreground fill color.
ForeGreen: *numeric* (optional)	The amount of green (0-255) in the foreground fill color.
ForeBlue: *numeric* (optional)	The amount of blue (0-255) in the foreground fill color.
BackRed: *numeric* (optional)	The amount of red (0-255) in the background fill color.
BackGreen: *numeric* (optional)	The amount of green (0-255) in the background fill color.
BackBlue: *numeric* (optional)	The amount of blue (0-255) in the background fill color.
Transparency: *enumeration* (optional)	The transparency of a foreground or background color. **Background** **Foreground** **None**
FillOn: *enumeration* (optional)	The state of pattern fill. **Off** **On**

▪ **Related topics**

SetPerspectiveOptions

Syntax

SetPerspectiveOptions([*RightAngle* As _SetPerspectiveOptions_RightAngle_enum], [*Horizontal* As Integer], [*Vertical* As Integer])

Description

Specify perspective options for chart display.

Parameters

RightAngle: *enumeration* (optional)	Constrain chart axes to right angles. **Off** **On**
Horizontal: *numeric* (optional)	The angle from which the X axis is viewed. Values range from 0 to 100 for right angle axes, and from 0 to 90 for other axes.
Vertical: *numeric* (optional)	The angle from which the Y axis is viewed. Values range from 0 to 100 for right angle axes, and from 0 to 90 for other axes.

SetPieLabelOptions

Syntax

SetPieLabelOptions([*Value* As _SetPieLabelOptions_Value_enum], [*Percentage* As _SetPieLabelOptions_Percentage_enum], [*Label* As _SetPieLabelOptions_Label_enum], [*Pointer* As _SetPieLabelOptions_Pointer_enum], [*Stacked* As _SetPieLabelOptions_Stacked_enum], [*Digits* As Integer])

Description

Specify label options for pie charts.

Parameters

Value: *enumeration* (optional)	The value label display in relation to the chart. **In** **None** **Out**
Percentage: *enumeration* (optional)	The percentage label display in relation to the chart. **In** **None** **Out**
Label: *enumeration* (optional)	The data label display in relation to the chart. **In** **None** **Out**
Pointer: *enumeration* (optional)	The pointer length. **Long** **Medium** **None** **Short**
Stacked: *enumeration* (optional)	Stack labels. **Off** **On**
Digits: *numeric* (optional)	The number of digits when values are displayed as percentages.

Related topics

SetPieStyle

Syntax

SetPieStyle(*PieNum* As Integer, [*Angle* As Integer], [*Tilt* As Integer], [*Depth* As Integer], [*Size* As Integer], [*LinkSlice* As Integer], [*Column* As _SetPieStyle_Column_enum], [*Linked* As _SetPieStyle_Linked_enum], [*Sort* As _SetPieStyle_Sort_enum])

Description

Specify pie chart layout options.

Parameters

PieNum: *numeric*	The pie number.
Angle: *numeric* (optional)	The rotation angle of a pie. Values range from 0 to 359.
Tilt: *numeric* (optional)	The tilt angle of a pie.
Depth: *numeric* (optional)	The thickness of a 3-D pie. Values range from 0 to 100.
Size: *numeric* (optional)	The size of a pie. Values range from 0 to 100.
LinkSlice: *numeric* (optional)	In a two-pie chart, specify a slice of one pie to link to the entire second pie.
Column: *enumeration* (optional)	Display a pie as a stacked bar. **Off** **On**
Linked: *enumeration* (optional)	Link a pie. **Off** **On**
Sort: *enumeration* (optional)	Arrange the pie slices by size. **Off** **On**

■ **Related topics**

SetProportionalPies

Syntax

SetProportionalPies(*Flag* As _SetProportionalPies_flag_enum)

Description

Turn the proportional pies option on or off when editing a pie chart.

Parameters

Flag: *enumeration*	Toggle proportional pies. **Off** **On**

Related topics

SetRadarView

Syntax

SetRadarView([*RadialGrid* As _SetRadarView_RadialGrid_enum], [*RadarLine* As _SetRadarView_RadarLine_enum])

Description

Specify layout options for radar charts.

Parameters

RadialGrid: *enumeration* (optional)	The radar grid is radial, rather than linear. **Off** **On**
RadarLine: *enumeration* (optional)	The radar chart is displayed as lines, rather than areas. **Off** **On**

SetRangeHighlight

Syntax

SetRangeHighlight(*HighlightOn* As _SetRangeHighlight_HighlightOn_enum, *ColorToSet* As _SetRangeHighlight_ColorToSet_enum, *Red* As Integer, *Green* As Integer, *Blue* As Integer)

Description

Specify the spreadsheet range highlight colors.

Parameters

HighlightOn: *enumeration*	Indicate whether highlight is on or off. **False** **True**
ColorToSet: *enumeration*	Determine which highlight color to set. **Close** **Data** **High** **Labels** **Legend** **Low** **Open** **PieData** **PieLabels** **PieTitles** **ScatterData**
Red: *numeric*	The amount of red (0-255) in a color.
Green: *numeric*	The amount of green (0-255) in a color.
Blue: *numeric*	The amount of blue in a color (0-255).

SetSeriesOptions

Syntax

SetSeriesOptions(*SeriesNum* As Integer, [*ItemType* As _SetSeriesOptions_ItemType_enum], [*BarStyle* As _SetSeriesOptions_BarStyle_enum], [*MarkerType* As _SetSeriesOptions_MarkerType_enum], [*MarkerSize* As Integer], [*LineWidth* As Integer], [*LineStyle* As _SetSeriesOptions_LineStyle_enum], [*LineRed* As Integer], [*LineGreen* As Integer], [*LineBlue* As Integer], [*AxisType* As _SetSeriesOptions_AxisType_enum], [*Radar* As _SetSeriesOptions_Radar_enum], [*ScatterLine* As _SetSeriesOptions_ScatterLine_enum], [*ScatterMarker* As _SetSeriesOptions_ScatterMarker_enum], [*LinLines* As _SetSeriesOptions_LinLines_enum], [*LinMarkers* As _SetSeriesOptions_LinMarkers_enum])

Description

Specify options for a chart series.

Parameters

SeriesNum: *numeric*	The series to modify. Values range from 1 to 24.
ItemType: *enumeration* (optional)	The series type. Valid only for bar, area, line, or mixed charts. **Area** **Bar** **Line**
BarStyle: *enumeration* (optional)	The shape of a bar series. **Conical** **Cylinder** **Diamond** **Hexagon** **Octagon** **Pentagon** **Pyramid** **Pyramid3** **Rectangle**
MarkerType: *enumeration* (optional)	The shape of a marker. **Asterisk** **Box** **Circle** **Cross** **Diamond** **Star5** **Star6** **Sun** **Triangle** **Wedge** **X**
MarkerSize: *numeric* (optional)	Used when the ScatterMarker, LinMarker, or Radar parameter value On!. Values range from 1 to 10.
LineWidth: *numeric* (optional)	The line width in the current unit of measure.
LineStyle: *enumeration* (optional)	The style for series lines. **Alternate** **Dash** **DashDot** **DashTwoDot** **Dots** **LongDash** **LongShort** **LongTwoShort** **ShortDash** **Solid** **TinyDash** **TwoDashDot** **TwoDashTwoDot** **TwoDotsDash** **TwoLongShort** **TwoLongTwoShort**
LineRed: *numeric* (optional)	The amount of red (0-255) in a line color.
LineGreen: *numeric* (optional)	The amount of green (0-255) in a line color.
LineBlue: *numeric* (optional)	The amount of blue (0-255) in a line color.

AxisType: *enumeration* (optional)	Specify which axis a series is on. Valid only for charts with a Y1 axis (left) and a Y2 axis (right). **Left** **Right**
Radar: *enumeration* (optional)	Display the radar markers. **Off** **On**
ScatterLine: *enumeration* (optional)	Display a series as a line. Valid only for scatter charts. **Off** **On**
ScatterMarke r: *enumeration* (optional)	Display a series as markers. **Off** **On**
LinLines: *enumeration* (optional)	Display a series as a line. Valid only for line, bar, area, or mixed charts. **Off** **On**
LinMarkers: *enumeration* (optional)	Display a series as markers. Valid only for line, bar, area, or mixed charts. **Off** **On**

 Related topics

SetSlideLinkFile

Syntax

SetSlideLinkFile(*GalleryName* As String, *SlideNumber* As Integer, *Filename* As String)

Description

Link a slide show file to a gallery or .MST file.

Parameters

GalleryName : *string*	The gallery or .MST to edit.
SlideNumber : *numeric*	The number of the slide.
Filename: *string*	The slide show file to link.

SetSlideNotes

Syntax

SetSlideNotes(*Notes* As String)

Description

Create speaker notes for the current slide.

Parameters

Notes: *string*	The speaker notes for the current slide.

SetSlideOptions

Syntax

SetSlideOptions(*TransitionType* As _SetSlideOptions_TransitionType_enum, *Direction* As _SetSlideOptions_Direction_enum, *Size* As _SetSlideOptions_Size_enum, *Overlay* As _SetSlideOptions_Overlay_enum, *CascadeBullets* As _SetSlideOptions_CascadeBullets_enum, *TransitionBullets* As _SetSlideOptions_TransitionBullets_enum, *ManualDelay* As _SetSlideOptions_ManualDelay_enum, *DelayTime* As Integer, *SkipCurrent* As _SetSlideOptions_SkipCurrent_enum)

Description

Specify transition options for the current slide. Use SlideGetNext or SlideGetLast to specify a slide other than the current slide.

Parameters

TransitionType: *enumeration*	The type of transition between slides. **Blinds** **Box** **Close** **Diagonal** **Jigsaw** **Normal** **Open** **Overwrite** **Snake** **Spot** **Wipe**
Direction: *enumeration*	The direction for the transition action. **Down** **Horizontal** **In**

	Left
	LeftDown
	LeftUp
	None
	Out
	Right
	RightDown
	RightUp
	Up
	Vertical
Size: *enumeration*	The pattern size for the Spots or Jigsaw transitions. For other transition types, the value of this parameter is 255.
	Fine
	Large
	Medium
	None
	Small
	Xlarge
Overlay: *enumeration*	Indicate whether the Overlay option is active.
	No
	Yes
CascadeBullets : *enumeration*	Cascade bullets option is active.
	No
	Yes
TransitionBullets: *enumeration*	Transition Bullets Only option is active.
	No
	Yes
ManualDelay: *enumeration*	Advance slides manually.
	No
	Yes
DelayTime: *numeric*	The number of seconds before the next slide appears when the timed advance option is active.
SkipCurrent: *enumeration*	Skip the current slide when the show plays.
	No
	Yes

Related topics

SetSlideOverride

Syntax

SetSlideOverride(*OverrideTransition* As _SetSlideOverride_OverrideTransition_enum, *TransitionType* As _SetSlideOverride_TransitionType_enum, *Direction* As _SetSlideOverride_Direction_enum, *Size* As _SetSlideOverride_Size_enum, *CascadeBullets* As _SetSlideOverride_CascadeBullets_enum, *TransitionBullets* As _SetSlideOverride_TransitionBullets_enum, *OverrideAdvance* As _SetSlideOverride_OverrideAdvance_enum, *ManualDelay* As _SetSlideOverride_ManualDelay_enum, *DelayTime* As Integer)

Description

Specify slide show override options.

Parameters

OverrideTransition : *enumeration*	Override slide transitions. **No** **Yes**
TransitionType: *enumeration*	The transition type. **Blinds** **Box** **Close** **Diagonal** **Jigsaw** **Normal** **Open** **Overwrite** **Snake** **Spot** **Wipe**
Direction: *enumeration*	The transition direction. **Down** **Horizontal** **In** **Left** **LeftDown** **LeftUp** **None** **Out** **Right** **RightDown** **RightUp** **Up** **Vertical**
Size: *enumeration*	The pattern size for the Spots or Jigsaw transitions. **Fine** **Large** **Medium** **None** **Small** **Xlarge**
CascadeBullets: *enumeration*	Cascade bullets option is active. **No** **Yes**
TransitionBullets: *enumeration*	Transition bullets option is active. **No** **Yes**
OverrideAdvance: *enumeration*	**No** **Yes**
ManualDelay: *enumeration*	Advance slides manually. **No** **Yes**
DelayTime: *numeric*	The number of seconds before the next slide appears when the timed advance option is active.

Related topics

SetSlideSound

Syntax

SetSlideSound(*MidiFilename* As String, *MidiOnDisk* As _SetSlideSound_MidiOnDisk_enum, *MidiLoop* As _SetSlideSound_MidiLoop_enum, *MidiMT32* As _SetSlideSound_MidiMT32_enum, *MIDIVolume* As Integer, *DigiFilename* As String, *DigiOnDisk* As _SetSlideSound_DigiOnDisk_enum, *DiigiLoop* As _SetSlideSound_DigiLoop_enum, *DigiVolume* As Integer, CDTrackName As String, *CDLoop* As _SetSlideSound_CDLoop_enum, *CDVolume* As Integer, *CDBeginTrack* As Long, *CDBeginMinute* As Long, *CDBeginSecond* As Long, *CDBeginFrame* As Long, *CDEndTrack* As Long, *CDEndMinute* As Long, *CDEndSecond* As Long, *CDEndFrame* As Long, [*ApplyToAll* As _SetSlideSound_ApplyToAll_enum])

Description

Specify sound options for each slide.

Parameters

MidiFilename: *string*	The MIDI filename.
MidiOnDisk: *enumeration*	Store the current MIDI file on disk, rather than in the slide show file. No Yes
MidiLoop: *enumeration*	Play the current MIDI file continuously during a slide show until another file begins. **No** **Yes**
MidiMT32: *enumeration*	Ensure consistency among MIDI files written according to the MT32 standard. **No** **Yes**
MidiVolume: *numeric*	The MIDI volume.
DigiFilename: *string*	The WAV filename.
DigiOnDisk: *enumeration*	Indicate whether the WAV file is on disk. **No** **Yes**
DigiLoop: *enumeration*	Loop the WAV. **No** **Yes**
DigiVolume: *numeric*	The WAV volume.
CDTrackName: *string*	The CD track name.
CDLoop: *enumeration*	The loop CD track. **No** Yes
CDVolume: *numeric*	The CD volume.
CDBeginTrack: *numeric*	Where to begin the CD track.
CDBeginMinute: *numeric*	Where to begin the CD track.
CDBeginSecond: *numeric*	Where to begin the CD track.
CDBeginFrame: *numeric*	Where to begin the CD track.
CDEndTrack: *numeric*	Where to end the CD track.
CDEndMinute: *numeric*	Where to end the CD track.
CDEndSecond: *numeric*	Where to end the CD track.
CDEndFrame: *numeric*	Where to end the CD track.

ApplyToAll:		**No**
enumeration		**Yes**
(optional)		

 Related topics

SetSlideTransition

Syntax

SetSlideTransition([*SkipSlide* As _SetSlideTransition_SkipSlide_enum], [*Effect* As _SetSlideTransition_Effect_enum], [*Direction* As _SetSlideTransition_Direction_enum], [*Speed* As _SetSlideTransition_Speed_enum], [*ApplyEffectToAll* As _SetSlideTransition_ApplyEffectToAll_enum], [*IsManualDelay* As _SetSlideTransition_IsManualDelay_enum], [*Delay* As Integer], [*ApplyAdvanceToAll* As _SetSlideTransition_ApplyAdvanceToAll_enum], [*AnimateWaitForAdvance* As _SetSlideTransition_AnimateWaitForAdvance_enum], [*AnimateOneAtATime* As _SetSlideTransition_AnimateOneAtATime_enum], [*AnimateAfterBullets* As _SetSlideTransition_AnimateAfterBullets_enum])

Description

Specify transition options for the current slide.

Parameters

SkipSlide: *enumeration*	Skip playing the current slide.	
	DontChange	
	No	
	Yes	
Effect: *enumeration*	The transition effect.	
	Blinds	
	Blocks	
	Circles	
	CirclesRandom	
	CircuitBoard	
	Clock	
	Close	
	Diamonds	
	DiamondsRandom	
	DiamondsSmall	
	Dissolve	
	Explode	
	Fade	
	Focus	
	FocusDissolve	
	FourPointStars	
	HappyFaces	
	Hatch	
	Lines	
	Mosaic	
	MosaicDissolve	
	MosaicWave	
	Normal	
	NotSpecified	
	Octagons	
	Open	
	PhotoLens	
	Polygons	
	PushAway	
	Puzzle	
	Raindrops	
	Rectangles	
	RollIn	
	RollOut	
	SkipLines	
	SlideAway	
	SlideIn	
	SlideToCorner	
	Sparkles	
	Spiral	
	SpiralAway	
	StackBlocks	
	Starburst	

	Stars
	Stretch
	StretchClose
	StretchFromCenter
	StretchOpen
	Sweep
	SweepLines
	Triangles
	Wave
	Weave
Direction: *enumeration*	The transition direction.
	Clockwise
	CounterClockwise
	Down
	Horizontal
	Left
	LeftAndDown
	LeftAndUp
	NoDirection
	NotSpecified
	Right
	RightAndDown
	RightAndUp
	Up
	Vertical
Speed: *enumeration*	The transition speed.
	Fast
	Medium
	NotSpecified
	Slow
ApplyEffectToAll: *enumeration*	Apply the specified effect to all slides in the current slide show.
	No
	Yes
IsManualDelay: *enumeration*	Slide advance is manual.
	No
	Yes
Delay: *numeric*	The number of seconds of delay before the slide advances.
ApplyAdvanceToAll: *enumeration*	Apply the specified advance options to all slides in the current slide show.
	No
	Yes
AnimateWaitForAdvance: *enumeration*	Animate at advance, not before.
	No
	Yes
AnimateOneAtATime: *enumeration*	Animate bullets one at a time.
	No
	Yes
AnimateAfterBullets: *enumeration*	Animate an object after a bulleted list display.
	No
	Yes

SetSlideTransitionDirectionOnly

Syntax

SetSlideTransitionDirectionOnly(*Direction* As _SetSlideTransitionDirectionOnly_Direction_enum)

Description

Set the direction of the slide transition.

Parameters

Direction: *enumeratio n*	The direction in which the transition moves. **Clockwise** **CounterClockwise** **Down** **Horizontal** **Left** **LeftAndDown** **LeftAndUp** **NoDirection** **Right** **RightAndDown** **RightAndUp** **Up** **Vertical**

SetSlideTransitionOnly

Syntax

SetSlideTransitionOnly(*Effect* As _SetSlideTransitionOnly_Effect_enum)

Description

Set the slide transition type.

Parameters

Effect: *enumeratio n*	The transition to use for a slide. **Blinds** **Blocks** **Circles** **CirclesRandom** **CircuitBoard** **Clock** **Close** **Diamonds** **DiamondsRandom** **DiamondsSmall** **Dissolve** **Explode** **Fade** **Focus** **FocusDissolve** **FourPointStars** **HappyFaces** **Hatch** **Lines** **Mosaic** **MosaicDissolve** **MosaicWave** **Normal** **NotSpecified** **Octagons** **Open** **PhotoLens** **Polygons** **PushAway** **Puzzle** **Raindrops** **Rectangles** **RollIn** **RollOut** **SkipLines** **SlideAway** **SlideIn**

SlideToCorner
Sparkles
Spiral
SpiralAway
StackBlocks
Starburst
Stars
Stretch
StretchClose
StretchFromCenter
StretchFromCorner
StretchOpen
Sweep
SweepLines
Triangles
Wave
Weave

SetSlideTransitionSpeedOnly

Syntax

SetSlideTransitionSpeedOnly(*Speed* As _SetSlideTransitionSpeedOnly_Speed_enum)

Description

Set the speed of the transition between slides.

Parameters

Speed: *enumeratio* *n*	The speed of the transition. **Fast** **Normal** **NotSpecified** **Slow**

SetTableBlend

Syntax

SetTableBlend()

Description

Blend a range of colors in the current table.

SetTableSurfaceColor

Syntax

SetTableSurfaceColor(*ColorType* As _SetTableSurfaceColor_ColorType_enum, *Red* As Integer, *Green* As Integer, *Blue* As Integer)

Description

Specify table and surface colors.

Parameters

ColorType: *enumeration*	The table or surface color to change.
	ColorTable1
	ColorTable10
	ColorTable2
	ColorTable3
	ColorTable4
	ColorTable5
	ColorTable6
	ColorTable7
	ColorTable8
	ColorTable9
	GridFillColor
	GridLineColor
	SurfaceOutlineColor
Red: *numeric*	The amount of red (0-255) in a color.
Green: *numeric*	The amount of green (0-255) in a color.
Blue: *numeric*	The amount of blue (0-255) in a color.

SetTableSurfaceOptions

Syntax

SetTableSurfaceOptions([*SingleGrid* As _SetTableSurfaceOptions_SingleGrid_enum], [*FullGrid* As _SetTableSurfaceOptions_FullGrid_enum], [*TableColor* As _SetTableSurfaceOptions_TableColor_enum], [*OutlinePatch* As _SetTableSurfaceOptions_OutlinePatch_enum])

Description

Specify table layout options.

Parameters

SingleGrid: *enumeration* (optional)	Display a single grid.
	Off
	On
FullGrid: *enumeration* (optional)	Display a full grid.
	Off
	On
TableColor: *enumeration* (optional)	Display the table colors.
	Off
	On
OutlinePatch: *enumeration* (optional)	Display the surface outlines.
	Off
	On

SetTemplateAll

Syntax

SetTemplateAll(*Template* As String, [*Background* As String])

Description

Specify a template for all slides in a slide show.

Parameters

Template: *string*	The template name.
Backgroun d: *string* (optional)	The background name. Overrides the default background.

Related topics

SetTemplateCurrent

Syntax

SetTemplateCurrent([*Layout* As String], [*Background* As String])

Description

Specify a template for the current slide.

Parameters

Template: *string*	The template name.
Background: *string* (optional)	The background name. Overrides the default background.

Related topics

SetTextChartBox

Syntax

SetTextChartBox([*ShowBox* As _SetTextChartBox_ShowBox_enum], [*BoxPosition* As _SetTextChartBox_BoxPosition_enum])

Description

Specify box options for bullet charts.

Parameters

ShowBox: *enumeration* (optional)	The box types to display. **All** **Body** **None** **Title**
BoxPosition: *enumeration* (optional)	The box position in relation to chart text. **Above** **AboveBelow** **Behind** **Below**

SetTextFillAttributes

Syntax

SetTextFillAttributes(*Style* As _SetTextFillAttributes_Style_enum, [*FColorRed* As Integer], [*FColorGreen* As Integer], [*FColorBlue* As Integer], [*BColorRed* As Integer], [*BColorGreen* As Integer], [*BColorBlue* As Integer], [*BrushPattern* As _SetTextFillAttributes_BrushPattern_enum], [*GradType* As _SetTextFillAttributes_GradType_enum], [*GradRefX* As Integer], [*GradRefY* As Integer], [*GradAngle* As Long], [*GradSteps* As Integer])

Description

Specify fill attributes for text.

Parameters

Style: *enumeration*	The fill style. **Gradient** **None** **Pattern**
FColorRed: *numeric* (optional)	The amount of red (0-255) in the foreground fill color.
FColorGreen: *numeric* (optional)	The amount of green (0-255) in the foreground fill color.
FColorBlue: *numeric* (optional)	The amount of blue (0-255) in the foreground fill color.
BColorRed: *numeric* (optional)	The amount of red (0-255) in the background fill color.
BColorGreen: *numeric* (optional)	The amount of green (0-255) in the background fill color.
BColorBlue: *numeric* (optional)	The amount of green (0-255) in the background fill color.
BrushPattern: *enumeration* (optional)	The fill pattern. **Arch** **Balls** **BigChecks** **BigCrosshatch** **BigSquares**

	ChainLink
	Checks
	Crosses
	Crosshatch
	FishScale
	Gray12
	Gray25
	Gray50
	HoneyComb
	HorzBricks
	HorzLines1
	HorzLines2
	Mesh
	Patio
	Plaid
	Solid
	Squares
	TiltBricks
	TiltLines1
	TiltLines2
	TiltLines3
	TiltLines4
	Triangles
	VertLines1
	VertLines2
	Waves
	Weave
GradType: *enumeration* (optional)	The gradient type. **ConcenCircles** **ConcenEllipses** **ConcenRects** **ConcenSquares** **ConverCircles** **ConverEllipses** **ConverRects** **ConverSquares** **Linear** **None** **Polygonal**
GradRefX: *numeric* (optional)	The horizontal center of a circular or rectangular gradient fill. Flush left is 0, center is 50, and flush right is 100.
GradRefY: *numeric* (optional)	The vertical center of a circular or rectangular gradient fill or the top of a linear gradient. Top is 0, center is 50, and bottom is 100.
GradAngle: *numeric* (optional)	The rotation angle for a gradient fill. The top of the gradient is rotated counter-clockwise. For example, a 90-degree angle places the top of the gradient parallel to the left margin of the page.
GradSteps: *numeric* (optional)	The number of steps between colors in a gradient fill. A value of 0 represents the greatest possible number of steps.

▣ **Related topics**

SetTextLineAttributes

Syntax

SetTextLineAttributes(*State* As _SetTextLineAttributes_State_enum, [*Red* As Integer], [*Green* As Integer], [*Blue* As Integer], [*Width* As Integer])

Description

Specify line attributes for text.

Parameters

State: *enumeration*	Text outline is on or off. **Off** **On**	
Red: *numeric* (optional)	The amount of red (0-255) in the text outline.	
Green: *numeric* (optional)	The amount of green (0-255) in the text outline.	
Blue: *numeric* (optional)	The amount of blue (0-255) in the text outline.	
Width: *measurement* (optional)	The line width in WordPerfect units (1200ths of an inch).	

 Related topics

SetTexture2

Syntax

SetTexture2(*ObjectType* As _SetTexture2_ObjectType_enum, *PictureOrTexture* As _SetTexture2_PictureOrTexture_enum, *Filename* As String, Anchor As _SetTexture2_Anchor_enum, *Fit* As _SetTexture2_Fit_enum, *StackCount* As Long, *EntityFlags* As Integer, [*Color* As Long])

Description

Add texture to a chart object.

Parameters

ObjectType: *enumeration*	**BoxDataLabels** **BoxLegend** **BoxOrgChart** **BoxPieLabels** **BoxPieTitles** **BoxSubtitle** **BoxTitle** **FontDataLabels** **FontLegend** **FontLegendTitle** **FontMiniTable** **FontOrgChart** **FontPieLabels** **FontPieTitles** **FontSubtitle** **FontTableCells** **FontTitle** **FontXAxis** **FontXNames** **FontY1Axis** **FontY1Labels** **FontY2Axis** **FontY2Labels** **Frame** **Series1** **Series10** **Series11** **Series12** **Series13** **Series14** **Series15** **Series16** **Series17** **Series18** **Series19** **Series2** **Series20** **Series21** **Series22** **Series23** **Series24** **Series3** **Series4** **Series5** **Series6** **Series7** **Series8** **Series9** **TextChart**
PictureOrTexture : *enumeration*	**Picture** **Texture**

Filename: *string*	The texture file path and filename.
Anchor:	The texture anchor point.
enumeration	**BottomCenter**
	BottomLeft
	BottomRight
	CenterCenter
	CenterLeft
	CenterRight
	Page
	TopCenter
	TopLeft
	TopRight
Fit: *enumeration*	The fill type.
	Hbrick
	Hscale
	Hstretch
	Scale
	Stretch
	TfmScale
	TfmStretch
	Tile
	Vbrick
	Vscale
	Vstretch
StackCount:	The number of images to stack, with 0 indicating no stacking.
numeric	Valid only with some fill types.
EntityFlags:	
numeric	
Color: *numeric*	
(optional)	

SetTitleString

Syntax

SetTitleString(*TitleType* As _SetTitleString_TitleType_enum, [*TitleString* As String])

Description

Specify a data chart title, subtitle, or axis title.

Parameters

TitleType:	The title string.
enumeration	**LegendTitle**
	Subtitle
	Title
	Xaxis
	Y1Axis
	Y2Axis
TitleString:	The data chart title.
string	
(optional)	

■ **Related topics**

SetViewOptions

Syntax

SetViewOptions([*View3D* As _SetViewOptions_View3D_enum], [*Horizontal* As _SetViewOptions_Horizontal_enum], [*ShowData* As _SetViewOptions_ShowData_enum])

Description

Specify view options for data charts.

Parameters

View3D: *enumeration* (optional)	Display the chart in three dimensions. **Off** **On**
Horizontal: *enumeration* (optional)	Display a chart horizontally. **Off** **On**
ShowData: *enumeration* (optional)	Display a table of data with a chart. **Off** **On**

ShadowAttributes

Syntax

ShadowAttributes(*XOffset* As Integer, YOffset As Integer, *ShadowColorR* As Integer, *ShadowColorG* As Integer, *ShadowColorB* As Integer, *Transparency* As _ShadowAttributes_Transparency_enum, [*ChangedAttrs* As _ShadowAttributes_ChangedAttrs_enum])

Description

Specify the color, offset, and transparency of shadows.

Parameters

XOffSet: *numeric*	The shadow's horizontal offset, in WordPerfect units (1200ths of an inch). Values range from -600 to 600 (0.5 left to 0.5 right).
YOffSet: *numeric*	The shadow's vertical offset in WordPerfect units. Values range from -600 to 600 (0.5 down to 0.5 up).
ShadowColorR : *numeric*	The amount of red (0-255) in a shadow.
ShadowColor G: *numeric*	The amount of green (0-255) in a shadow.
ShadowColor B: *numeric*	The amount of blue (0-255) in a shadow.
Transparency: *enumeration*	The shadow transparency. **No** **Yes**
ChangedAttrs: *enumeration* (optional)	**Color** **Transparency** **Xoffset** **Yoffset**

ShadowAttributesDlg

Syntax

ShadowAttributesDlg()

Description

Display the Shadow Attributes dialog box, which is used to modify the color, offset, and transparency of shadows.

Related topics

ShellFileOpen

Syntax

ShellFileOpen(*Filename* As String, [*OpenAsCopy* As _ShellFileOpen_OpenAsCopy_enum])

Description

Open a shell file.

Parameters

Filename: *string*	The path and name of the file to open.
OpenAsCopy: *enumeration* (optional)	**No** **Yes**

ShellPlayShow

Syntax

ShellPlayShow(*Filename* As String)

Description

Open a slide show file, play it, then close it.

Parameters

Filename: *string*	The filename of the slide show file.

Related topics

ShowBackground

Syntax

ShowBackground([*BackgroundIndex* As Integer])

Description

Display a specified background in the Background Editor.

Parameters

BackgroundIndex: *numeric* (optional)	The background number.

ShowGrid

Syntax

ShowGrid([*State* As _ShowGrid_State_enum])

Description

Display or hide the grid. If no parameter is used, this command toggles the grid display.

Parameters

State: *enumeration* (optional)	Grid display is on or off. **Off** **On**

Related topics

ShowGuides

Syntax

ShowGuides([*State* As _ShowGuides_State_enum])

Description

Turn the alignment guides on and off.

Parameters

State: *enumeration* (optional)	Specify On to view the guides. Specify Off to remove the guides. If no parameter is specified, the guide display will toggle. **Off** **On**

ShowHideSubordinates

Syntax

ShowHideSubordinates([*ShowHide* As _ShowHideSubordinates_ShowHide_enum])

Description

Collapse or expand the subordinates of the selection.

Parameters

ShowHide: *enumeration* (optional)	**Off** **On**

ShowLayout

Syntax

ShowLayout([*TemplateIndex* As Integer])

Description

Display a specified layout. This method is available only in the Layout Editor.

Parameters

TemplateIndex: *numeric* (optional)	Specify a layout to display. Layouts are numbered according to their order in the Layout drop-down list in the Slide Editor.

ShowPropertyBar

Syntax

ShowPropertyBar([*State* As _ShowPropertyBar_State_enum])

Description

Select the property bars to display or hide.

Parameters

State: *enumeration* (optional)	**Off** **On**

ShowRuler

Syntax

ShowRuler([*State* As _ShowRuler_State_enum])

Description

Display or hide the Ruler. If no parameter is used, this command toggles the ruler display.

Parameters

State: *enumeration* (optional) Ruler display is on or off.
Off
On

 Related topics

ShowSlide

Syntax

ShowSlide([*Slide* As Integer])

Description

Display a specified slide in the Slide Editor.

Parameters

Slide: *numeric* (optional)	The slide to display.

ShowToolbar

Syntax

ShowToolbar([*State* As _ShowToolbar_State_enum])

Description

Display or hide the toolbar.

Parameters

State: *enumeration* (optional)	Toolbar display is on or off. **Off** **On**

 Related topics

ShowToolPalette

Syntax

ShowToolPalette([*State* As _ShowToolPalette_State_enum])

Description

Select the bars to display or hide.

Parameters

State: *enumeration* (optional)	**Off** **On**

SilhouetteObject

Syntax

SilhouetteObject()

Description

Change the selected objects to silhouettes.

Related topics

SingleSmartQuote

Syntax

SingleSmartQuote([*State* As _SingleSmartQuote_State_enum], [*OpenQuote* As String], [*CloseQuote* As String])

Description

Turn single smart quotes on or off and specify quote characters in QuickCorrect.

Parameters

State: *enumeration* (optional)	Single smart quotes are on or off. **Off** **On**	
OpenQuote: *string* (optional)	The character to use for single open quote.	
CloseQuote: *string* (optional)	The character to use for single close quote.	

 Related topics

SingleSpaceInSentence

Syntax

SingleSpaceInSentence([*State* As _SingleSpaceInSentence_State_enum])

Description

Change two spaces to one space between words on or off in QuickCorrect.

Parameters

State: *enumeration* (optional)	Sentence spacing correction is on or off. **Off** **On**

 Related topics

SizeObjectsAroundAnchor

Syntax

*SizeObjectsAroundAnchor(Multiplier As Integer, Anch*orPoint As _SizeObjectsAroundAnchor_AnchorPoint_enum,
Copy As _SizeObjectsAroundAnchor_Copy_enum)

Description

Size the selected objects around a point.

Parameters

Multiplier: *numeric*	The percentage by which to increase or decrease the size of objects.
AnchorPoint: *enumeration*	The center point for sizing. **Center** **LeftBottom** **LeftTop** **RightBottom** **RightTop**
Copy: *enumeration*	Copy the selected objects before sizing. **No** **Yes**

 Related topics

SizeObjectsByLeftBottomDlg

Syntax

SizeObjectsByLeftBottomDlg()

Description

Display the Size dialog box, which is used to specify how far to move the left bottom edge when sizing an object.

Related topics

SizeObjectsByLeftTopDlg

Syntax

SizeObjectsByLeftTopDlg()

Description

Display the Size dialog box, which is used to specify how far to move the left top edge when sizing an object.

 Related topics

SizeObjectsByRightBottomDlg

Syntax

SizeObjectsByRightBottomDlg()

Description

Display the Size dialog box, which is used to specify how far to move the right bottom edge when sizing an object.

Related topics

SizeObjectsByRightTopDlg

Syntax

SizeObjectsByRightTopDlg()

Description

Display the Size dialog box, which is used to specify how far to move the right top edge when sizing an object.

 Related topics

SkewObject

Syntax

SkewObject(*DeltaX* As Integer, *DeltaY* As Integer, *XOffset* As Integer, *YOffset* As Integer, *SkewPtX* As Integer, *SkewPtY* As Integer, *SkewX* As _SkewObject_SkewX_enum, *NoSkew* As _SkewObject_NoSkew_enum, *CopyObject* As _SkewObject_CopyObject_enum)

Description

Skew the selected object(s).

Parameters

DeltaX: *numeric*	The horizontal movement, in WordPerfect units (1200ths of an inch).
DeltaY: *numeric*	The vertical movement, in WordPerfect units.
XOffset: *numeric*	The horizontal offset, in WordPerfect units.
YOffset: *numeric*	The vertical offset, in WordPerfect units.
SkewPtX: *numeric*	
SkewPtY: *numeric*	
SkewX: *enumeration*	**No** **Yes**
NoSkew: *enumeration*	No skew. **No** **Yes**
CopyObject: *enumeration*	Skew a copy of the object. **No** **Yes**

 Related topics

SkewObjectsAroundAnchor

Syntax

SkewObjectsAroundAnchor(*Percent* As Integer, *AnchorPoint* As _SkewObjectsAroundAnchor_AnchorPoint_enum, *Copy* As _SkewObjectsAroundAnchor_Copy_enum)

Description

Skew the selected object(s) around a point.

Parameters

Percent: *numeric*	The percentage of the size of the selected objects by which to skew objects. Values range from -100 to 100.
AnchorPoint: *enumeration*	The anchor point around which to skew the selected objects. **Bottom** **HorizontalCenter** **Left** **Right** **Top** **VerticalCenter**
Copy: *enumeration*	Copy the selected objects before skewing. **No** **Yes**

Related topics

SkewObjectsAtBottomDlg

Syntax

SkewObjectsAtBottomDlg()

Description

Display the Skew dialog box, which is used to skew the bottom edge of the selected objects by a specified amount.

 Related topics

SkewObjectsAtLeftDlg

Syntax

SkewObjectsAtLeftDlg()

Description

Display the Skew dialog box, which is used to skew the left edge of the selected objects by a specified amount.

 Related topics

SkewObjectsAtRightDlg

Syntax

SkewObjectsAtRightDlg()

Description

Display the Skew dialog box, which is used to skew the right edge of the selected objects by a specified amount.

Related topics

SkewObjectsAtTopDlg

Syntax

SkewObjectsAtTopDlg()

Description

Display the Skew dialog box, which is used to skew the top edge of the selected objects by a specified amount.

 Related topics

SkipSelectedSlide

Syntax

SkipSelectedSlide(*SkipState* As _SkipSelectedSlide_SkipState_enum)

Description

Skip or include the selected slide(s).

Parameters

SkipState: *enumeration*	The value to set the skip state to. **Include** **Skip**

SlideAppearanceBackground

Syntax

SlideAppearanceBackground()

Description

Display or retrieve pre-designed slide show layouts and backgrounds.

SlideAppearanceLayout

Syntax

SlideAppearanceLayout()

Description

Display or retrieve pre-designed slide show layouts and backgrounds.

SlideAudienceManager

Syntax

SlideAudienceManager()

Description

Create and manage custom audiences.

SlideDisplaySequence

Syntax

SlideDisplaySequence()

Description

Define delays and methods for slides to transition and methods for objects to display on the screen.

SlideFirst

Syntax

SlideFirst()

Description

Display the first slide in the current slide show.

 Related topics

SlideGetLast

Syntax

SlideGetLast()

Description

Specify the previous slide in a dialog box used to set slide options, such as the Sound dialog box.

Related topics

SlideGetNext

Syntax

SlideGetNext()

Description

Specify the next slide in a dialog box used to set slide options, such as the Slide Transition dialog box.

▢ **Related topics**

SlideLast

Syntax

SlideLast()

Description

Display the last slide in the current slide show.
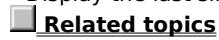
 Related topics

SlideLayoutReApply

Syntax

SlideLayoutReApply([*OverrideChartStyle* As _SlideLayoutReApply_OverrideChartStyle_enum],
[*OverrideChartPosition* As _SlideLayoutReApply_OverrideChartPosition_enum])

Description

Re-apply a layout to selected slides.

Parameters

OverrideChartStyle: *enumeration* (optional)	Override the current chart style with the chart style defined in the layout. **No** **Yes**
OverrideChartPosition: *enumeration* (optional)	Override the current chart position with the chart position defined in the layout. **No** **Yes**

SlideNext

Syntax

SlideNext()

Description

Display the next slide in the current slide show.

▇ **Related topics**

SlidePageDown

Syntax

SlidePageDown()

Description

Page down in the slide.

 Related topics

SlidePageUp

Syntax

SlidePageUp()

Description

Page up in the slide.

Related topics

SlidePrevious

Syntax

SlidePrevious()

Description

Display the previous slide in the current slide show.

 Related topics

SlidePrevious

Syntax

SlidePrevious()

Description

Define the slide layout, background, and other properties.

SlideQuickPlay

Syntax

SlideQuickPlay()

Description

Play the slide show, starting with the current slide.

SlideSelect

Syntax

SlideSelect(*Additive* As _SlideSelect_Additive_enum, *Select* As _SlideSelect_Select_enum, SlideIndex As Integer)

Description

Select or deselect one or more slides.

Parameters

Additive: *enumeration*	Select specified slides in addition to the current slide selection. **No** **Yes**
Select: *enumeration*	Use No! to deselect slides, Yes! to select slides. **No** **Yes**
SlideIndex: *numeric*	The index number for a slide.

SlideSetCurrent

Syntax

 SlideSetCurrent(*Additive* As _SlideSetCurrent_Additive_enum, *Select* As _SlideSetCurrent_Select_enum, *SlideIndex* As Integer)

Description

Select slides and specify which slide is the current slide.

Parameters

Additive: *enumeration*	Select specified slides in addition to the current slide selection. **No** **Yes**
Select: *enumeration*	Use No! to deselect slides, Yes! to select slides. **No** **Yes**
SlideIndex: *numeric*	The index number for a slide.

SlideShowOutline

Syntax

SlideShowOutline()

Description

Display the Outliner view of the current slide show.
▆ **Related topics**

SlideShowSlide

Syntax

SlideShowSlide()

Description

Display the Slide Editor view of the current slide.

 Related topics

SlideShowSort

Syntax

SlideShowSort()

Description

Display the Slide Sorter view of the current slide show.

 Related topics

SlideTransitionDirection

Syntax

SlideTransitionDirection()

Description

Select the direction for the slide transition.

 Note

- This command is obsolete.

SlideTransitionDlg

Syntax

SlideTransitionDlg()

Description

Display the Slide Transition and Sound Properties dialog box, which is used to set transition, sound, and advance properties for a slide show.

 Related topics

SlideTransitionsDlg

Syntax

SlideTransitionsDlg()

Description

Display the Slide Transition dialog box, which is used to specify transition and advance options.

Related topics

SlideTransitionSpeed

Syntax

SlideTransitionSpeed()

Description

Select the speed for the slide transition.

Note

- This command is obsolete.

SnapToAlignment

Syntax

SnapToAlignment([*State* As _SnapToAlignment_State_enum])

Description

Snap objects to the alignment guides.

Parameters

State: *enumeration* (optional)	**Off** **On**

SnapToGrid

Syntax

SnapToGrid([*State* As _SnapToGrid_State_enum])

Description

Toggle Snap to Grid, which aligns objects with the grid.

Parameters

State: *enumeration* (optional)	Snap to grid is on or off. **Off** **On**

 Related topics

SortSpreadsheetData

Syntax

SortSpreadsheetData(*SortBy* As _SortSpreadsheetData_SortBy_enum, *SortDirection* As _SortSpreadsheetData_SortDirection_enum, *SortKey* As Integer)

Description

Sort data in a chart's Datasheet.

Parameters

SortBy: *enumeration*	Sort by rows or columns. **Cols** **Rows**
SortDirection: *enumeration*	Sort in ascending or descending order. **Ascending** **Descending**
SortKey: *numeric*	Specify a column or row to sort by.

SoundControlDlg

Syntax

SoundControlDlg()

Description

Display the Sound dialog box, which is used to add sound to a slide.

SpaceObjectsHorizontally

Syntax

SpaceObjectsHorizontally()

Description

Evenly space three or more selected objects horizontally.

Related topics

SpaceObjectsVertically

Syntax

SpaceObjectsVertically()

Description

Evenly space three or more selected objects vertically.

 Related topics

SpeakerNotesDlg

Syntax

SpeakerNotesDlg()

Description

Display the Speaker Notes dialog box, which is used to select and edit notes.

Related topics

SpeedKeyDelete

Syntax

SpeedKeyDelete(*Key* As Integer, *Default* As _SpeedKeyDelete_Default_enum)

Description

Delete a SpeedKey.

Parameters

Key: numeric	A key on the keyboard. The ASCII numeric equivalent is required.
Default: *enumeration*	Specify whether the key is a default key. **No** **Yes**

Related topics

SpeedKeyDlg

Syntax

SpeedKeyDlg()

Description

Display the Slide Properties dialog box with the SpeedKeys tab displayed, which is used to create and edit SpeedKeys.

Related topics

SpeedKeyProperties

Syntax

(Key: *numeric*; Default: *enumeration*; Type: *enumeration*; Data: *any*; MidiOnDisk: *enumeration*; MidiLoop:
enumeration; MidiMT32: *enumeration*; MIDIVolume: *numeric*; DigiFilename: *string*; DigiOnDisk: *enumeration*;
DigiLoop: *enumeration*; DigiVolume: *numeric*; CDTrackName: *string*; CDLoop: *enumeration*; CDVolume: *numeric*;
CDBeginTrack: *numeric*; CDBeginMinute: *numeric*; CDBeginSecond: *numeric*; CDBeginFrame: *numeric*;
CDEndTrack: *numeric*; CDEndMinute: *numeric*; CDEndSecond: *numeric*; CDEndFrame: *numeric*)

Description

Specify the action a SpeedKey performs.

Parameters

Key: *numeric*	A key on the keyboard.
Default: *enumeration*	Add the SpeedKey to the default list. **No** **Yes**
Type: *enumeration*	The type of action the key performs. **FirstSlide** **LastSlide** **LaunchFile** **NextSlide** **PreviousSlide!** **QuitShow!** **SpecificSlide!** **StopSound!**
Data: any (optional)	The data associated with the action. Can be a slide number, filename, or file location.
MidiOnDisk: *enumeration* (optional)	Store the current MIDI file on disk, rather than in the slide show file. **No** **Yes**
MidiLoop: *enumeration* (optional)	Play the current MIDI file continuously during a slide show until another file begins. **No** **Yes**
MidiMT32: *enumeration* (optional)	Ensure consistency among MIDI files written according to the MT32 standard. **No** **Yes**
MIDIVolume: *numeric* (optional)	The MIDI volume.
DigiFilename: *string* (optional)	The WAV filename.
DigiOnDisk: *enumeration* (optional)	Indicate whether the WAV file is on disk. **No** **Yes**
DigiLoop: *enumeration* (optional)	The Loop WAV. **No** **Yes**
DigiVolume: *numeric* (optional)	The WAV volume.
CDTrackName: *string* (optional)	The CD track name.
CDLoop: *enumeration* (optional)	The loop CD track. **No** **Yes**
CDVolume: *numeric*	The CD volume.

(optional)	
CDBeginTrack: *numeric* (optional)	Where to begin the CD track.
CDBeginMinute: *numeric* (optional)	Where to begin the CD track.
CDBeginSecond: *numeric* (optional)	Where to begin the CD track.
CDBeginFrame: *numeric* (optional)	Where to begin the CD track.
CDEndTrack: *numeric* (optional)	Where to end the CD track.
CDEndMinute: *numeric* (optional)	Where to end the CD track.
CDEndSecond: *numeric* (optional)	Where to end the CD track.
CDEndFrame: *numeric* (optional)	Where to end the CD track.

Related topics

SpeedLinkAttributeDlg

Syntax

SpeedLinkAttributeDlg()

Description

Display the SpeedLink attribute dialog box.

SpeedLinkDelete

Syntax

SpeedLinkDelete([*ObjectNumber* As Long])

Description

Delete a SpeedLink.

Parameters

ObjectNumber: *numeric* (optional)	Specify a SpeedLink to delete.

 Related topics

SpeedLinkListDlg()

Syntax

SpeedLinkListDlg()

Description

Display the SpeedLink List dialog box, which is used to view and edit SpeedLinks.

Related topics

SpeedLinkProperties

Syntax

 (objectNumber: *numeric*; ButtonName: *string*; Key: *numeric*; Hidden: *enumeration*; Type: *enumeration*; Data: *any*; MidiOnDisk: *enumeration*; MidiLoop: *enumeration*; MidiMT32: *enumeration*; MidiVolume: *numeric*; DigiFilename: *string*; DigiOnDisk: *enumeration*; DigiLoop: *enumeration*; DigiVolume: *numeric*; CDTrackName: *string*; CDLoop: *enumeration*; CDVolume: *numeric*; CDBeginTrack: *numeric*; CDBeginMinute: *numeric*; CDBeginSecond: *numeric*; CDBeginFrame: *numeric*; CDEndTrack: *numeric*; CDEndMinute: *numeric*; CDEndSecond: *numeric*; CDEndFrame: *numeric*)

Description

Set SpeedLink properties.

Parameters

ObjectNumber: *numeric*	The SpeedLink number.
ButtonName: *string*	The name of the SpeedLink.
Key: *numeric*	The keystroke associated with the SpeedLink. The ASCII numeric equivalent is required.
Hidden: *enumeration*	Specify whether the SpeedLink is hidden. The default is No!. **No** **Yes**
Type: *enumeration*	The type of action. **FirstSlide** **LaunchFile** **LastSlide** **NextSlide** **PreviousSlide** **SpecificSlide** **StopSound** **QuitShow**
Data: *any* (optional)	The slide number (numeric), or filename or location (string).
MidiOnDisk: *enumeration* (optional)	Store the current MIDI file on disk, rather than in the slide show file. **No** **Yes**
MidiLoop: *enumeration* (optional)	Play the current MIDI file continuously during a slide show until another file begins. **No** **Yes**
MidiMT32: *enumeration* (optional)	Ensure consistency among MIDI files written according to the MT32 standard.
MidiVolume: *numeric* (optional)	The MIDI volume.
DigiFilename: *string* (optional)	The WAV filename. **No** **Yes**
DigiOnDisk: *enumeration* (optional)	Indicate whether the WAV file is on disk. **No** **Yes**
DigiLoop: *enumeration* (optional)	The Loop WAV. **No** **Yes**
DigiVolume: *numeric* (optional)	The WAV volume.
CDTrackName: *string* (optional)	The CD track name.

CDLoop: *enumeration* (optional)	The loop CD track. **No** **Yes**
CDVolume: *numeric* (optional)	The CD volume.
CDBeginTrack : *numeric* (optional)	Where to begin the CD track.
CDBeginMinut e: *numeric* (optional)	Where to begin the CD track.
CDBeginSeco nd: *numeric* (optional)	Where to begin the CD track.
CDBeginFram e: *numeric* (optional)	Where to begin the CD track.
CDEndTrack: *numeric* (optional)	Where to end the CD track.
CDEndMinute: *numeric* (optional)	Where to end the CD track.
CDEndSecond : *numeric* (optional)	Where to end the CD track.
CDEndFrame: *numeric* (optional)	Where to end the CD track.

Related topics

Speller

Syntax

Speller()

Description

Open Spell Check, which checks text for misspelled words, double words and letters, and irregular capitalization.

 Related topics

StretchObjectsAroundAnchor

Syntax

StretchObjectsAroundAnchor(*Multiplier* As Integer, *AnchorPoint* As _StretchObjectsAroundAnchor_AnchorPoint_enum, *Copy* As _StretchObjectsAroundAnchor_Copy_enum)

Description

Stretch the selected objects horizontally or vertically from an anchor point.

Parameters

Multiplier: *numeric*	The percentage of the selected objects' size by which to stretch selected objects.
AnchorPoint: *enumeration*	The point around which to center stretching. **Bottom** **CenterHorizontally** **CenterVertically** **Left** **Right** **Top**
Copy: *enumeration*	Copy the selected objects before stretching. **No** **Yes**

Related topics

StretchObjectsByBottomDlg

Syntax

StretchObjectsByBottomDlg()

Description

Display the Stretch dialog box, which is used to stretch the bottom edge of selected objects.

Related topics

StretchObjectsByLeftDlg

Syntax

StretchObjectsByLeftDlg()

Description

Display the Stretch dialog box, which is used to stretch the left edge of selected objects.

Related topics

StretchObjectsByRightDlg

Syntax

StretchObjectsByRightDlg()

Description

Display the Stretch dialog box, which is used to stretch the right edge of selected objects.

Related topics

StretchObjectsByTopDlg

Syntax

StretchObjectsByTopDlg()

Description

Display the Stretch dialog box, which is used to stretch the top edge of selected objects.

Related topics

SummaryInfoDlg

Syntax

SummaryInfoDlg()

Description

Display the Document Summary dialog box, which shows document creation and revision information.

SwapFillColors

Syntax

SwapFillColors()

Description

Reverse the fill foreground and background colors of the selected object(s).

SwitchDocument

Syntax

SwitchDocument(*DocumentNumber* As Integer)

Description

Switch to another document. This command exists for OS/2 integration and is only recordable from the OS/2 WorkPlace Shell.

Parameters

DocumentNumber: *numeric*	The document to switch to.

TableLayoutDlg

Syntax

TableLayoutDlg()

Description

Display the Table Layout dialog.

Related topics

TemplateChartCreateDlg

Syntax

TemplateChartCreateDlg()

Description

Display the Create Chart Template dialog box.

TextAttributesDlg

Syntax

TextAttributesDlg()

Description

Display the Text Attributes dialog box, which is used to specify colors, pattern, and outline width for text.

Related topics

TextBlock

Syntax

TextBlock()

Description

Toggle the text tool between select and insert mode. Not recordable.

 Related topics

TextBold

Syntax

TextBold([*Set* As _TextBold_Set_enum])

Description

Turn Bold on or off in the Text Editor.

Parameters

Set: *enumeration*
(optional)

Off
On
Toggle

Related topics

TextBoxCreate

Syntax

TextBoxCreate()

Description

Create a new text area.

 Related topics

TextChartNext

Syntax

TextChartNext()

Description

Move the insertion point down one level in a bulleted list.

 Related topics

TextChartPrevious

Syntax

TextChartPrevious()

Description

Move the insertion point up one level in a bulleted list.

 Related topics

TextDown

Syntax

TextDown()

Description

Move the insertion point down one line in a text area.

 Related topics

TextEditExit

Syntax

TextEditExit()

Description

Close the Text Editor.

 Related topics

TextFontDlg

Syntax

TextFontDlg()

Description

Display the Font dialog box, which is used to change the current font.

 Related topics

TextInsertMode

Syntax

TextInsertMode()

Description

Toggle the text tool between typeover mode and insert mode.

 Related topics

TextItalic

Syntax

TextItalic([*Set* As _TextItalic_Set_enum])

Description

Turn italics on or off.

Parameters

Set: *enumeration* (optional)	**Off** **On** **Toggle**

 Related topics

TextKerning

Syntax

 TextKerning(*Distance* As Integer)

Description

Specify how far to advance text to the right or left.

Parameters

Distance: *measurement*	The distance to advance text, in WordPerfect units (1200ths of an inch). Use positive values for right advance, negative values for left advance.

 Related topics

TextLayoutBackTab

Syntax

TextLayoutBackTab()

Description

Move the selected text or the current line of text one tab stop to the left.

TextLayoutCenter

Syntax

TextLayoutCenter()

Description

Center the selected text or the current line of text.

Related topics

TextLayoutDoubleIndent

Syntax

TextLayoutDoubleIndent()

Description

Move the left and right margins of the current paragraph inward one tab stop.

 Related topics

TextLayoutFlushRight

Syntax

TextLayoutFlushRight()

Description

Align the selected text or the current line of text at the right margin.

Related topics

TextLayoutHangingIndent

Syntax

TextLayoutHangingIndent()

Description

Move all but the first line of the current paragraph one tab stop to the right.

 Related topics

TextLayoutIndent

Syntax

TextLayoutIndent()

Description

Move the left margin of the current paragraph one tab stop to the right.

Related topics

TextLeft

Syntax

TextLeft()

Description

Move the insertion point one character to the left.

Related topics

TextLineCreate

Syntax

TextLineCreate()

Description

Create a new text line.

Related topics

TextReplace

Syntax

TextReplace([*SearchString* As String], [*SearchDirection* As _TextReplace_SearchDirection_enum], [*SearchBeep* As _TextReplace_SearchBeep_enum], [*ReplaceString* As String], [*ReplaceType* As _TextReplace_ReplaceType_enum])

Description

Search for and replace specified text.

Parameters

SearchString: *string* (optional)	The text to search for.
SearchDirection: *enumeration* (optional)	Search forward or backward. **Backward** **Forward**
SearchBeep: *enumeration* (optional)	Beep when a word is not found. When recording this parameter, the Search Failure setting in the Environment dialog box determines the value. **Off** **On**
ReplaceString: *string* (optional)	The text to replace the text in the SearchString parameter.
ReplaceType: *enumeration* (optional)	Replace all occurrences or one occurrence of the character string specified in the SearchString parameter. **Global** **ReplaceOne**

Related topics

TextRight

Syntax

TextRight()

Description

Move the insertion point one character to the right.

▢ **Related topics**

TextScreenTop

Syntax

TextScreenTop()

Description

Move the insertion point to the top of the current text window.

 Related topics

TextSearch

Syntax

TextSearch([*SearchString* As String], [*SearchDirection* As _TextSearch_SearchDirection_enum], [*SearchBeep* As _TextSearch_SearchBeep_enum])

Description

Locate the specified text in the current text area.

Parameters

SearchString: *string* (optional)	The text string to search for.
SearchDirection: *enumeration* (optional)	Search forward or backward through the text. **Backward** **Forward**
SearchBeep: *enumeration* (optional)	Beep when a word is not found. When recording this parameter, the Search Failure setting in the Environment dialog box determines the value. **Off** **On**

Related topics

TextTab

Syntax

TextTab()

Description

Insert a tab at the insertion point in a text area.

 Related topics

TextToCurvesCmd

Syntax

TextToCurvesCmd()

Description

Explode the selected text into lines and curves, so the text becomes a graphic object.

TextUnderline

Syntax

TextUnderline([*Set* As _TextUnderline_Set_enum])

Description

Turn underlining on or off.

Parameters

Set: *enumeration* (optional)	**Off** **On** **Toggle**

Related topics

TextUp

Syntax

TextUp()

Description

Move the insertion point up one line in a text area.

 Related topics

Thesaurus

Syntax

Thesaurus()

Description

Open the Thesaurus, which displays synonyms and antonyms for a specified word. You must call this method when you have focus on text you want to edit. If there is no text in focus, then a run time error will result.

Note - When you are working in Corel Presentation's interface, the Thesaurus menu option is disabled, until you select 'Edit Text'. You should only call this method when the 'Thesaurus' menu option is enabled.

 Related topics

ToolbarCopy

Syntax

ToolbarCopy([*ToolbarName* As String], [*DestName* As String])

Description

Copy a selected toolbar.

Parameters

ToolbarName : *string* (optional)	The name of the toolbar to copy.
DestName: *string* (optional)	The new name for the copy.

 Related topics

ToolbarCreate

Syntax

ToolbarCreate([*ToolbarName* As String])

Description

Create a new toolbar.

Parameters

ToolbarName : *string* (optional)	The name for the new toolbar.

 Related topics

ToolbarDelete

Syntax

ToolbarDelete([*ToolbarName* As String])

Description

Delete a specified toolbar.

Parameters

ToolbarName : *string* (optional)	The name of the toolbar to delete.

 Related topics

ToolbarEdit

Syntax

ToolbarEdit([*ToolbarName* As String])

Description

Display the Toolbar Editor dialog box, which is used to add, move, or delete buttons on the current toolbar.

Parameters

ToolbarName : *string* (optional)	The name of the toolbar to edit.

Related topics

ToolbarRename

Syntax

ToolbarRename([*ToolbarName* As String], [*NewName* As String])

Description

Rename a specified toolbar.

Parameters

ToolbarName: *string* (optional)	The original name of the toolbar.
NewName: *string* (optional)	The new name for the toolbar.

■ **Related topics**

ToolbarSelect

Syntax

ToolbarSelect([*ToolbarName* As String])

Description

Specify a toolbar to display. If no parameter is specified, the default toolbar is displayed.

Parameters

ToolbarName : *string* (optional)	The name of the toolbar to display.

Related topics

ToolPaletteEdit

Syntax

ToolPaletteEdit([*ToolPaletteName* As String])

Description

Display the Tool Palette editor dialog box.

Parameters

ToolPaletteName: *string* (optional)	The name of the tool palette to edit.

TransparentColorDlg

Syntax

TransparentColorDlg()

Description

Specify a transparent color for bitmaps.

Related topics

UndeleteDlg

Syntax

()

Description

Display the Undelete dialog box, which is used to restore deleted text.

 Related topics

Undo

Syntax

()

Description

Reverse the most recent editing change.

 Related topics

UnselectAllObjects

Syntax

()

Description

Deselect all selected objects.

 Related topics

UseMasterPageColor

Syntax

(UseMaster: *enumeration*)

Description

Use the current master's page color in the slide.

Parameters

UseMaster: *enumeration*	Use the page color associated with the master. **No!** **Yes!**

Related topics

UseRegQuotesWithNumbers

Syntax

(State: *enumeration*)

Description

Turn Use Regular Quotes with Numbers on or off in QuickCorrect.

Parameters

State: *enumeration*(optional)	Regular quotes with numbers are on or off. **Off!** **On!**

 Related topics

VersionControlDocument

Syntax

()

Description

Specify the version of a document to retrieve.

VersionControlRetrieve

Syntax

()

Description

Retrieve the current version of a document.

VersionControlSave

Syntax

()

Description

Save the current version of a document.

ViewAutoSelect

Syntax

(State: *enumeration*)

Description

Turn Auto Select on and off.

Parameters

State: *enumeration* (optional)	Automatic selection is on or off. **Off!** **On!**

 Related topics

ViewPrevious

Syntax

()

Description

Switch to the previous view of the drawing area.

ViewSelectedItems

Syntax

(State: *enumeration*)

Description

Toggle the Selected Objects Viewer on and off.

Parameters

State: *enumeration* (optional)	Selected object viewer is on or off. **Off!** **On!**

🔲 **Related topics**

ViewToolBarsDlg

Syntax

()

Description

Display the Tool Bars dialog box.

WebBrowse

Syntax

WebBrowse(*URLAddress* As String)

Description

Launch your web browser. It will open at the URL you specify.

Parameters

URLAddress: *string*	The web address that your browser will open to.

 Related topics

WebBrowserLaunch

Syntax

WebBrowserLaunch()

Description

Launch a web browser, if one exists.

WindowsCascade

Syntax

WindowsCascade()

Description

Arrange the drawing windows so they overlap and all the title bars are displayed.

Related topics

WindowsTile

Syntax

WindowsTile()

Description

Arrange the drawing windows so all open windows are visible at once.

 Related topics

WindowsTileHorizontal

Syntax

WindowsTileHorizontal()

Description

Tile windows in a horizontal row.

Related topics

WordLeft

Syntax

WordLeft()

Description

Move the insertion point one word to the left in the Text Editor.

[image] **Related topics**

WordPerfectCharactersDlg

Syntax

WordPerfectCharactersDlg()

Description

Display the WordPerfect Characters dialog box, which is used to insert WordPerfect characters into a text area.

Related topics

WordRight

Syntax

WordRight()

Description

Move the insertion point one word to the right in the Text Editor.

 Related topics

WorkInProgressDlg

Syntax

WorkInProgressDlg()

Description

Display the documents that are currently marked as "In Progress."

ZoomArea

Syntax

ZoomArea()

Description

Enlarge the view of an area in the drawing window. Follow with ZoomToBox to specify the area to enlarge.

 Related topics

ZoomDlg

Syntax

ZoomDlg()

Description

Change the view magnification of the drawing.

ZoomIn

Syntax

ZoomIn()

Description

Enlarge the view of the current drawing by 20%.

 Related topics

ZoomOther

Syntax

ZoomOther()

Description

Display the current document at a user-defined percentage of the printed size.

ZoomOut

Syntax

ZoomOut()

Description

Reduce the view of the current drawing by 20%.

 Related topics

ZoomPercent100

Syntax

ZoomPercent100()

Description

Display the current document at printed size.

 Related topics

ZoomPercent150

Syntax

ZoomPercent150()

Description

Display the current document at 150% printed size.

 Related topics

ZoomPercent200

Syntax

ZoomPercent200()

Description

Display the current document at 200% printed size.

 Related topics

ZoomPercent50

Syntax

ZoomPercent50()

Description

Display the current document at 50% printed size.

 Related topics

ZoomPercent75

Syntax

ZoomPercent75()

Description

Display the current document at 75% printed size.
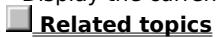
 Related topics

ZoomToBox

Syntax

ZoomToBox(*Left* As Integer, *Bottom* As Integer, *Right* As Integer, *Top* As Integer)

Description

Size the view of the current drawing to a specified area. Precede with ZoomArea.

Parameters

Left: *numeric*	The left coordinate of an area, in WordPerfect units (1200ths of an inch).
Bottom: *numeric*	The bottom coordinate of an area, in WordPerfect units.
Right: *numeric*	The right coordinate of an area, in WordPerfect units.
Top: *numeric*	The top coordinate of an area, in WordPerfect units.

Related topics

ZoomToDrawingArea

Syntax

ZoomToDrawingArea()

Description

Return to the default view of the current drawing.

 Related topics

ZoomToObjects

Syntax

ZoomToObjects()

Description

Enlarge the view of the selected object(s).

 Related topics

ZoomToPage

Syntax

ZoomToPage()

Description

Display a full-page view of the current drawing.

 Related topics

ZoomToSlideShowSize

Syntax

ZoomToSlideShowSize()

Description

Size the current view to match the display size in a slide show.

Related topics

Global Macros

Global macros can be executed in all Corel Presentations documents. Global macros are stored in a special file called **Presentations10.GMS**. All objects that are used by a Global macro are also stored in the **Presentations10.GMS**. For example, if a macro uses a form, then the form is stored in the **Presentations10.GMS**.

To create a VBA global macro

1. Click Tools, Visual Basic, Visual Basic Editor.

2. Double-click on Global Macros in the Project view.

3. Click Insert, User Form.

4. Change the form so that it resembles the following diagram:

5. Change the name of the TextBox control to NameBox as illustrated in the following list:

   Command Button - CommandButton1

   TextBox - NameBox

   You can change all of the control's attributes, including the name of the control, in the Property dialog box located in the Visual Basic Editor.

6. Double-click the CommandButton1 control to create a new method for the UserForm1 class, then type the following lines of code in the **CommandButton1_Click** method:

```
Private Sub CommandButton1_Click()
  Dim myname, Msg As String
    myname = NameBox
    Msg = "Hello " & myname
    MsgBox Msg
  End
End Sub
```

   This code responds to the event that occurs when the command button is clicked.

7. Double-click the Presentations Objects folder that appears under the Global Macros project in the Project view.

8. Double-click **ThisSlideShow** that appears under the Global Macros project, then type the following lines of code in the Editor window:

```
Public Sub ShowForm()
End Sub
```

   This code will add a new method to the **ThisSlideShow** class. If you declare **ShowForm** as a Private method, you will not be able to run it from Corel Presentations.

9. Type the following line of code in the **ShowForm** method:

```
Public Sub ShowForm()
  UserForm1.Show
End Sub
```

Note

- The name of this macro is **ShowForm**. The name of the form is **UserForm1**, which is the default name. **UserForm1**, along with this macro would be stored in **Presentations10.GMS**.

Corel Presentations VBA Events

Visual Basic for Applications (VBA) is an <u>event-driven programming</u> language. Most of the code you create is written to respond to an event. An event is an action that is recognized by VBA; for example, clicking a button or choosing an option from a list box. Unlike traditional procedural programming, in which the program starts at line 1 and executes line by line, event-driven programming executes code in response to events.

Corel Presentations slideshow events can be broken down into two categories: Global and Project events. A Global event is an event which is recognized by all Corel Presentations 10 slide shows. Suppose you create a VBA macro in the **AfterOpen** Event. This macro would be valid for any Corel Presentations 10 slideshow. In contrast to Global events there are Project events. A Project event is recognized only by the local slideshow.

All events in Corel Presentations 10 are code placeholders. It is up to you to code the response. All events are called in response to a specific action. When an action occurs, the appropriate event will be called and the code located within the event is executed. You can create simple or complex events. You can code a single line that displays a Message Box or write an entire procedure that interacts with a database.

All Global events are members of the **GlobalMacros** class. The name of the object is the same as the class. All Project events are members of the **Document** class. The name of the object is the same as the class.

Global Events

<u>BeforeSwitchDocument()</u>
<u>AfterSwitchDocument()</u>
<u>BeforeNew()</u>
<u>AfterNew()</u>
<u>BeforeOpen()</u>
<u>AfterOpen()</u>
<u>BeforePrint()</u>
<u>AfterPrint()</u>
<u>BeforeClose()</u>
<u>BeforeSave()</u>
<u>AfterSave()</u>
<u>AfterStartup()</u>

Document Events

<u>BeforeOpen()</u>
<u>AfterOpen()</u>
<u>BeforePrint()</u>
<u>AfterPrint()</u>
<u>BeforeSave()</u>
<u>AfterSave()</u>

GlobalMacros.BeforeClose()

Syntax

Private Sub GlobalMacros_BeforeClose()

Description

This event is called before you close the slideshow.

Example

In the following code fragment, a MessageBox informs the user that the slideshow will be closed.

```
Private Sub GlobalMacros_BeforeClose()


'******* Declare all variables
Dim Msg as String
Msg = "You are about to close Presentations?" ' Define message.


'****** Display the MessageBox
MsgBox Msg
End Sub
```

GlobalMacros.BeforeSwitchDocument()

Syntax

Private Sub GlobalMacros_BeforeSwitchDocument()

Description

This event is called when you switch slideshows. The code is executed before the new slideshow appears.

Example

In the following code fragment, a Message Box appears with the time and date. This data can be stored to a database which keeps track of file activities.

```
Private Sub GlobalMacros_BeforeSwitchDocument()
'*** Declare all variables
Dim myTime
Dim myDate As Date
Dim myStrTime, myStrDate, Msg As String

'**** Populate the variables
myTime = Time
myDate = Date

myStrDate = Str(myDate)
myStrTime = Str(myTime)

'*** Display the MessageBox
Msg = "The date is " & myStrDate & " and the time is " & myStrTime
MsgBox Msg
End Sub
```

GlobalMacros.AfterSwitchDocument()

Syntax

Private Sub GlobalMacros_AfterSwitchDocument()

Description

This event is called after you have switched to a new slideshow. In contrast to **BeforeSwitchDocument()**, this event is executed after the new slideshow appears.

Example

In the following code fragment, a Message Box appears with the time and date. This data can be stored to a database which keeps track of file activities.

```
Private Sub GlobalMacros_AfterSwitchDocument()
'*** Declare all variables
Dim myTime
Dim myDate As Date
Dim myStrTime, myStrDate, Msg As String

'**** Populate the variables
myTime = Time
myDate = Date

myStrDate = Str(myDate)
myStrTime = Str(myTime)

'*** Display the MessageBox
Msg = "The date is " & myStrDate & " and the time is " & myStrTime
MsgBox Msg
End Sub
```

GlobalMacros.BeforeNew()

Description

This event is called when you select a new slideshow; however, this code is executed before the new slideshow appears.

Example

In the following example, a form which displays an image appears. The important concept to note is that the form will be appear before the new slideshow appears.

```
Private Sub GlobalMacros_BeforeNew()

  FallsForm.Show

End Sub
```

GlobalMacros.AfterNew()

Syntax

Private Sub GlobalMacros_AfterNew()

Description

This event is called when you select a new slideshow; however, this code is executed after the new slideshow appears.

Example

In the following example, a textbox is inserted into the first slide.

```
Private Sub Document_AfterOpen()
  With PerfectScript
    .AddTextBox 3000,3000,10000,4000
    .KeyType "Added by AfterOpen event"
    .TextEditExit
  End With
End Sub
```

GlobalMacros.BeforeOpen()

Syntax

Private Sub GlobalMacros_BeforeOpen()

Description

This event is called when you open an existing slideshow; however, this code is executed before the slideshow appears.

Example

In the following code fragment, a form is called which displays the time at which the slideshow is opened.

```
Private Sub GlobalMacros_BeforeOpen()
  TimeForm.Show
End Sub
```

GlobalMacros.AfterOpen()

Syntax

Private Sub GlobalMacros_AfterOpen()

Description

This event is called when you open an existing slideshow. This code is executed after the slideshow has been loaded internally.

Example

In the following example, a textbox is inserted into the first slide.

```
Private Sub GlobalMacros_AfterOpen()
  With PerfectScript
    .AddTextBox 3000,3000,10000,4000
    .KeyType "Added by AfterOpen event"
    .TextEditExit
  End With
End Sub
```

GlobalMacros.BeforePrint()

Syntax

Private Sub GlobalMacros_BeforePrint()

Description

This event is called when you print the slideshow. The code is executed after the "Print to" dialog box is closed, but before the slideshow is sent to the printer.

GlobalMacros.AfterPrint()

Syntax

Private Sub GlobalMacros_AfterPrint()

Description

This event is called when you print the slideshow. The code is executed after the slideshow is sent to the printer.

GlobalMacros.BeforeSave()

Syntax

Private Sub GlobalMacros_BeforeSave()

Description

This event is called when you save the slideshow. This code is executed just before the slideshow is saved allowing you to customize your slideshow.

GlobalMacros.AfterSave()

Syntax

Private Sub GlobalMacros_AfterSave()

Description

This event is called after you have saved your slideshow.

Example

In the following code fragment, a Message Box appears with the time and date. This data can be stored to a database which keeps track of file activities.

```
Private Sub GlobalMacros_AfterSave()
'*** Declare all variables
Dim myTime
Dim myDate As Date
Dim myStrTime, myStrDate, Msg As String

'**** Populate the variables
myTime = Time
myDate = Date

myStrDate = Str(myDate)
myStrTime = Str(myTime)

'*** Display the MessageBox
Msg = "The date is " & myStrDate & " and the time is " & myStrTime
MsgBox Msg
End Sub
```

GlobalMacros.AfterStartup()

Syntax

Private Sub GlobalMacros_AfterStartup()

Description

This event is called when Corel Presentations 10 starts. The code in this event is executed while the splash screen is active.

Example

In the following code fragment, a MessageBox appears asking the user if they want a textbox inserted into the new slide. If the user selects Yes, then the textbox will be inserted into the slide.

```
Private Sub GlobalMacros_AfterStartup()()


'******* Declare all variables
Dim Msg, Style, Title, Response

Msg = "Do you want to insert a text box?" ' Define message.
Style = vbYesNo + vbQuestion ' Define buttons.
Title = "Presentations 10.0" ' Define title.


'****** Get the Users Input
Response = MsgBox(Msg, Style, Title)

If Response = vbYes Then ' User chose Yes.
'****** Insert a chart
With PerfectScript
.AddTextBox 3000,3000,10000,4000
.KeyType "Added by AfterStartup event"
.TextEditExit
End With
Else
 MsgBox ("No text box was inserted!")
End If
End Sub
```

Document.BeforeOpen()

Syntax

Private Sub Document_BeforeOpen()

Description

This event is called when you open a slideshow. The code in the event is executed before the slideshow appears.

Example

In the following code fragment, a Message Box appears which displays the time and date. This data can be written to a database that keeps track of file activities.

```
Private Sub Document_BeforeOpen()

'*** Declare all variables
Dim myTime
Dim myDate As Date
Dim myStrTime, myStrDate, Msg As String


'**** Populate the variables
myTime = Time
myDate = Date


myStrDate = Str(myDate)
myStrTime = Str(myTime)


'*** Display the Message Box
Msg = "The date is " & myStrDate & " and the time is " & myStrTime
MsgBox Msg
End Sub
```
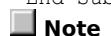
▣ **Note**

- The Message Box will appear before the slideshow is opened. After the Message Box is closed, the slideshow will open.

Document.AfterOpen()

Syntax

Private Sub Document_AfterOpen()

Description

This code is executed after the slideshow has been loaded internally. You can customize your slideshow by writing code in this event.

Example

In the following example, a textbox is inserted into the first slide.

```
Private Sub Document_AfterOpen()
  With PerfectScript
    .AddTextBox 3000,3000,10000,4000
    .KeyType "Added by AfterOpen event"
    .TextEditExit
  End With
End Sub
```

Document.AfterPrint()

Syntax

Private Sub Document_AfterPrint()

Description

This event is called after you have printed your slideshow.

Example

You can create a simple macro that informs the user that the slideshow is printed by coding a Message Box.

```
Private Sub Document_AfterPrint()
  MsgBox ("You have just printed this slideshow")
End Sub
```

Document.BeforePrint()

Syntax

Private Sub Document_BeforePrint()

Description

This event is called just before the slideshow is sent to the printer. This enables you to customize your slideshow before it is printed.

Example

In the following example, a form is called which simply displays an image.

```
Private Sub Document_BeforePrint()
'******* Call the Form
   FallsForm.Show
End Sub
```

Note

- The FallsForm is a VB Form which contains an image control.

Document.AfterSave()

Syntax

Private Sub Document_AfterSave()

Description

This event is called after you have saved your slideshow.

Example

In the following code fragment, a Message Box appears with the time and date. This data can be stored to a database which keeps track of file activities.

```
Private Sub Document_AfterSave()
'*** Declare all variables
Dim myTime
Dim myDate As Date
Dim myStrTime, myStrDate, Msg As String

'**** Populate the variables
myTime = Time
myDate = Date

myStrDate = Str(myDate)
myStrTime = Str(myTime)

'*** Display the Message Box
Msg = "The date is " & myStrDate & " and the time is " & myStrTime
MsgBox Msg
End Sub
```

Document.BeforeSave()

Syntax

Private Sub Document_BeforeSave()

Description

This event is called just before the slideshow is saved. This gives you a chance to customize your slideshow before it is saved.

Example

In the following example, the zoom setting is changed so that all objects in the slide are playback size. This setting will last until it is changed.

```
Private Sub Document_BeforeSave()

  PerfectScript.ZoomToSlideShowSize

End Sub
```

Document.BeforeClose()

Syntax

Private Sub Document_BeforeClose()

Description

This event is called when the slideshow is closed; however, this code is executed before the slideshow is actually closed.

Example

In the following code example, a Message Box will inform the user that the slideshow will close. This Message Box will appear before the slideshow is closed.

```
Private Sub Document_BeforeClose()

  MsgBox "You are about to close this slideshow"

End Sub
```

Working with product commands that use a variable

You must declare a variable that you pass to a product command as a Variant.

Refer to the following code fragment:

```
'**** Declare the variable
Dim myAnswer As Variant


'*** Pass the variable to DirectoryExists()
PerfectScript.DirectoryExists myAnswer, "D:\Client"

MsgBox myAnswer
```

Code Explanation

A Boolean value is returned to **myAnswer**. If the directory exists, then **myAnswer** will be assigned the value *True*. If the directory does not exist, then **myAnswer** will be assigned *False*.

Corel Presentation product commands that use WordPerfect unit values

There are many product commands which require an argument to be expressed in WordPerfect units. Here is a formula to help convert from inches to WordPerfect units:

`WordPerfect unit = (`**`n`**`*1200), where `**`n`**` is inches.`

Product commands that use unit values:

- AddArc
- AddPolyCurve
- AddPolyLine
- AddPolyLineWithEndCaps
- AddRoundedRect
- AddTextBox
- ChartSetCreateSize
- DocumentFormSettings
- DrawingSizeSettings
- ObjectAreaSelect
- ObjectMove
- ObjectPointSelect
- ObjectScale
- ObjectSetLineWidth
- PreferenceFormSettings
- PrintDocument
- SetGridSnapOptions
- SetTextLineAttributes
- TextKerning

Working with repeating parameters

You must create and pass an array to each product command that has repeating parameters. Refer to the following code example, which illustrates two different code techniques:

Example 1

```
Sub TestPolyLine()
  Dim x As Variant
  Dim y As Variant
  x = Array (3000,8000,8000,3000)
  y = Array (3500,3200,7500,7000)
  With PerfectScript
    .AddPolyLine OpenFrame_AddPolyLine_FillAndFrame, 4, x, y
  End With
End Sub
```

Example 2

```
Sub TestSelectBox()
  Dim box As Variant
  box = Array (1,2,2,0)
  With PerfectScript
    .ChartCreateOrg Button1_ChartCreateOrg_GalleryStyle
    .SelectBox On_SelectBox_Select, box
  End With
End Sub
```

Note

- You must use the integer values when populating an array used for repeating parameters.

Product commands with repeating parameters

To use product commands in VBA with repeating parameters, you must declare an array. Values for each repetitive parameter must be loaded into the array. After the array is populated, you have to pass the array The following list is all the product commands with repeating parameters:

Product commands with repeating parameters:

- [AddPolyCurve](#)
- [AddPolyLine](#)
- [AddPolyLineWithEndCaps](#)
- [AirBrush](#)
- [ChartBoxFields](#)
- [PaintBrush](#)
- [PaintEraser](#)
- [SelectBox](#)
- [SelectiveReplace](#)
- [Code Example](#)%43211>commands

VBA programming issues relating to product commands

There are several issues that must be discussed with respect to programming with product commands in the VBA environment. You can click on any of the following gray boxes for a detailed explanation:

Product commands with repeating parameters

Calling product commands outside of the intended scope

Product commands that require a unit

Event

Each object within an object model is defined by a property, method, event, or a combination of each. An event is a noun, and acts as something that takes place in an object. You write code for an object to respond to the act. Events are triggered by an action, such as a click, key press, or system timer.

Event-driven programming

Visual Basic for Applications is an event-driven programming language. Most of the code you create is written to respond to an event. Each object within an object model is defined by a property, method, event, or a combination of each. An event is a noun, and acts as something that takes place in an object. You write code for an object to respond to the act. Events are triggered by an action, such as a click, key press, or system timer. Unlike traditional procedural programming, in which the program starts at line 1 and executes line by line, event-driven programming executes code in response to events.

Variant

The Variant data type is the data type for all variables that are not declared as another type such as Dim, Private, Public, or Static. The Variant data type has no type-declaration character.

Object-oriented programming

A style of programming that places emphasis on creating and using objects.

Object model

An object model represents the hierarchy of objects within an application and their relationship to each other within the paradigm.

For example, the **Document** object represents the beginning of the object hierarchy in WordPerfect. Starting with the Document object, you drill down and navigate through the object model until you find the desired object. To reference an object with Visual Basic code, you separate each level of the object hierarchy with the dot operator (.).

Visual Basic for Applications and WordPerfect Office

Visual Basic for Applications (VBA) is an <u>object-oriented programming</u> language that lets you create VBA macros to automate tasks. You can, for example, create a macro in WordPerfect that changes the color of the headings. WordPerfect Office includes version six of the Microsoft Visual Basic for Applications (VBA) programming language.

VBA is an <u>event-driven programming</u> language. Most of the code you create is written to respond to an <u>event.</u> An event is an action that is recognized by VBA; for example, clicking a button or choosing an option from a list box. Unlike traditional procedural programming, in which the program starts at line 1 and executes line by line, event-driven programming executes code in response to events.

All events in the application are code placeholders. It is up to you to code the response. All events are called in response to a specific action. When an action occurs, the appropriate event will be called and the code located within the event is executed. You can create simple or complex events. You can code a single line that displays a message box or write an entire procedure that interacts with a database.

Getting Started with VBA

<u>What is Visual Basic for Applications?</u>

<u>What is Event driven programming?</u>

<u>Visual Basic, Visual Basic for Applications and VBScript</u>

<u>VBA and PerfectScript</u>

<u>Working in the VBA Editor</u>

<u>Using VBA Macros</u>

<u>Accessing an Application from another Application's macro</u>

What is Visual Basic for Applications?

Visual Basic for Applications (VBA) is a subset of the Microsoft Visual Basic (VB) <u>object-oriented programming</u> environment. VBA uses the Visual Basic Editor interactive development environment and the VB programming language to enhance applications by manipulating the application's objects, exposed by its <u>object model.</u> VBA can access other applications by referencing that application's object model components.

WordPerfect Office includes version six of the Microsoft Visual Basic for Applications (VBA) programming language. VBA is a subset of the Microsoft Visual Basic (VB) object-oriented programming environment. VBA uses the Visual Basic Editor interactive development environment and the VB programming language to enhance applications by manipulating the application's objects, exposed by its object model. VBA is a standard programming language that allows you to customize the application for your needs and integrate Corel products with other VBA-enabled applications by referencing that application's object model components.

VBA provides you with a set of tools that you can use to customize the graphical user interface of Corel applications. These tools allow you to process information and present data in an efficient and effective forum. Developers using VBA to extend Corel applications will benefit from the familiar Visual Basic language, Rapid Application Development (RAD) integrated development environment, and fast runtime performance in the resulting integrated solutions. Developers will also benefit from an extensible forms package that supports ActiveX controls for creating user interfaces, access to the full Windows API and the underlying file system, connectivity to corporate data, and integration with other COM-based software.

Even though VBA uses the Visual Basic programming language, it is considered "for applications" because it is most often integrated into another application in order to customize the functionality of that application.

⬚ <u>**Related topics**</u>

What is Event driven programming?

Visual Basic for Applications is an event-driven programming language. Most of the code you create is written to respond to an <u>event.</u> Each object within an object model is defined by a property, method, event, or a combination of each. An event is a noun, and acts as something that takes place in an object. You write code for an object to respond to the act. Events are triggered by an action, such as a click, key press, or system timer. Unlike traditional procedural programming, in which the program starts at line 1 and executes line by line, event-driven programming executes code in response to events.

Related topics

What is the difference between Visual Basic, Visual Basic for Applications and VBScript?

The Microsoft Visual Basic programming system is an advanced set of programming tools that provides advanced functionality and components for the Microsoft Windows operating system and other windows-based programs. For example, with Visual Basic you can create application extensions (dll's) and stand-alone executable programs (exe's). You cannot create either of these components with VBA or VBScript.

VBA is also referred to as Visual Basic, Applications Edition. VBA is a subset of the Visual Basic programming language. It uses the programming structure of Visual Basic to manipulate objects of an object model, left exposed by an application. The manipulation of these objects results in small packets of code procedures within the application. These code procedures and resulting projects are called add ins.

VBScript is also referred to as Microsoft Visual Basic, Scripting Edition. VBScript is also a subset of the Visual Basic programming language. It is a web-based HTML document scripting language.

Related topics

What is the difference between VBA and PerfectScript?

Previously, you could only use the PerfectScript language to automate specific tasks. Both product commands and programming commands are used in conjunction with the PerfectScript language. The PerfectScript language is useful for developing simple macros. VBA offers more flexibility and power. When you use VBA to create macros, you are assisted by the Visual Basic compiler. The compiler helps you by providing context-sensitive help when you are coding a VBA macro. You can combine the power of VBA with the PerfectScript product commands to create powerful macros. You have to use the Visual Basic Editor to create VBA macros; however, PerfectScript macros are developed from the WordPerfect Editor. You can access the Visual Basic Editor only when you are working in an active document.

Related topics

Working in the VBA Editor

When you work in the VBA Editor, you can create a new object, such as a dialog box, which is known as a form. You can add controls, such as a check box or a text box. You can set the object's properties in the Property dialog box. You can also set the object's properties at run time by programming a method.

Each document that you create with VBA has a corresponding Visual Basic for Applications project. In order to customize your document with VBA coding procedures, you must open the project file in the Visual Basic Editor. To display the Editor, go to **Tools|Visual Basic|Visual Basic Editor** on the main menu in the application.

For more detailed information on constructing code procedures and setting properties, see the Microsoft Visual Basic Help in the Visual Basic Editor.

Related topics

Using VBA macros

VBA allows you to edit and play macros that automate a series of tasks within an application.

You can store a VBA macro in the document by saving the document. Once you have saved the document, you can close and reopen the document and access the macro. After you have developed the macro, you should debug it. You can step through each macro line by line. This is a useful exercise to ensure that the macro will have the desired outcome. A project macro is not available if the document is closed. After you have debugged the macro, you can play the macro.

For more detailed instruction relating to VBA and its programming environment, please consult the "Microsoft Visual Basic for Applications Help" from the Help menu in the Visual Basic Editor.

Related topics

Accessing an Application from another Application's macro

You can access and change an application from another application's macro. VBA uses the Visual Basic Editor interactive development environment and the VB programming language to enhance applications by manipulating the application's objects, exposed by its <u>object model.</u> VBA allows you to customize your needs and integrate Corel products with other VBA-enabled applications by referencing that application's object model components.

For example, you could create and use a Quattro Pro object from a WordPerfect VBA macro. This allows you to change and save a Quattro Pro document from a WordPerfect VBA macro.

Related topics

Corel Presentations VBA Macros Help

Click the Help Topics button to return to the list of topics.

Using ActiveX Components

An ActiveX component (*.OCX) enables you to add a great amount of power and flexibility to your VBA macro. Basically an ActiveX component is a special type of DLL (dynamic link library). Originally ActiveX components where created to replace Visual Basic controls, however they have exceeded this purpose. Visual Basic for Applications is an ActiveX container, meaning that you can include ActiveX components in your VBA macro. The components which are located on the toolbar are part of the Microsoft 2.0 Object library. These components are meant for VBA programming. You can add additional components to your VBA project. However, some components may work and others may not. Not all ActiveX components are meant for the VBA environment. It is recommended that you became familiar with a individual component before you add it to your VBA macro.

If you are trying to add a new Active X control to your VBA Toolbox and are receiving errors stating that the control is not licensed or that the control just does not work properly, this is not a bug.

Active X controls cover a wide range of applications and uses such as those listed below:

- Many Windows applications write Active X controls for their own use and therefore are not supported or even expected to be used by others. Many of the controls that are included with Corel WordPerfect Office are of this nature and cannot be used with Visual Basic for Applications.

- Some Active X controls installed to your system may have been included with other development applications such as Visual C++, Visual Basic, Delphi etc, and they may have license requirements that only allow them to run in their own development environment. Therefore they will not work with Visual Basic for Applications.

In conclusion, only those Active X controls available with Microsoft Forms 2.0 that are shipped as part of Microsoft Visual Basic for Applications 6.0 are supported. Any others you have on your system may be used with Visual Basic for Applications, but may not be actually intended to be used with Visual Basic for Applications, and therefore will not work. Also even if they do work you may not have rights to distribute them to your VBA Macro users. So in general, if you are using custom controls be very careful that the control you are using is meant to be using in VBA and that you have the proper licensing rights to use it.

To add an ActiveX component to your VBA Form

1. From the VBA Editor, select Insert, User Form.

2. Select Tools, Additional Controls

3. Select the desired component.

Using a Windows Metafile

If you are creating a Windows Metafile (*.wmf) in CorelDRAW, then you must include the header that appears when you save the file. If you neglect to include the header file, you will not be able to view the image in Visual Basic for Applications. It is strongly recommended that you include the header.

Corel Presentations PerfectScript Class Members

A
B
C
D
E
F
H
I
J
K
L
M
N
O
P
Q
R
S
T
U
V
W
X
Y
Z

PerfectScript Macro Commands List

A

AboutDlg

AcquireImage

AcquireImageDlg

AcquireImageSelect

ActivateBoxField

AddArc

AddBackground

AddBackgroundDlg

AddLayout

AddLayoutDlg

AddPolyCurve

AddPolyLine

AddPolyLineWithEndCaps

AddRoundedRect

AddShape

AddSlide

AddSlideDlg

AddTextBox

AirBrush

AlignCenterLeftRight

AlignObjectsBottom

AlignObjectsCenter

AlignObjectsLeft

AlignObjectsRight

AlignObjectsTop

AlignObjectsTopBottom

AlignTextBottom

AlignTextMiddle

AlignTextTop

ApplicationMaximize

ApplicationMinimize

ApplicationMove

ApplicationRestore

ApplicationSize

AssignBackgroundDlg

AssignLayoutBackground

B

BackgroundGallery

BackgroundGetNext

BackgroundGetPrevious

BackgroundInsert

BackgroundNext

BackgroundPrevious

Backspace

BeginAcquireImageArea

BeginAcquireImageFixedSize

BeginAirBrush

BeginBitmap

BeginBulletChart

BeginCircle

BeginClosedCurve

BeginCurve

BeginDataChart

BeginEllipse

BeginEllipticalArc

BeginFloodFill

BeginFreehand

BeginLine

BeginLine2

BeginOrgChart

BeginPaintBrush

BeginPaintDropper

BeginPaintEraser

BeginPolygon

BeginRectangle

BeginRetrieveFigure

BeginRoundedRectangle

BeginSelect

BeginSelectArea

BeginSelectiveReplace

BegOfLine

BitmapBlur

BitmapBrightness

BitmapCancel

C

D

E

ExportMAC
ExportPCX
ExportPNG
ExportSCT
ExportTGA
ExportTIFF
ExportWMF
ExportWVL

F

FigureReturn
FigureReturnAll
File1Open
File2Open
File3Open
File4Open
File5Open
File6Open
File7Open
File8Open
File9Open
FileClose
FileExit
FileNewDlg
FileOpen
FileOpenDlg
FileRetrieve
FileSave
FileSaveAs
FileSaveAsDlg
FillAttributes
FillAttributesDlg
FindReplaceTextDlg
FloodFill
FontSizeDec
FontSizeInc

G

GetAttrDlg
GetAttributes
GlyphEdit
GoToKeysDlg
GotoPositionDlg
Grammatik
GrayScale
GroupObjects

H

HardReturn
HelpAssistant
HelpHowDoI
HelpIndex
HelpKeyboard
HelpMacros

HelpPerfectExpertDlg
HelpTransition
HelpWhatIs

I

ImportOrgOutline
InhibitInput
InsertClipartDlg
InsertEquation
InsertFileDlg
InsertMemoObject
InsertMovie
InsertMovieObject
InsertQuattroTable
InsertTextart
InternetPublisher
InvertColors
IrregularCap

J

JustifyAuto
JustifyCenter
JustifyLeft
JustifyRight

K

KerningDlg
KeyboardCopy
KeyboardCreate
KeyboardEdit
KeyboardRename
KeyboardSelect
KeyType

L

LayoutGallery
LayoutGetNext
LayoutGetPrevious
LayoutNext
LayoutPrevious
LineAttributes
LineAttributesDlg
LineSpacingDlg

M

MacroFilePlay
MacroPause
MacroPlayDlg
MacroStop
Mail
MailSystem1
MailSystem2
MailSystem3

Q

R

S

T

X

No commands

Y

No commands

Z

- ZoomArea
- ZoomDlg
- ZoomIn
- ZoomOther
- ZoomOut
- ZoomPercent100
- ZoomPercent150
- ZoomPercent200
- ZoomPercent50
- ZoomPercent75
- ZoomToBox
- ZoomToDrawingArea
- ZoomToObjects
- ZoomToPage
- ZoomToSlideShowSize

Calling product commands outside of the intended scope

It is not recommended to call a PerfectScript member until you are familiar with what its function. You will produce a run time error if you call a method outside of the context it was meant to be used. For example, you must have text in focus before you can select the 'Thesaurus' menu option. If you call the 'Thesaurus' method when the menu option is disabled, you will be using the product command outside of the intended scope and a run time error will occur. It is recommended that you become familiar with the a specific task before you automate it.