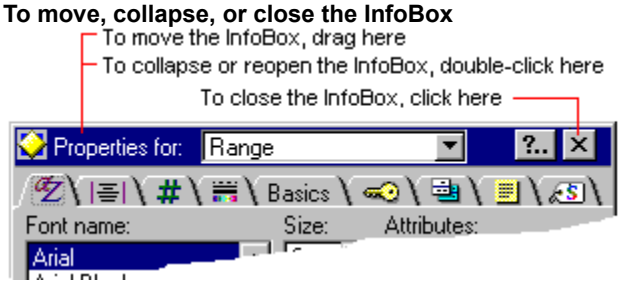
Using the InfoBox

You can make changes to one control or several controls without closing the InfoBox.

1. Select what you want to modify.
2. Right-click the selection and choose the Properties command.
3. Click the tab for the properties you want to change.
4. Select one or more options.
5. (Optional) Move, collapse, or close the InfoBox.

To move, collapse, or close the InfoBox



SetItemText Method

{button ,AL(`H_LDC_LOTUSCOMBOBOX_LOTUSCOMBOBOX_CLASS;',0)} See list of classes

Sets the text for an item of the list in a combo box.

Syntax

[objectreference].SetItemText *index, text*

Parameters

index

Integer. The item in the combo box. Use 0 as the value for this argument for the first item.

text

String. Text to replace the indexed item's text.

Return values

None

Usage

Changing the text for an item in a list when the Sorted property is set to TRUE may cause future entries to be sorted incorrectly.

Dialog Controls LotusScript A-Z

A

B

C

D

DblClick Event
Deactivate Event
Default Property
Delay Property
Description Property
Displayed Property
DoClick Method
DropDown Event

E

Enabled Property

F

Font Class
Font Property
ForeColor Property

G

GetLine Method
GetNumTicks Method
GotFocus Event

H

Handle Property
Height Property
HelpContextID Property
HelpFileName Property
HideSelection Property
Hide Method
hPal Property
hWnd Property

I

ID Property
IntegralHeight Property
Italic Property
IsItemSelected Method
Item Method
ItemData Property
ItemDataSelected Property

J

(None)

K

KeyDown Event
KeyPress Event
KeyPreview Property
KeyUp Event

L

LargeChange Property
Left Property
LineCount Property
List Property
ListCount Property
ListIndex Property
Load Event

Classes used in dialogs

LotusDialog Class

- LotusDialog

Controls Classes

- LotusCheckBox
- LotusComboBox
- LotusCommandButton
- LotusFrame
- LotusImage
- LotusLabel
- LotusListBox
- LotusOptionButton
- LotusProgressBar
- LotusSlider
- LotusSpinButton
- LotusTextBox

Base Classes

- LotusBaseObject
- LotusControl

Other Classes

- Font
- Picture
- LotusControls

Dialog Controls Events

A
B
C
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E
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T
U
V
W
X
Y
Z

A

Activate

B

(None)

C

Change
Click
Closing

D

DblClick
Deactivate
DropDown

E

(None)

F

GotFocus

G, H, I, J

(None)

K

KeyDown
KeyPress
KeyUp

L

Load

LostFocus

M

MouseDown
MouseMove
MouseUp
Moved

N, O

(None)

P

Pick

Q, R

(None)

S

Scroll
SpinDown
SpinUp

T

(None)

U

Unload

V, W, X, Y, Z

(None)

SetItemText Method

{button ,AL(`H_LDC_LOTUSLISTBOX_LOTUSLIST_CLASS;',0)} See list of classes

Sets the text for an item in the list of a list box.

Syntax

[objectreference].SetItemText *index, text*

Parameters

index

Integer. The item in the list box. Use 0 as the value for this argument for the first item.

text

String. Text to replace the indexed item's text.

Return values

None

Usage

Changing the text for an item in a list when the Sorted property is set to TRUE may cause future entries to be sorted incorrectly.

Text Property

{button ,AL(`H_LDC_LOTUSLISTBOX_LOTUSLIST_CLASS;',0)} See list of classes

(Read-only)

Returns the text for the selected item in a text box.

Data type

String

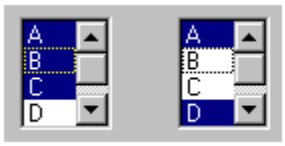
Syntax

Textvalue = [objectreference].Text

Usage

If nothing is selected, an empty string ("") is returned.

If the MultiSelect property is set to TRUE, the Text property returns the item with focus. For example, for each of the following list boxes, the Text property returns "B".



Description Property

{button ,AL(`H_LDC_LOTUSBASEOBJECT_LOTUSBASEOBJECT_CLASS;H_LDC_LOTUSCHECKBOX_LOTUSCHECK_CLASS;H_LDC_LOTUSCOMBOBOX_LOTUSCOMBOBOX_CLASS;H_LDC_LOTUSCOMMANDBUTTON_LOTUSCOMMANDBUTTON_CLASS;H_LDC_LOTUSCONTROL_LOTUSCONTROL_CLASS;H_LDC_LOTUSDIALOG_LOTUSDIALOG_CLASS;H_LDC_LOTUSFRAME_LOTUSFRAME_CLASS;H_LDC_LOTUSIMAGE_LOTUSIMAGE_CLASS;H_LDC_LOTUSLABEL_LOTUSLABEL_CLASS;H_LDC_LOTUSLISTBOX_LOTUSLIST_CLASS;H_LDC_LOTUSOPTIONBUTTON_LOTUSOPTIONBUTTON_CLASS;H_LDC_LOTUSPROGRESSBAR_LOTUSPROGRESSBAR_CLASS;H_LDC_LOTUSSLIDER_LOTUSSLIDER_CLASS;H_LDC_LOTUSSPINBUTTON_LOTUSSPINBUTTON_CLASS;H_LDC_LOTUSTEXTBOX_LOTUSTEXTBOX_CLASS;',0)} See list of classes

Returns or sets a description of the dialog or a control within the dialog.

This property is read-only at run time.

Data type

String

Syntax

Descriptionvalue = [objectreference].Description

Legal values

The string is limited to 256 characters.

LotusBaseObject

This is a base class for all Lotus stock controls as well as LotusDialog.

Base classes

None

Derived classes

LotusControl

LotusDialog

Contained by

None

Usage

Since all Lotus dialog controls are derived from LotusControl, which is derived from the LotusBaseObject class, the LotusBaseObject class members appear in every control.

LotusBaseObject members

Properties

Description AS String
Name AS String
Version AS Long [Read-only]

Methods

None

Events

None

Name Property

{button ,AL(`H_LDC_LOTUSBASEOBJECT_LOTUSBASEOBJECT_CLASS;H_LDC_LOTUSCHECKBOX_LOTUSCHECK_CLASS;H_LDC_LOTUSCOMBOBOX_LOTUSCOMBOBOX_CLASS;H_LDC_LOTUSCOMMANDBUTTON_LOTUSCOMMANDBUTTON_CLASS;H_LDC_LOTUSCONTROL_LOTUSCONTROL_CLASS;H_LDC_LOTUSDIALOG_LOTUSDIALOG_CLASS;H_LDC_LOTUSFRAME_LOTUSFRAME_CLASS;H_LDC_LOTUSIMAGE_LOTUSIMAGE_CLASS;H_LDC_LOTUSLABEL_LOTUSLABEL_CLASS;H_LDC_LOTUSLISTBOX_LOTUSLIST_CLASS;H_LDC_LOTUSOPTIONBUTTON_LOTUSOPTIONBUTTON_CLASS;H_LDC_LOTUSPROGRESSBAR_LOTUSPROGRESSBAR_CLASS;H_LDC_LOTUSSLIDER_LOTUSSLIDER_CLASS;H_LDC_LOTUSSPINBUTTON_LOTUSSPINBUTTON_CLASS;H_LDC_LOTUSTEXTBOX_LOTUSTEXTBOX_CLASS;',0)} See list of classes

Returns the name of the control or dialog. You can be use the name to identify the control in your script.

This property is read-only at run time.

Data type

String

Syntax

Namevalue = [objectreference].Name

Legal values

This string can contain a maximum length of 40 characters. It must start with a letter, but can contain numbers or underscore characters. It cannot include punctuation or spaces (i.e. it must be a valid LotusScript identifier).

Usage

The default name of a dialog is "dialog" plus a number indicating the order in which you created the dialog.

The default name of a control is the kind of control plus a number indicating the order in which you created the control.

If the control is an OCX, the OLE "short name" is used, followed by a number indicating the order in which you created the control.

Version Property

{button ,AL(`H_LDC_LOTUSBASEOBJECT_LOTUSBASEOBJECT_CLASS;H_LDC_LOTUSCHECKBOX_LOTUSCHECK_CLASS;H_LDC_LOTUSCOMBOBOX_LOTUSCOMBOBOX_CLASS;H_LDC_LOTUSCOMMANDBUTTON_LOTUSCOMMANDBUTTON_CLASS;H_LDC_LOTUSCONTROL_LOTUSCONTROL_CLASS;H_LDC_LOTUSDIALOG_LOTUSDIALOG_CLASS;H_LDC_LOTUSFRAME_LOTUSFRAME_CLASS;H_LDC_LOTUSIMAGE_LOTUSIMAGE_CLASS;H_LDC_LOTUSLABEL_LOTUSLABEL_CLASS;H_LDC_LOTUSLISTBOX_LOTUSLIST_CLASS;H_LDC_LOTUSOPTIONBUTTON_LOTUSOPTIONBUTTON_CLASS;H_LDC_LOTUSPROGRESSBAR_LOTUSPROGRESSBAR_CLASS;H_LDC_LOTUSSLIDER_LOTUSSLIDER_CLASS;H_LDC_LOTUSSPINBUTTON_LOTUSSPINBUTTON_CLASS;H_LDC_LOTUSTEXTBOX_LOTUSTEXTBOX_CLASS;',0)} See list of classes

(Read-only)

Returns the version number of the control or dialog.

Data type

Long

Syntax

Versionvalue = [objectreference].Version

Usage

This property contains the major and minor version numbers for the control or dialog.

Alignment Property

{button ,AL(`H_LDC_LOTUSCHECKBOX_LOTUSCHECK_CLASS;',0)} See list of classes

Returns or sets a value determining the side on which to display the check box Caption.

Data type

Integer

Syntax

Alignmentvalue = [objectreference].Alignment

[objectreference].Alignment = Alignmentvalue

Usage

The following table lists the available settings. If you prefer, you can substitute a constant for a setting. To use these constants, you must add the constant file LSDCNST.LSS to your script.

Setting	Constant	Description
0	CHECKBOX_ALIGN_LEFT	Left aligned (default)
1	CHECKBOX_ALIGN_RIGHT	Right aligned

LotusCheckBox

This control displays as a box which users can select to signify a true or false response. You can have any number of check boxes in a dialog. Use several check boxes to display multiple choices from which users can select one or more.
You can use the Caption property to display a caption next to a check box. Use the Value property to determine the state of the check box (unchecked, checked, or dimmed (greyed out)).

Base classes
LotusBaseObject

LotusControl

Derived classes
None

Contained by
None

Usage
Use check boxes when you want a user to be able to make more than one selection. Use option buttons when you want a user to make a single selection from among several choices.

LotusCheckbox members

Properties

Alignment AS Integer
Appearance AS Integer
BackColor AS Long
BorderStyle AS Integer
Caption AS String
Description AS String
Enabled AS Integer
Font AS Variant
ForeColor AS Long
Height AS Long
HelpContextID AS Long
hWnd AS Long [Read-only]
ID AS Long [Read-only]
Left AS Long
MousePointer AS Long
Name AS String
Parent AS LotusDialog [Read-only]
TabIndex AS Integer
TabStop AS Integer
Tag AS String
Top AS Long
Value AS Integer
Version AS Long [Read-only]
Visible AS Integer
Width AS Long

Methods

DoClick
Move
Refresh
SetFocus
ZOrder

Events

Click
GotFocus
LostFocus

AddItem Method

{button ,AL(`H_LDC_LOTUSCOMBOBOX_LOTUSCOMBOBOX_CLASS;',0)} See list of classes

Adds an item to a combo box.

Syntax

[objectreference].AddItem *text, [index, itemdata]*

Parameters

text

String. Expression specifying the item to be added to the combo box.

index

Long or Integer. Optional argument specifying the position in which to place the item in the combo box. To position an item as the first item, use 0 as the value for this argument. Leaving the argument blank (or giving it a value of -1 or a value equal to the ListCount property) appends the item to the end of the list or sorts it if the Sorted property is set to TRUE.

itemdata

Long or Integer. Optional argument specifying the item's data. Leaving this argument blank passes a value of 0.

Return values

None

Usage

When a specific index is used (from 1 to ListCount - 1), the entry is not sorted even if the Sorted property is set to TRUE. Note that adding an item out of order to a sorted list may cause future entries to sort incorrectly.

Change Event

{button ,AL(`H_LDC_LOTUSCOMBOBOX_LOTUSCOMBOBOX_CLASS;',0)} See list of classes

Triggered when the edit portion of a combo box changes.

Syntax

Sub Change(Source As Lotuscombobox)

Parameters

Source As Lotuscombobox

The LotusComboBox object that generated the event.

Usage

The following example makes whatever change is made to an item in the edit portion of a drop down combo box appear in the list the next time it is dropped down.

```
Dim x As Integer, y As Integer   'Added to (Globals).
Sub Change(Source As Lotuscombobox)
    x = True
End Sub
Sub Dropdown(Source As Lotuscombobox)
    If x = True Then
        source.removeitem y
        source.additem source.text, y
    End If
End Sub
Sub Pick(Source As Lotuscombobox, Index As Integer)
    x = False
    y = Index
End Sub
```

Clear Method

{button ,AL(`H_LDC_LOTUSCOMBOBOX_LOTUSCOMBOBOX_CLASS;',0)} See list of classes

Clears the contents of the combo box.

Syntax

[objectreference].Clear

Parameters

None

Return values

None

DropDown Event

{button ,AL(`H_LDC_LOTUSCOMBOBOX_LOTUSCOMBOBOX_CLASS;',0)} See list of classes

Triggered when the list in a combo box drops down. This event is not applicable for a simple combo box (a combo box with a Style property set to 1).

Syntax

Sub Dropdown(Source As Lotuscombobox)

Parameters

Source As Lotuscombobox

The combo box that dropped down.

Usage

The following example makes whatever change is made to an item in the edit portion of a drop-down combo box appear in the list the next time it is dropped down.

```
Dim x As Integer, y As Integer   'Added to (Globals).
Sub Change(Source As Lotuscombobox)
    x = True
End Sub
Sub Dropdown(Source As Lotuscombobox)
    If x = True Then
        source.removeitem y
        source.additem source.text, y
    End If
End Sub
Sub Pick(Source As Lotuscombobox, Index As Integer)
    x = False
    y = Index
End Sub
```

IntegralHeight Property

{button ,AL(`H_LDC_LOTUSCOMBOBOX_LOTUSCOMBOBOX_CLASS;',0)} See list of classes

Returns or sets a value determining whether the list portion of a combo box displays partial items or resizes to display complete items. This property is read-only at runtime.

Data type

Integer

Syntax

IntegralHeightvalue = [objectreference].IntegralHeight

Legal values

The legal values for this property are TRUE and FALSE.

Usage

TRUE = List resizes only to display complete items (default).

FALSE = List doesn't resize. Items at bottom may be clipped.

IsItemSelected Method

{button ,AL(`H_LDC_LOTUSCOMBOBOX_LOTUSCOMBOBOX_CLASS;',0)} See list of classes

Returns a value indicating whether the item at index is selected in the list in the combo box.

Syntax

[objectreference].IsItemSelected(*index*)

Parameters

index

Integer. The value of the ItemData property for the item in the list.

Return values

TRUE = The item is selected.

TRUE = The item is not selected.

Usage

The index must be greater than or equal to 0 and less than the value of the ListCount property or a run-time error occurs.

ItemDataSelected Property

{button ,AL(`H_LDC_LOTUSCOMBOBOX_LOTUSCOMBOBOX_CLASS;',0)} See list of classes

Returns or sets the data for a selected item in a combo box. Getting this property when there is no selected item returns a an error. Setting this property when there is no selected item does nothing.

Data type

Variant

Syntax

ItemDataSelectedvalue = [objectreference].ItemDataSelected

[objectreference].ItemDataSelected = ItemDataSelectedvalue

Legal values

When set, this property's value must be convertible to a Long or a run-time error is raised.

ItemData Property

{button ,AL(`H_LDC_LOTUSCOMBOBOX_LOTUSCOMBOBOX_CLASS;',0)} See list of classes

This parameterized property returns or sets a number associated with an item in the list in a combo box. This property is runtime-checked and its data type must be a long or an Integer; otherwise an error is returned.

Data type

Variant

Syntax

ItemDatavalue = [objectreference].ItemData(index)

[objectreference].ItemData(index) = ItemDatavalue

Parameters

index

Integer. Index of the item. The index must be greater than or equal to 0 and less than the value of the ListCount property or a run-time error occurs.

ListCount Property

{button ,AL(`H_LDC_LOTUSCOMBOBOX_LOTUSCOMBOBOX_CLASS;',0)} See list of classes

(Read-only)

The number of items in the list of a combo box.

Data type

Integer

Syntax

ListCountvalue = [objectreference].ListCount

ListIndex Property

{button ,AL(`H_LDC_LOTUSCOMBOBOX_LOTUSCOMBOBOX_CLASS;',0)} See list of classes

Returns or sets the zero-based index of the selected item from a list box. Returns -1 if no item is selected.

Data type

Integer

Syntax

ListIndexvalue = [objectreference].ListIndex

[objectreference].ListIndex = ListIndexvalue

Usage

When setting, if the index is less than 0 or greater than or equal to the ListCount property, a run-time error is raised.

List Property

{button ,AL(`H_LDC_LOTUSCOMBOBOX_LOTUSCOMBOBOX_CLASS;',0)} See list of classes

This parameterized property represents the contents of the combo-box list. Each element in the array is an item in a list in the combo box.

Data type

String

Syntax

Listvalue = [objectreference].List(index)

[objectreference].List(index) = Listvalue

Parameters

index

Integer, which is the zero-based index for the item.

Usage

When setting

If the index is greater than or equal to 0 and less than the value of the ListCount property, the element is replaced with the new string.

To add to the combo list using the List property, use an index of -1 or an index equal to the ListCount property. For a sorted combo box, this will add the item in its sorted position. For a non-sorted combo, it will add the item to the end of the list.

If the index is less than -1 or greater than the value of the ListCount property, a run-time error is raised.

When getting:

If the index is less than 0 or greater than or equal to the ListCount property, a run-time error is raised.

LotusComboBox

A combo box combines the features of a text box and a list box. The user makes an entry in a combo box either through (manually) typing in the text-box section or through selecting an item from the list-box section.

Base classes

LotusBaseObject

LotusControl

Derived classes

None

Contained by

None

Usage

Use the Style property to determine the type of combo box. There are three distinct styles of combo box and each style has some distinct behavior. Because the control is a union of the three behaviors, some of the properties and methods may not have meaning for a specific style.

The default event for a combo box is the Change event.

LotusComboBox members

Properties

Appearance AS Integer
BackColor AS Long
BorderStyle AS Integer
Caption AS String
Description AS String
Enabled AS Integer
Font AS Variant
ForeColor AS Long
Height AS Long
HelpContextID AS Long
hWnd AS Long [Read-only]
ID AS Long
IntegralHeight AS Integer
ItemData AS Variant
ItemDataSelected AS Variant
Left AS Long
List AS String
ListCount AS Integer [Read-only]
ListIndex AS Integer
MousePointer AS Long
Name AS String
NewIndex AS Integer [Read-only]
Parent AS LotusDialog [Read-only]
SelLength AS Long
SelStart AS Long
SelText AS String
Sorted AS Integer
Style AS Long
TabIndex AS Integer
TabStop AS Integer
Tag AS String
Text AS String
Top AS Long
Version AS Long [Read-only]
Visible AS Integer
Width AS Long

Methods

AddItem
Clear
DoClick
IsItemSelected
Move
Refresh
RemoveItem
ReplaceItem
SelectItem
SelectItemString
SetFocus
SetItemData
SetItemText
ZOrder

Events

Change
Click

DblClick
DropDown
GotFocus
LostFocus
Pick

NewIndex Property

{button ,AL(`H_LDC_LOTUSCOMBOBOX_LOTUSCOMBOBOX_CLASS;',0)} See list of classes

(Read-only)

Returns a value indicating the index of the item last added to the list in a combo box. Returns -1 if the list is empty or if the item was deleted.

Data type

Integer

Syntax

NewIndexvalue = [objectreference].NewIndex

Pick Event

{button ,AL(`H_LDC_LOTUSCOMBOBOX_LOTUSCOMBOBOX_CLASS;',0)} See list of classes

Triggered when a specific item in the list in a combo box is selected.

Syntax

Sub Pick(Source As Lotuscombobox, Index As Integer)

Parameters

Source As Lotuscombobox

The combo box that generated the event.

Index As Integer

The number of a selected item in the combo box.

Usage

The following example makes whatever change is made to an item in the edit portion of a drop-down combo box appear in the list the next time it drops down.

```
Dim x As Integer, y As Integer   'Added to (Globals).
Sub Change(Source As Lotuscombobox)
     x = True
End Sub
Sub Dropdown(Source As Lotuscombobox)
     If x = True Then
          source.removeitem y
          source.additem source.text, y
     End If
End Sub
Sub Pick(Source As Lotuscombobox, Index As Integer)
     x = False
     y = Index
End Sub
```

RemoveItem Method

{button ,AL(`H_LDC_LOTUSCOMBOBOX_LOTUSCOMBOBOX_CLASS;',0)} See list of classes

Removes an item from a combo box.

Syntax

[objectreference].RemoveItem *index*

Parameters

index

Integer. The zero-based index of the element to remove. To remove the first item, use 0 as the value for this argument.

Return values

None

Usage

The index must be greater than or equal to 0 and less than the value of the ListCount property or a run-time error occurs.

ReplaceItem Method

{button ,AL(`H_LDC_LOTUSCOMBOBOX_LOTUSCOMBOBOX_CLASS;',0)} See list of classes

Replaces an item in a combo box.

Syntax

[objectreference].ReplaceItem *index, text [,itemdata]*

Parameters

index

Long or Integer. Argument specifying the zero-based position of the item to be replaced in the combo box. To replace the first item, use 0 as the value for this argument. The index must be greater than or equal to 0 and less than the value of the ListCount property or a run-time error occurs.

text

String. Expression specifying the item to be used for replacement.

itemdata

Variant (must be Long or Integer or error is returned). Optional argument specifying the item's data. Leaving this argument blank passes a value of 0.

Return values

None

Usage

Replacing an item in a list when the Sorted property is set to TRUE may cause future entries to be sorted incorrectly. To replace an item and maintain proper sorting, delete the old item using RemoveItem, and add the new one using AddItem (leaving its index argument blank or using -1).

SelectItemString Method

{button ,AL(`H_LDC_LOTUSCOMBOBOX_LOTUSCOMBOBOX_CLASS;',0)} See list of classes

Searches and then selects the next item that starts with a string. The search can begin from any item in the list.

Syntax

[objectreference].SelectItemString *text*, *index*

Parameters

text

String. The text of the item to select.

index

Integer. The item in the combo box before the item from which to start. The first item has 0 as the value for this argument. The index must be greater than or equal to -1 and one less than the value of the ListCount property or a run-time error occurs. To start at the beginning, use an index of -1.

Return values

Returns the index of the selected item. If no match is made, returns -1.

Usage

When the search for the string reaches the end of the list, it wraps to the beginning. The search is case sensitive.

SelectItem Method

{button ,AL(`H_LDC_LOTUSCOMBOBOX_LOTUSCOMBOBOX_CLASS;',0)} See list of classes

Makes the index the currently selected item.

Syntax

[objectreference].SelectItem *index*

Parameters

index

Integer. The item in the combo box. The first item has 0 as the value for this argument.

Return values

None

Usage

The index must be greater than or equal to 0 and less than the value of the ListCount property or a run-time error occurs.

SelLength Property

{button ,AL(`H_LDC_LOTUSCOMBOBOX_LOTUSCOMBOBOX_CLASS;',0)} See list of classes

Returns or sets a value indicating the number of characters selected in the edit portion of the combo box. A combo box only has an edit portion if its Style property is set to 0 (dropdown combo) or 1 (simple combo).

The SelLength property is used in conjunction with the SelStart property to select a region of text.

Data type

Long

Syntax

SelLengthvalue = [objectreference].SelLength

[objectreference].SelLength = SelLengthvalue

Legal values

Getting or setting the SelLength property when the Style property is set to 2 (dropdown list) raises a run-time error.

Usage

The SelLength property selects characters to the right of the SelStart property's value. The SelStart property is set to 0 if not set or reset.

Setting a SelLength value of -1 selects from the SelStart property's value to the end of the edit portion.

Setting a SelLength value greater than the number of characters in the edit portion selects from the SelStart property's value to the end of the edit portion.

SelStart Property

{button ,AL(`H_LDC_LOTUSCOMBOBOX_LOTUSCOMBOBOX_CLASS;',0)} See list of classes

Returns or sets a value indicating the starting point to select characters in the edit portion of a combo box. (A combo box only has an edit portion if its Style property is set to 0 (a dropdown combo) or 1 (a simple combo)).

The SelStart property is used in conjunction with the SelLength property to select a region of text.

Data type

Long

Syntax

SelStartvalue = [objectreference].SelStart

[objectreference].SelStart= SelStartvalue

Legal values

Do not set the SelStart property to a value less than 0. Attempting to do so results in a run-time error.

SelStart cannot be set greater than the number of characters selected in the edit portion of the combo box. Attempting to do so results in a value equal to the number of characters length and sets the SelLength property to 0.

Getting or setting the SelStart property when the Style property value is set to 2 (instead of 0 or 1) results in a run-time error.

Usage

Changes the current selection, if any, to an insertion point and sets the SelLength property to 0.

Note To access the entire contents of the edit portion, you can also use the Text property.

SelText Property

{button ,AL(`H_LDC_LOTUSCOMBOBOX_LOTUSCOMBOBOX_CLASS;',0)} See list of classes

Returns or sets a value indicating the selected characters in the edit portion of a combo box. A combo box only has an edit portion if its Style property is set to 0 (drop-down combo) or 1 (simple combo).

Data type

String

Syntax

SelTextvalue = [objectreference].SelText

[objectreference].SelText = SelTextvalue

Legal values

Returns an empty string ("") if there is no selection in the edit portion of the combo box.

Usage

When set, SelText replaces the current selection with the new string, sets the SelLength property's value to 0, and sets the SelStart property to point to the end of the new string. If nothing is selected, inserts text at SelStart.

Getting or setting the SelText property when the Style property value is set to 2 (instead of 0 or 1) results in a run-time error.

Note To access the entire contents of the edit portion, you can also use the Text property.

SetItemData Method

{button ,AL(`H_LDC_LOTUSCOMBOBOX_LOTUSCOMBOBOX_CLASS;',0)} See list of classes

Sets the ItemData property for an indexed item.

Syntax

[objectreference].SetItemData *index, ItemData*

Parameters

index

Integer. The item in the combo box. The first item has 0 as the value for this argument. The index must be greater than or equal to 0 and less than the value of the ListCount property or a run-time error occurs.

ItemData

Long. The number to set. The ItemData must be convertible to a Long or a run-time error results.

Return values

None

Sorted Property

{button ,AL(`H_LDC_LOTUSCOMBOBOX_LOTUSCOMBOBOX_CLASS;',0)} See list of classes

Returns a value determining whether the list in a combo box sorts entries in alphabetical order. The default value of this property is FALSE, indicating that the list does not sort entries in alphabetical order.

This property is read-only at runtime.

Data type

Integer

Syntax

Sortedvalue = [objectreference].Sorted

Legal values

TRUE = The list is sorted in alphabetical order.

FALSE = (Default) The list is not sorted in alphabetical order.

Usage

The Sorted property only affects items being added to the list. It does not resort the items already in the list. Note that default items are added to the list when the dialog is run, so they will be sorted if Sorted is set to TRUE.

If items are added to a sorted list at a particular position or using AddItem(index), or if items are replaced in a sorted list: future additions to the list may be sorted incorrectly.

To replace items and maintain proper sorting, use RemoveItem(index) and then use AddItem (leaving its index argument blank so the item gets added correctly).

Style Property

{button ,AL(`H_LDC_LOTUSCOMBOBOX_LOTUSCOMBOBOX_CLASS;',0)} See list of classes

Returns or sets a value determining the type of combo box. This property is read-only at runtime.

Data type

Long

Syntax

Stylevalue = [objectreference].Style

Usage

Setting a value other than one of the following legal values results in a run-time error.

The following table lists the available settings. If you prefer, you can substitute a constant for a setting. To use these constants, you must add the constant file LSDCNST.LSS to your script.

Legal value	Constant	Type of combo box and behavior
0	COMBOBOX_STYLE_DROPDOWN	Drop-down combo. Has edit portion and drop-down list (default).
1	COMBOBOX_STYLE_SIMPLE	Simple combo. Has edit portion and list that doesn't drop down. The Height property determines how much of the list gets displayed.
2	COMBOBOX_STYLE_DROPLIST	Drop-down list. Has no edit portion. Only allows selection from the list.

Text Property

{button ,AL(`H_LDC_LOTUSCOMBOBOX_LOTUSCOMBOBOX_CLASS;',0)} See list of classes

Returns or sets text in a combo box. The behavior of the Text property is dependent upon the setting of the Style property. See below for more information.

Data type

String

Syntax

Textvalue = [objectreference].Text

[objectreference].Text = Textvalue

Usage

Depending on how the Style property is set, the Text property behaves in the following ways:

Style Property	Text property behavior
0 (drop-down combo)	Returns or sets the contents of the edit area.
1 (simple combo)	Returns or sets the contents of the edit area.
2 (drop-down list)	Returns the selected item in the list box. For drop-down lists, the Text property is Read-only.

Cancel Property

{button ,AL(`H_LDC_LOTUSCOMMANDBUTTON_LOTUSCOMMANDBUTTON_CLASS;',0)} See list of classes

Returns or sets a value determining whether a command button is a Cancel button. A value of TRUE indicates that the command button is a cancel button. ESC is defined as a mnemonic for the command button with a Cancel property set to TRUE.

Data type

Integer

Syntax

Cancelvalue = [objectreference].Cancel

[objectreference].Cancel = Cancelvalue

Legal values

The legal values for this property are TRUE and FALSE.

Usage

You can only have one cancel button per dialog. If you set the Cancel properties of more than one command button to TRUE, the dialog editor only picks one of them as the cancel button.

Default Property

{button ,AL(`H_LDC_LOTUSCOMMANDBUTTON_LOTUSCOMMANDBUTTON_CLASS;',0)} See list of classes

Returns or sets a value determining whether a command button is the default button. A value of TRUE indicates that the command button is a default button. ENTER is defined as a mnemonic for the command button with a Default property set to TRUE.

Data type

Integer

Syntax

Defaultvalue = [objectreference].Default

[objectreference].Default = Defaultvalue

Legal values

The legal values for this property are TRUE and FALSE.

Usage

You can only have one default button per dialog. If you set the Default properties of more than one command button to TRUE, the dialog editor only picks one of them as the default button.

LotusCommandButton

You can use a command button to allow the user to do a wide variety of things, such as begin, end, or pause a process, close a dialog, etc. It is rare that you will build a dialog that doesn't contain at least one command button. By default, two command buttons appear in a dialog when you first create it. One of these buttons has its Default property set and the other has its Cancel property set. The Caption properties for these command buttons contains the text OK and Cancel, respectively. Neither of the default command buttons contain any script behind them.

Base classes

LotusBaseObject

LotusControl

Derived classes

None

Contained by

None

Usage

You can do a lot more than close a dialog with a command button. For example, the following script calls a global sub and then returns focus to the OK button.

```
Sub Click(Source As Lotuscommandbutton)
     HelloThere
     Source.Parent.Command1.Setfocus
End Sub

'Add this sub to Globals.
Sub HelloThere
     Print "Hello There!"  'Prints to the Output window in the IDE
End Sub
```

LotusCommandButton members

Properties

Appearance AS Integer
BackColor AS Long [UNSUPPORTED]
BorderStyle AS Integer
Cancel AS Integer
Caption AS String
Default AS Integer
Description AS String
Enabled AS Integer
Font AS Variant
ForeColor AS Long [UNSUPPORTED]
Height AS Long
HelpContextID AS Long
hWnd AS Long [Read-only]
ID AS Long [Read-only]
Left AS Long
MousePointer AS Long
Name AS String
Parent AS LotusDialog [Read-only]
TabIndex AS Integer
TabStop AS Integer
Tag AS String
Top AS Long
Version AS Long [Read-only]
Visible AS Integer
Width AS Long

Methods

DoClick
Move
Refresh
SetFocus
ZOrder

Events

Click
GotFocus
LostFocus

Appearance Property

{button ,AL(`H_LDC_LOTUSCHECKBOX_LOTUSCHECK_CLASS;H_LDC_LOTUSCOMBOBOX_LOTUSCOMBOBOX_CLASS;H_LDC_LOTUSCOMMANDBUTTON_LOTUSCOMMANDBUTTON_CLASS;H_LDC_LOTUSCONTROL_LOTUSCONTROL_CLASS;H_LDC_LOTUSFRAME_LOTUSFRAME_CLASS;H_LDC_LOTUSIMAGE_LOTUSIMAGE_CLASS;H_LDC_LOTUSLABEL_LOTUSLABEL_CLASS;H_LDC_LOTUSLISTBOX_LOTUSLIST_CLASS;H_LDC_LOTUSOPTIONBUTTON_LOTUSOPTIONBUTTON_CLASS;H_LDC_LOTUSPROGRESSBAR_LOTUSPROGRESSBAR_CLASS;H_LDC_LOTUSSLIDER_LOTUSSLIDER_CLASS;H_LDC_LOTUSSPINBUTTON_LOTUSSPINBUTTON_CLASS;H_LDC_LOTUSTEXTBOX_LOTUSTEXTBOX_CLASS;',0)} See list of classes

Returns or sets a value indicating whether a control appears flat or in 3D.

Data type

Integer

Syntax

Appearancevalue = [objectreference].Appearance

[objectreference].Appearance = Appearancevalue

Usage

The following table lists the available settings. If you prefer, you can substitute a constant for a setting. To use these constants, you must add the constant file LSDCNST.LSS to your script.

Setting	Constant	Description
0	CONTROL_APPEAR_FLAT	Flat
1	CONTROL_APPEAR_3D	3D (default)

All top level windows have a "chiseled" edge. 3D appearance corresponds to the button text/face color, while flat corresponds to window text/face color.

BackColor Property

{button ,AL(`H_LDC_LOTUSCHECKBOX_LOTUSCHECK_CLASS;H_LDC_LOTUSCOMBOBOX_LOTUSCOMBOBOX_CLASS;H_LDC_LOTUSCOMMANDBUTTON_LOTUSCOMMANDBUTTON_CLASS;H_LDC_LOTUSCONTROL_LOTUSCONTROL_CLASS;H_LDC_LOTUSFRAME_LOTUSFRAME_CLASS;H_LDC_LOTUSIMAGE_LOTUSIMAGE_CLASS;H_LDC_LOTUSLABEL_LOTUSLABEL_CLASS;H_LDC_LOTUSLISTBOX_LOTUSLIST_CLASS;H_LDC_LOTUSOPTIONBUTTON_LOTUSOPTIONBUTTON_CLASS;H_LDC_LOTUSPROGRESSBAR_LOTUSPROGRESSBAR_CLASS;H_LDC_LOTUSSLIDER_LOTUSSLIDER_CLASS;H_LDC_LOTUSSPINBUTTON_LOTUSSPINBUTTON_CLASS;H_LDC_LOTUSTEXTBOX_LOTUSTEXTBOX_CLASS;',0)} See list of classes

Returns or sets the background color of a control.

LotusCommandButton, LotusSpinButton and LotusProgressBar don't use this property. Although it is accessible in these controls, nothing happens when you try to set it.

Data type

Long

Syntax

BackColorvalue = [objectreference].BackColor

[objectreference].BackColor = BackColorvalue

Legal values

A Long between 0 and 16,777,215.

The following table specifies the bit numbers for a color:

Not used	R	G	B
31 - 24	23 - 16	15 - 8	7 - 0

Usage

The following table lists values for some typical colors.

Value	Result
0	Black
255	Red
32,768	Dark green
65,535	Yellow
8,421,504	Dark gray
12,632,256	Light gray
16,711,680	Blue
16,711,935	Magenta
16,777,215	White

Caption Property

{button ,AL(`H_LDC_LOTUSCHECKBOX_LOTUSCHECK_CLASS;H_LDC_LOTUSCOMBOBOX_LOTUSCOMBOBOX_CLASS;H_LDC_LOTUSCOMMANDBUTTON_LOTUSCOMMANDBUTTON_CLASS;H_LDC_LOTUSCONTROL_LOTUSCONTROL_CLASS;H_LDC_LOTUSFRAME_LOTUSFRAME_CLASS;H_LDC_LOTUSIMAGE_LOTUSIMAGE_CLASS;H_LDC_LOTUSLABEL_LOTUSLABEL_CLASS;H_LDC_LOTUSLISTBOX_LOTUSLIST_CLASS;H_LDC_LOTUSOPTIONBUTTON_LOTUSOPTIONBUTTON_CLASS;H_LDC_LOTUSPROGRESSBAR_LOTUSPROGRESSBAR_CLASS;H_LDC_LOTUSSLIDER_LOTUSSLIDER_CLASS;H_LDC_LOTUSSPINBUTTON_LOTUSSPINBUTTON_CLASS;H_LDC_LOTUSTEXTBOX_LOTUSTEXTBOX_CLASS;',0)} See list of classes

Returns or sets the text displayed by a control in a dialog.

Data type

String

Syntax

Captionvalue = [objectreference].Caption

[objectreference].Caption = Captionvalue

Legal values

Limited to 256 characters.

Usage

To add a mnemonic to a caption, type an & (ampersand) before the desired character that you want to display underlined. If you enter more than one & in the string, only the last one will display a character underlined. If you want an ampersand character to display in your string, enter &&, instead.

For a combo box, the Caption property is read-write if the Style property is 0 (drop-down combo) or 1 (simple combo). However, if the Style property is 2 (drop-down list), then the Caption property is read-only at run time.

For a list box the Caption property is read-only at run time.

Note LotusSpinButton, LotusProgressBar, LotusSlider and LotusImage have this property, but have no visual representation for it.

Enabled Property

{button ,AL(`H_LDC_LOTUSCHECKBOX_LOTUSCHECK_CLASS;H_LDC_LOTUSCOMBOBOX_LOTUSCOMBOBOX_CLASS;H_LDC_LOTUSCOMMANDBUTTON_LOTUSCOMMANDBUTTON_CLASS;H_LDC_LOTUSCONTROL_LOTUSCONTROL_CLASS;H_LDC_LOTUSFRAME_LOTUSFRAME_CLASS;H_LDC_LOTUSIMAGE_LOTUSIMAGE_CLASS;H_LDC_LOTUSLABEL_LOTUSLABEL_CLASS;H_LDC_LOTUSLISTBOX_LOTUSLIST_CLASS;H_LDC_LOTUSOPTIONBUTTON_LOTUSOPTIONBUTTON_CLASS;H_LDC_LOTUSPROGRESSBAR_LOTUSPROGRESSBAR_CLASS;H_LDC_LOTUSSLIDER_LOTUSSLIDER_CLASS;H_LDC_LOTUSSPINBUTTON_LOTUSSPINBUTTON_CLASS;H_LDC_LOTUSTEXTBOX_LOTUSTEXTBOX_CLASS;',0)} See list of classes

Returns or sets a value determining whether a control can have focus and respond to keyboard and mouse input.

Data Type

Integer

Syntax

Enabledvalue = [objectreference].Enabled

[objectreference].Enabled = Enabledvalue

Legal values

The legal values for this property are TRUE and FALSE.

Usage

A value of TRUE indicates that the control can have focus and respond to keyboard and mouse input. A value of FALSE indicates that the control cannot have focus and respond to keyboard and mouse input.

Font Property

{button ,AL(`H_LDC_LOTUSCHECKBOX_LOTUSCHECK_CLASS;H_LDC_LOTUSCOMBOBOX_LOTUSCOMBOBOX_CLASS;H_LDC_LOTUSCOMMANDBUTTON_LOTUSCOMMANDBUTTON_CLASS;H_LDC_LOTUSCONTROL_LOTUSCONTROL_CLASS;H_LDC_LOTUSFRAME_LOTUSFRAME_CLASS;H_LDC_LOTUSIMAGE_LOTUSIMAGE_CLASS;H_LDC_LOTUSLABEL_LOTUSLABEL_CLASS;H_LDC_LOTUSLISTBOX_LOTUSLIST_CLASS;H_LDC_LOTUSOPTIONBUTTON_LOTUSOPTIONBUTTON_CLASS;H_LDC_LOTUSPROGRESSBAR_LOTUSPROGRESSBAR_CLASS;H_LDC_LOTUSSLIDER_LOTUSSLIDER_CLASS;H_LDC_LOTUSSPINBUTTON_LOTUSSPINBUTTON_CLASS;H_LDC_LOTUSTEXTBOX_LOTUSTEXTBOX_CLASS;',0)} See list of classes

This property contains a Font object. See Font for more information.

Data type

Variant

Legal values

Standard OLE Font object.

Usage

You change the font attributes by changing the Font object's properties.

ForeColor Property

{button ,AL(`H_LDC_LOTUSCHECKBOX_LOTUSCHECK_CLASS;H_LDC_LOTUSCOMBOBOX_LOTUSCOMBOBOX_CLASS;H_LDC_LOTUSCOMMANDBUTTON_LOTUSCOMMANDBUTTON_CLASS;H_LDC_LOTUSCONTROL_LOTUSCONTROL_CLASS;H_LDC_LOTUSFRAME_LOTUSFRAME_CLASS;H_LDC_LOTUSIMAGE_LOTUSIMAGE_CLASS;H_LDC_LOTUSLABEL_LOTUSLABEL_CLASS;H_LDC_LOTUSLISTBOX_LOTUSLIST_CLASS;H_LDC_LOTUSOPTIONBUTTON_LOTUSOPTIONBUTTON_CLASS;H_LDC_LOTUSPROGRESSBAR_LOTUSPROGRESSBAR_CLASS;H_LDC_LOTUSSLIDER_LOTUSSLIDER_CLASS;H_LDC_LOTUSSPINBUTTON_LOTUSSPINBUTTON_CLASS;H_LDC_LOTUSTEXTBOX_LOTUSTEXTBOX_CLASS;',0)} See list of classes

Returns or sets the foreground color of a control.

LotusSlider, LotusCommandButton, LotusSpinButton and LotusProgressBar, and LotusImage don't use this property. Although it is accessible in these controls, nothing happens.

Data type

Long

Syntax

ForeColorvalue = [objectreference].ForeColor

[objectreference].ForeColor = ForeColorvalue

Legal values

A Long between 0 and 16,777,215.

The following table specifies the bit numbers for a color:

Not used	R	G	B
31 - 24	23 - 16	15 - 8	7 - 0

Usage

The following table lists values for some typical colors.

Value	Result
0	Black
255	Red
32,768	Dark Green
65,535	Yellow
8,421,504	Dark gray
12,632,256	Light gray
16,711,680	Blue
16,711,935	Magenta
16,777,215	White

Height

{button ,AL(`H_LDC_LOTUSCHECKBOX_LOTUSCHECK_CLASS;H_LDC_LOTUSCOMBOBOX_LOTUSCOMBOBOX_CLASS;H_LDC_LOTUSCOMMANDBUTTON_LOTUSCOMMANDBUTTON_CLASS;H_LDC_LOTUSCONTROL_LOTUSCONTROL_CLASS;H_LDC_LOTUSFRAME_LOTUSFRAME_CLASS;H_LDC_LOTUSIMAGE_LOTUSIMAGE_CLASS;H_LDC_LOTUSLABEL_LOTUSLABEL_CLASS;H_LDC_LOTUSLISTBOX_LOTUSLIST_CLASS;H_LDC_LOTUSOPTIONBUTTON_LOTUSOPTIONBUTTON_CLASS;H_LDC_LOTUSPROGRESSBAR_LOTUSPROGRESSBAR_CLASS;H_LDC_LOTUSSLIDER_LOTUSSLIDER_CLASS;H_LDC_LOTUSSPINBUTTON_LOTUSSPINBUTTON_CLASS;H_LDC_LOTUSTEXTBOX_LOTUSTEXTBOX_CLASS;',0)} See list of classes

Returns or sets a control's height in twips. The size of a twip is dependent upon your screen resolution. See product constants in the browser for twip to pixel conversion.

Data type

Long

Syntax

Heightvalue = [objectreference].Height

[objectreference].Height = Heightvalue

Legal values

Setting this property to less than 15 twips returns an error.

Usage

The following click event changes the height the image control "image1":

```
Sub Click(Source As Lotuscommandbutton)
    dialog1.image1.height = 300
End Sub
```

HelpContextID Property

{button ,AL(`H_LDC_LOTUSCHECKBOX_LOTUSCHECK_CLASS;H_LDC_LOTUSCOMBOBOX_LOTUSCOMBOBOX_CLASS;H_LDC_LOTUSCOMMANDBUTTON_LOTUSCOMMANDBUTTON_CLASS;H_LDC_LOTUSCONTROL_LOTUSCONTROL_CLASS;H_LDC_LOTUSFRAME_LOTUSFRAME_CLASS;H_LDC_LOTUSIMAGE_LOTUSIMAGE_CLASS;H_LDC_LOTUSLABEL_LOTUSLABEL_CLASS;H_LDC_LOTUSLISTBOX_LOTUSLIST_CLASS;H_LDC_LOTUSOPTIONBUTTON_LOTUSOPTIONBUTTON_CLASS;H_LDC_LOTUSPROGRESSBAR_LOTUSPROGRESSBAR_CLASS;H_LDC_LOTUSSLIDER_LOTUSSLIDER_CLASS;H_LDC_LOTUSSPINBUTTON_LOTUSSPINBUTTON_CLASS;H_LDC_LOTUSTEXTBOX_LOTUSTEXTBOX_CLASS;',0)} See list of classes

Returns or sets the Help context number for a control. Use this number to provide context-sensitive Help for a control.

Data type

Long

Syntax

HelpContextIDvalue = [objectreference].HelpContextID

[objectreference].HelpContextID = HelpContextIDvalue

Usage

A value of 0 (default) indicates that no Help context number is associated with the control.

When the user accesses context sensitive Help, the topic with this context ID in the help file named in the HelpFileName property of the parent dialog is opened.

hWnd Property

{button ,AL(`H_LDC_LOTUSCHECKBOX_LOTUSCHECK_CLASS;H_LDC_LOTUSCOMBOBOX_LOTUSCOMBOBOX_CLASS;H_LDC_LOTUSCOMMANDBUTTON_LOTUSCOMMANDBUTTON_CLASS;H_LDC_LOTUSCONTROL_LOTUSCONTROL_CLASS;H_LDC_LOTUSFRAME_LOTUSFRAME_CLASS;H_LDC_LOTUSIMAGE_LOTUSIMAGE_CLASS;H_LDC_LOTUSLABEL_LOTUSLABEL_CLASS;H_LDC_LOTUSLISTBOX_LOTUSLIST_CLASS;H_LDC_LOTUSOPTIONBUTTON_LOTUSOPTIONBUTTON_CLASS;H_LDC_LOTUSPROGRESSBAR_LOTUSPROGRESSBAR_CLASS;H_LDC_LOTUSSLIDER_LOTUSSLIDER_CLASS;H_LDC_LOTUSSPINBUTTON_LOTUSSPINBUTTON_CLASS;H_LDC_LOTUSTEXTBOX_LOTUSTEXTBOX_CLASS;',0)} See list of classes

(Read-only)

Returns a control's hWnd (window handle).

Data type

Long

Syntax

hWndvalue = [objectreference].hWnd

Usage

The hWnd can be used as an argument to functions from the Windows API that are accessed using c-callout. The hWnd is only valid while the dialog is shown, so be careful not to store it in a variable and attempt to use it after the dialog has been closed.

ID Property

{button ,AL(`H_LDC_LOTUSCHECKBOX_LOTUSCHECK_CLASS;H_LDC_LOTUSCOMBOBOX_LOTUSCOMBOBOX_CLASS;H_LDC_LOTUSCOMMANDBUTTON_LOTUSCOMMANDBUTTON_CLASS;H_LDC_LOTUSCONTROL_LOTUSCONTROL_CLASS;H_LDC_LOTUSFRAME_LOTUSFRAME_CLASS;H_LDC_LOTUSIMAGE_LOTUSIMAGE_CLASS;H_LDC_LOTUSLABEL_LOTUSLABEL_CLASS;H_LDC_LOTUSLISTBOX_LOTUSLIST_CLASS;H_LDC_LOTUSOPTIONBUTTON_LOTUSOPTIONBUTTON_CLASS;H_LDC_LOTUSPROGRESSBAR_LOTUSPROGRESSBAR_CLASS;H_LDC_LOTUSSLIDER_LOTUSSLIDER_CLASS;H_LDC_LOTUSSPINBUTTON_LOTUSSPINBUTTON_CLASS;H_LDC_LOTUSTEXTBOX_LOTUSTEXTBOX_CLASS;',0)} See list of classes

(Read-only)

Returns the unique ID generated for the control.

Data type

Long

Syntax

IDvalue = [objectreference].ID

Usage

You can use the value of the ID property to identify a control in your scripts.

Left Property

{button ,AL(`H_LDC_LOTUSCHECKBOX_LOTUSCHECK_CLASS;H_LDC_LOTUSCOMBOBOX_LOTUSCOMBOBOX_CLASS;H_LDC_LOTUSCOMMANDBUTTON_LOTUSCOMMANDBUTTON_CLASS;H_LDC_LOTUSCONTROL_LOTUSCONTROL_CLASS;H_LDC_LOTUSFRAME_LOTUSFRAME_CLASS;H_LDC_LOTUSIMAGE_LOTUSIMAGE_CLASS;H_LDC_LOTUSLABEL_LOTUSLABEL_CLASS;H_LDC_LOTUSLISTBOX_LOTUSLIST_CLASS;H_LDC_LOTUSOPTIONBUTTON_LOTUSOPTIONBUTTON_CLASS;H_LDC_LOTUSPROGRESSBAR_LOTUSPROGRESSBAR_CLASS;H_LDC_LOTUSSLIDER_LOTUSSLIDER_CLASS;H_LDC_LOTUSSPINBUTTON_LOTUSSPINBUTTON_CLASS;H_LDC_LOTUSTEXTBOX_LOTUSTEXTBOX_CLASS;',0)} See list of classes

Returns or sets the distance in twips between the left edge of a control and the left edge of its container. Usually the container is the dialog, but if the control is placed on a frame or similar control, then that control is the container.

The size of a twip is dependent upon your screen resolution. See product constants in the browser for twip to pixel conversion.

Data type

Long

Syntax

Leftvalue = [objectreference].Left

[objectreference].Left = Leftvalue

LotusControls Class

This collection class is used by LotusControl to represent the controls on a dialog.

The expression `Dialog1.Item(1)` returns the same value as `Dialog1.Controls(1)`.

The "index" for the Controls collection is generated by sorting the controls by control ID and then applying an ordinal to that sort. In other words, the sequence of controls is not defined; it may (and will) change.

Base classes

Not applicable

Contained by

LotusDialog in the Controls property

Usage

The LotusControls class represents the collection of elements of type LotusControl on a dialog. This means when accessing the items by index, using LotusControls, you can only access the members of the LotusControl base class. The examples below should help to make this point more clear.

The following example hides all of the controls on a dialog:

```
Sub Load(Source As Lotusdialog)
     Forall c In Source.controls
          c.visible = False
     End Forall
End Sub
```

The following example DOES NOT set the value of all of the check boxes on the dialog to zero because the Value property is a member of LotusCheckBox—not LotusControl. Instead, this example returns the "Member not found" error:

```
'This sub returns an error:
Sub Load(Source As Lotusdialog)
     Forall c In Dialog1.controls
          If Typename(c) = "LOTUSCHECKBOX" Then
          c.value = 1
          End If
     End Forall
End Sub
```

The following example DOES set the value of all of the check boxes on the dialog to zero. This is possible because LotusScript supports downcasting:

```
Sub Load(Source As Lotusdialog)
     Forall control In Source.Controls
          If Typename( control ) = "LOTUSCHECKBOX" Then
               Dim chkbox As LotusCheckBox
               Set chkbox = control
               chkbox.visible = False
          End If
     End Forall
End Sub
```

LotusControls Members

Properties

None

Methods

None

Events

None

LotusControl
All Lotus dialog controls derive from this class.

Base classes
LotusBaseObject

Derived classes
All Lotus dialog controls.

Contained by
None

LotusControl members

Properties

- Appearance AS Integer
- BackColor AS Long
- Caption AS String
- Description AS String
- Enabled AS Integer
- ForeColor AS Long
- Height AS Long
- HelpContextID AS Long
- hWnd AS Long [Read-only]
- ID AS Long [Read-only]
- Left AS Long
- Name AS String
- Parent AS LotusDialog [Read-only]
- TabIndex AS Integer
- TabStop AS Integer
- Tag AS String
- Top AS Long
- Version AS Long [Read-only]
- Visible AS Integer
- Width AS Long

Methods

- Move
- Refresh
- SetFocus
- ZOrder

Events

- GotFocus
- LostFocus

Move Method

{button ,AL(`H_LDC_LOTUSCHECKBOX_LOTUSCHECK_CLASS;H_LDC_LOTUSCOMBOBOX_LOTUSCOMBOBOX_CLASS;H_LDC_LOTUSCOMMANDBUTTON_LOTUSCOMMANDBUTTON_CLASS;H_LDC_LOTUSCONTROL_LOTUSCONTROL_CLASS;H_LDC_LOTUSFRAME_LOTUSFRAME_CLASS;H_LDC_LOTUSIMAGE_LOTUSIMAGE_CLASS;H_LDC_LOTUSLABEL_LOTUSLABEL_CLASS;H_LDC_LOTUSLISTBOX_LOTUSLIST_CLASS;H_LDC_LOTUSOPTIONBUTTON_LOTUSOPTIONBUTTON_CLASS;H_LDC_LOTUSPROGRESSBAR_LOTUSPROGRESSBAR_CLASS;H_LDC_LOTUSSLIDER_LOTUSSLIDER_CLASS;H_LDC_LOTUSSPINBUTTON_LOTUSSPINBUTTON_CLASS;H_LDC_LOTUSTEXTBOX_LOTUSTEXTBOX_CLASS;',0)} See list of classes

Moves and optionally resizes a control.

Syntax

[objectreference].Move *left, [top, width, height*]

Parameters

left

Long. The left-most horizontal coordinate of the upper left corner of the control in twips.

top

Long. The top-most vertical coordinate of the upper left corner of the control in twips.

width

Long. The width of the control in twips.

height

Long. The height of the control in twips.

Return values

None

Usage

The top, width, and height arguments are optional. However, if you use one of them, you must use all of the ones that precede it.

Parent Property

{button ,AL(`H_LDC_LOTUSCHECKBOX_LOTUSCHECK_CLASS;H_LDC_LOTUSCOMBOBOX_LOTUSCOMBOBOX_CLASS;H_LDC_LOTUSCOMMANDBUTTON_LOTUSCOMMANDBUTTON_CLASS;H_LDC_LOTUSCONTROL_LOTUSCONTROL_CLASS;H_LDC_LOTUSFRAME_LOTUSFRAME_CLASS;H_LDC_LOTUSIMAGE_LOTUSIMAGE_CLASS;H_LDC_LOTUSLABEL_LOTUSLABEL_CLASS;H_LDC_LOTUSLISTBOX_LOTUSLIST_CLASS;H_LDC_LOTUSOPTIONBUTTON_LOTUSOPTIONBUTTON_CLASS;H_LDC_LOTUSPROGRESSBAR_LOTUSPROGRESSBAR_CLASS;H_LDC_LOTUSSLIDER_LOTUSSLIDER_CLASS;H_LDC_LOTUSSPINBUTTON_LOTUSSPINBUTTON_CLASS;H_LDC_LOTUSTEXTBOX_LOTUSTEXTBOX_CLASS;',0)} See list of classes

(Read-only)

Returns the dialog containing the control.

Data type

LotusDialog

Usage

Use this property to reference the dialog that contains the control without using the dialog's name. This allows you to rename the dialog or copy the control and its script to another dialog without changing the script. For example, the following script for a command button's Click event closes the dialog that contains it.

```
Sub Click(Source As Lotuscommandbutton)
    Source.Parent.Close
End Sub
```

Refresh Method

{button ,AL(`H_LDC_LOTUSCHECKBOX_LOTUSCHECK_CLASS;H_LDC_LOTUSCOMBOBOX_LOTUSCOMBOBOX_CLASS;H_LDC_LOTUSCOMMANDBUTTON_LOTUSCOMMANDBUTTON_CLASS;H_LDC_LOTUSCONTROL_LOTUSCONTROL_CLASS;H_LDC_LOTUSFRAME_LOTUSFRAME_CLASS;H_LDC_LOTUSIMAGE_LOTUSIMAGE_CLASS;H_LDC_LOTUSLABEL_LOTUSLABEL_CLASS;H_LDC_LOTUSLISTBOX_LOTUSLIST_CLASS;H_LDC_LOTUSOPTIONBUTTON_LOTUSOPTIONBUTTON_CLASS;H_LDC_LOTUSPROGRESSBAR_LOTUSPROGRESSBAR_CLASS;H_LDC_LOTUSSLIDER_LOTUSSLIDER_CLASS;H_LDC_LOTUSSPINBUTTON_LOTUSSPINBUTTON_CLASS;H_LDC_LOTUSTEXTBOX_LOTUSTEXTBOX_CLASS;',0)} See list of classes

Invalidates the control and repaints it, which may (or may not) actually refresh the data value – it's up to the specific control.

Syntax

[objectreference].Refresh

Parameters

None

Return values

None

SetFocus Method

{button ,AL(`H_LDC_LOTUSCHECKBOX_LOTUSCHECK_CLASS;H_LDC_LOTUSCOMBOBOX_LOTUSCOMBOBOX_CLASS;H_LDC_LOTUSCOMMANDBUTTON_LOTUSCOMMANDBUTTON_CLASS;H_LDC_LOTUSCONTROL_LOTUSCONTROL_CLASS;H_LDC_LOTUSFRAME_LOTUSFRAME_CLASS;H_LDC_LOTUSIMAGE_LOTUSIMAGE_CLASS;H_LDC_LOTUSLABEL_LOTUSLABEL_CLASS;H_LDC_LOTUSLISTBOX_LOTUSLIST_CLASS;H_LDC_LOTUSOPTIONBUTTON_LOTUSOPTIONBUTTON_CLASS;H_LDC_LOTUSPROGRESSBAR_LOTUSPROGRESSBAR_CLASS;H_LDC_LOTUSSLIDER_LOTUSSLIDER_CLASS;H_LDC_LOTUSSPINBUTTON_LOTUSSPINBUTTON_CLASS;H_LDC_LOTUSTEXTBOX_LOTUSTEXTBOX_CLASS;',0)} See list of classes

Gives focus to the control.

Syntax

[objectreference].SetFocus

Parameters

None

Return values

None

Usage

In order for a control to receive focus, you must set both its Enabled property and its Visible property to TRUE.

TabIndex Property

{button ,AL(`H_LDC_LOTUSCHECKBOX_LOTUSCHECK_CLASS;H_LDC_LOTUSCOMBOBOX_LOTUSCOMBOBOX_CLASS;H_LDC_LOTUSCOMMANDBUTTON_LOTUSCOMMANDBUTTON_CLASS;H_LDC_LOTUSCONTROL_LOTUSCONTROL_CLASS;H_LDC_LOTUSFRAME_LOTUSFRAME_CLASS;H_LDC_LOTUSIMAGE_LOTUSIMAGE_CLASS;H_LDC_LOTUSLABEL_LOTUSLABEL_CLASS;H_LDC_LOTUSLISTBOX_LOTUSLIST_CLASS;H_LDC_LOTUSOPTIONBUTTON_LOTUSOPTIONBUTTON_CLASS;H_LDC_LOTUSPROGRESSBAR_LOTUSPROGRESSBAR_CLASS;H_LDC_LOTUSSLIDER_LOTUSSLIDER_CLASS;H_LDC_LOTUSSPINBUTTON_LOTUSSPINBUTTON_CLASS;H_LDC_LOTUSTEXTBOX_LOTUSTEXTBOX_CLASS;',0)} See list of classes

Returns or sets the tab order for a control within a dialog.

All controls implement this property, but not all controls use it. LotusFrame, LotusImage, LotusLabel, LotusSpinButton and LotusProgressBar don't use this property. Although it is accessible in these controls, nothing happens when you get or set it.

Data type

Integer

Syntax

TabIndexvalue = [objectreference].TabIndex

[objectreference].TabIndex = TabIndexvalue

Usage

Tab indexes start at 1 and are increased sequentially and assigned automatically as controls are added to a dialog.

Controls must have their TabStop property set to TRUE to participate in tabbing.

TabStop Property

{button ,AL(`H_LDC_LOTUSCHECKBOX_LOTUSCHECK_CLASS;H_LDC_LOTUSCOMBOBOX_LOTUSCOMBOBOX_CLASS;H_LDC_LOTUSCOMMANDBUTTON_LOTUSCOMMANDBUTTON_CLASS;H_LDC_LOTUSCONTROL_LOTUSCONTROL_CLASS;H_LDC_LOTUSFRAME_LOTUSFRAME_CLASS;H_LDC_LOTUSIMAGE_LOTUSIMAGE_CLASS;H_LDC_LOTUSLABEL_LOTUSLABEL_CLASS;H_LDC_LOTUSLISTBOX_LOTUSLIST_CLASS;H_LDC_LOTUSOPTIONBUTTON_LOTUSOPTIONBUTTON_CLASS;H_LDC_LOTUSPROGRESSBAR_LOTUSPROGRESSBAR_CLASS;H_LDC_LOTUSSLIDER_LOTUSSLIDER_CLASS;H_LDC_LOTUSSPINBUTTON_LOTUSSPINBUTTON_CLASS;H_LDC_LOTUSTEXTBOX_LOTUSTEXTBOX_CLASS;',0)} See list of classes

Returns or sets a value determining whether focus can be set to a control with the TAB key. By default, this property is set to TRUE.

All controls implement this property, but not all controls use it. LotusFrame, LotusImage, LotusLabel, LotusSpinButton and LotusProgressBar don't use this property. Although it is accessible in these controls, nothing happens when you get or set it.

Data type

Integer

Syntax

TabStopvalue = [objectreference].TabStop

[objectreference].TabStop = TabStopvalue

Legal values

The legal values for this property are TRUE and FALSE.

Tag Property

{button ,AL(`H_LDC_LOTUSCHECKBOX_LOTUSCHECK_CLASS;H_LDC_LOTUSCOMBOBOX_LOTUSCOMBOBOX_CLASS;H_LDC_LOTUSCOMMANDBUTTON_LOTUSCOMMANDBUTTON_CLASS;H_LDC_LOTUSCONTROL_LOTUSCONTROL_CLASS;H_LDC_LOTUSFRAME_LOTUSFRAME_CLASS;H_LDC_LOTUSIMAGE_LOTUSIMAGE_CLASS;H_LDC_LOTUSLABEL_LOTUSLABEL_CLASS;H_LDC_LOTUSLISTBOX_LOTUSLIST_CLASS;H_LDC_LOTUSOPTIONBUTTON_LOTUSOPTIONBUTTON_CLASS;H_LDC_LOTUSPROGRESSBAR_LOTUSPROGRESSBAR_CLASS;H_LDC_LOTUSSLIDER_LOTUSSLIDER_CLASS;H_LDC_LOTUSSPINBUTTON_LOTUSSPINBUTTON_CLASS;H_LDC_LOTUSTEXTBOX_LOTUSTEXTBOX_CLASS;',0)} See list of classes

Returns or sets an arbitrary string which is stored by the control. You can safely set this property to any string you choose.

Data type

String

Syntax

Tagvalue = [objectreference].Tag

[objectreference].Tag = Tagvalue

Top Property

{button ,AL(`H_LDC_LOTUSCHECKBOX_LOTUSCHECK_CLASS;H_LDC_LOTUSCOMBOBOX_LOTUSCOMBOBOX_CLASS;H_LDC_LOTUSCOMMANDBUTTON_LOTUSCOMMANDBUTTON_CLASS;H_LDC_LOTUSCONTROL_LOTUSCONTROL_CLASS;H_LDC_LOTUSFRAME_LOTUSFRAME_CLASS;H_LDC_LOTUSIMAGE_LOTUSIMAGE_CLASS;H_LDC_LOTUSLABEL_LOTUSLABEL_CLASS;H_LDC_LOTUSLISTBOX_LOTUSLIST_CLASS;H_LDC_LOTUSOPTIONBUTTON_LOTUSOPTIONBUTTON_CLASS;H_LDC_LOTUSPROGRESSBAR_LOTUSPROGRESSBAR_CLASS;H_LDC_LOTUSSLIDER_LOTUSSLIDER_CLASS;H_LDC_LOTUSSPINBUTTON_LOTUSSPINBUTTON_CLASS;H_LDC_LOTUSTEXTBOX_LOTUSTEXTBOX_CLASS;',0)} See list of classes

Returns or sets the distance in twips between the top edge of a control and the top edge of its container. Usually the container is the dialog, but if the control is placed on a frame or similar control, then that control is the container.

The size of a twip is dependent upon your screen resolution. See product constants in the browser for twip to pixel conversion.

Data type

Long

Syntax

Topvalue = [objectreference].Top

[objectreference].Top = Topvalue

Visible Property

{button ,AL(`H_LDC_LOTUSCHECKBOX_LOTUSCHECK_CLASS;H_LDC_LOTUSCOMBOBOX_LOTUSCOMBOBOX_CLASS;H_LDC_LOTUSCOMMANDBUTTON_LOTUSCOMMANDBUTTON_CLASS;H_LDC_LOTUSCONTROL_LOTUSCONTROL_CLASS;H_LDC_LOTUSFRAME_LOTUSFRAME_CLASS;H_LDC_LOTUSIMAGE_LOTUSIMAGE_CLASS;H_LDC_LOTUSLABEL_LOTUSLABEL_CLASS;H_LDC_LOTUSLISTBOX_LOTUSLIST_CLASS;H_LDC_LOTUSOPTIONBUTTON_LOTUSOPTIONBUTTON_CLASS;H_LDC_LOTUSPROGRESSBAR_LOTUSPROGRESSBAR_CLASS;H_LDC_LOTUSSLIDER_LOTUSSLIDER_CLASS;H_LDC_LOTUSSPINBUTTON_LOTUSSPINBUTTON_CLASS;H_LDC_LOTUSTEXTBOX_LOTUSTEXTBOX_CLASS;',0)} See list of classes

Returns or sets a value determining whether a control is displayed or hidden.

The default value of this property is TRUE (visible).

Data type

Integer

Syntax

Visiblevalue = [objectreference].Visible

[objectreference].Visible = Visiblevalue

Legal values

The legal values for this property are TRUE and FALSE.

Width Property

{button ,AL(`H_LDC_LOTUSCHECKBOX_LOTUSCHECK_CLASS;H_LDC_LOTUSCOMBOBOX_LOTUSCOMBOBOX_CLASS;H_LDC_LOTUSCOMMANDBUTTON_LOTUSCOMMANDBUTTON_CLASS;H_LDC_LOTUSCONTROL_LOTUSCONTROL_CLASS;H_LDC_LOTUSFRAME_LOTUSFRAME_CLASS;H_LDC_LOTUSIMAGE_LOTUSIMAGE_CLASS;H_LDC_LOTUSLABEL_LOTUSLABEL_CLASS;H_LDC_LOTUSLISTBOX_LOTUSLIST_CLASS;H_LDC_LOTUSOPTIONBUTTON_LOTUSOPTIONBUTTON_CLASS;H_LDC_LOTUSPROGRESSBAR_LOTUSPROGRESSBAR_CLASS;H_LDC_LOTUSSLIDER_LOTUSSLIDER_CLASS;H_LDC_LOTUSSPINBUTTON_LOTUSSPINBUTTON_CLASS;H_LDC_LOTUSTEXTBOX_LOTUSTEXTBOX_CLASS;',0)} See list of classes

Returns or sets the control's width in twips. The size of a twip is dependent upon your screen resolution. See product constants in the browser for twip to pixel conversion.

Data type

Long

Syntax

Widthvalue = [objectreference].Width

[objectreference].Width = Widthvalue

Legal values

Setting this property to less than 15 twips returns an error.

Usage

For example, the following click event changes the width for an image:

```
Sub Click(Source As Lotuscommandbutton)
    dialog1.image1.width = 300
End Sub
```

ZOrder Method

{button ,AL(`H_LDC_LOTUSCHECKBOX_LOTUSCHECK_CLASS;H_LDC_LOTUSCOMBOBOX_LOTUSCOMBOBOX_CLASS;H_LDC_LOTUSCOMMANDBUTTON_LOTUSCOMMANDBUTTON_CLASS;H_LDC_LOTUSCONTROL_LOTUSCONTROL_CLASS;H_LDC_LOTUSFRAME_LOTUSFRAME_CLASS;H_LDC_LOTUSIMAGE_LOTUSIMAGE_CLASS;H_LDC_LOTUSLABEL_LOTUSLABEL_CLASS;H_LDC_LOTUSLISTBOX_LOTUSLIST_CLASS;H_LDC_LOTUSOPTIONBUTTON_LOTUSOPTIONBUTTON_CLASS;H_LDC_LOTUSPROGRESSBAR_LOTUSPROGRESSBAR_CLASS;H_LDC_LOTUSSLIDER_LOTUSSLIDER_CLASS;H_LDC_LOTUSSPINBUTTON_LOTUSSPINBUTTON_CLASS;H_LDC_LOTUSTEXTBOX_LOTUSTEXTBOX_CLASS;',0)} See list of classes

Positions a control at the front or back of the ZOrder. The ZOrder is the stacking order for controls and determines which control appears on top.

Syntax

[objectreference].ZOrder *[position]*

Parameters

position

Integer. A value of 0, or omitting the argument, brings the control to the top of the ZOrder. A value of 1 sends it to the back of the ZOrder.

Return values

None

Usage

The following table lists the available settings. If you prefer, you can substitute a constant for a setting. To use these constants, you must add the constant file LSDCNST.LSS to your script.

Setting	Constant	Description
0	CONTROL_ZORDER_BOTTOM	Brings control to top of ZOrder.
1	CONTROL_ZORDER_TOP	Sends control to back of ZOrder.

Activate event

{button ,AL(`H_LDC_LOTUSDIALOG_LOTUSDIALOG_CLASS;',0)} See list of classes

Occurs when the dialog becomes the active window.

Syntax

Sub Activate(Source As Lotusdialog)

Parameters

Source As Lotusdialog

The dialog object that generated the event.

Usage

When the dialog becomes the active window, the script you add to the dialog's Activate event gets executed. For example, the following event makes a dialog's background appear red:

```
Sub Activate(Source As Lotusdialog)
    source.backcolor = 255
End Sub
```

ActiveControl Property

{button ,AL(`H_LDC_LOTUSDIALOG_LOTUSDIALOG_CLASS;',0)} See list of classes

The control with focus on the dialog.

Data type

LotusControl

Syntax

ActiveControlValue = [objectreference].ActiveControl

[objectreference].ActiveControl = ActiveControlValue

AlwaysOnTop Property

{button ,AL(`H_LDC_LOTUSDIALOG_LOTUSDIALOG_CLASS;',0)} See list of classes

Sets the dialog to always display on top or indicates whether the dialog always displays on top.

Data type

Integer

Syntax

AlwaysOnTopvalue = [objectreference].AlwaysOnTop

[objectreference].AlwaysOnTop = AlwaysOnTopvalue

Legal values

The legal values for this property are TRUE and FALSE.

Usage

The default value for this property is FALSE, which keeps a dialog where it is. Setting this property to TRUE will display it on top.

Appearance Property

{button ,AL(`H_LDC_LOTUSDIALOG_LOTUSDIALOG_CLASS;',0)} See list of classes

Returns or sets a value indicating whether the dialog appears flat or in 3D.

Data type

Integer

Syntax

Appearancevalue = [objectreference].Appearance

[objectreference].Appearance = Appearancevalue

Legal values

0 = Flat

1 = 3D (default)

Usage

Windows will always paint a top-level window with the "chiseled" edge; setting the Appearance property on a dialog simply uses a different background color.

AutoRedraw Property

{button ,AL(`H_LDC_LOTUSDIALOG_LOTUSDIALOG_CLASS;',0)} See list of classes

This property is reserved for future use.

BackColor Property

{button ,AL(`H_LDC_LOTUSDIALOG_LOTUSDIALOG_CLASS;',0)} See list of classes

Returns or sets a value determining the background color of the dialog.

Data type

Long

Syntax

BackColorvalue = [objectreference].BackColor

[objectreference].BackColor = BackColorvalue

Legal values

A Long between 0 and 16,777,215.

The following table specifies the bit numbers for a color:

Not used	R	G	B
31 - 24	23 - 16	15 - 8	7 - 0

Usage

The following table lists values for some typical colors.

Value	Result
0	Black
255	Red
32,768	Dark green
65,535	Yellow
8,421,504	Dark gray
12,632,256	Light gray
16,711,680	Blue
16,711,935	Magenta
16,777,215	White

BorderStyle Property

{button ,AL(`H_LDC_LOTUSDIALOG_LOTUSDIALOG_CLASS;',0)} See list of classes

Returns or sets the border style for the dialog.

Data type

Integer

Syntax

[objectreference].BorderStyle = BorderStylevalue

BorderStylevalue = [objectreference].BorderStyle

Usage

The following table lists the available return values. If you prefer, you can substitute a constant for a value. To use these constants, you must add the constant file LSDCNST.LSS to your script.

Value	Constant	Description
0	DIALOG_BORDER_NONE	No border.
1	DIALOG_BORDER_FIXEDSING	Fixed single border.
2	DIALOG_BORDER_SIZEABLE	Sizeable border.
3	DIALOG_BORDER_FIXEDDLG	Fixed dialog border.
4	DIALOG_BORDER_FIXEDTOOL	Fixed tool border.
5	DIALOG_BORDER_SIZETOOL	Sizeable tool border.

Caption Property

{button ,AL(`H_LDC_LOTUSDIALOG_LOTUSDIALOG_CLASS;',0)} See list of classes

Returns or sets the text displayed in the title of the dialog.

Data type

String

Syntax

Captionvalue = [objectreference].Caption

[objectreference].Caption = Captionvalue

Legal values

Up to 256 characters.

Close Method

{button ,AL(`H_LDC_LOTUSDIALOG_LOTUSDIALOG_CLASS;',0)} See list of classes

Closes the dialog.

Syntax

[objectreference].Close

Return values

None

Parameters

None

Closing Event

{button ,AL(`H_LDC_LOTUSDIALOG_LOTUSDIALOG_CLASS;',0)} See list of classes

Occurs when the dialog is closing.

Syntax

Sub Closing(Source As Lotusdialog, Mode As Integer, Cancel As Integer)

Parameters

Source As Lotusdialog

The dialog that generated the event.

Mode As Integer

Indicates how the dialog was closed. If you prefer, you can substitute a constant for a value. To use these constants, you must add the constant file LSDCNST.LSS to your script.

Value	Constant	Description
0	CLOSING_CONTROL_MENU	The close button in the dialog's title bar was clicked.
1	CLOSING_DIALOG_CODE	The dialog was closed internally by the Close method.
2	CLOSING_WINDOWS	The application in which the dialog is running has closed the dialog.
3	CLOSING_TASK_MANAGER	Windows has been instructed to shut down the application running the dialog.

Cancel As Integer

This value is returned by the event. It determines whether or not to "really" close the dialog. The default value TRUE closes the dialog. Changing this value to FALSE keeps the dialog open.

Usage

The following example demonstrates how you can test whether the user really wants to close a dialog:

```
%INCLUDE "lsconst.lss"  ' This goes in Globals
'This is the Cancel button's Click handler:
Sub Click(Source As Lotuscommandbutton)
    Source.parent.Close ' Causes the Closing event to be fired.
End Sub
'This is Dialog1's Closing handler:
Sub Closing(Source As Lotusdialog, Mode As Integer, Cancel As Integer)
    Dim r as integer
    r = Msgbox("Do you really want to close the dialog?", MB_OKCANCEL)
    If r = IDOK Then
        Cancel = False
    Else
        Cancel = True ' the default
    End If
End Sub
```

ControlBox Property

{button ,AL(`H_LDC_LOTUSDIALOG_LOTUSDIALOG_CLASS;',0)} See list of classes

Returns or sets a value indicating whether a control menu and control box are present in the dialog.

The control menu is the drop-down menu that appears when you click the icon in the top-left corner of the dialog.

The control box is the box located in the top-right corner of the dialog which closes the dialog and looks as follows:

Data type

Integer

Syntax

ControlBoxvalue = [objectreference].ControlBox

[objectreference].ControlBox = ControlBoxvalue

Legal values

The legal values for this property are TRUE and FALSE.

Usage

A value of TRUE indicates that a control menu and control box are present. FALSE indicates neither is present.

Controls Property

{button ,AL(`H_LDC_LOTUSDIALOG_LOTUSDIALOG_CLASS;',0)} See list of classes

(Read-only)

Returns a fixed collection of the controls on the dialog.

Data type

LotusControls

Syntax

Controlsvalue = [objectreference].Controls(*index*)

Legal values

Returns a collection of controls. Each is an instance of LotusControl.

Usage

For more information about using this property see LotusControls

Count Property

{button ,AL(`H_LDC_LOTUSDIALOG_LOTUSDIALOG_CLASS;',0)} See list of classes

(Read-only)

Returns a value indicating the number of controls on the dialog.

Data type

Integer

Syntax

Countvalue = [objectreference].Count

Deactivate Event

{button ,AL(`H_LDC_LOTUSDIALOG_LOTUSDIALOG_CLASS;',0)} See list of classes

Occurs when the dialog stops being the active window.

Syntax

Sub Deactivate(Source As Lotusdialog)

Parameters

Source As Lotusdialog

The dialog object that generated the event.

Usage

When the dialog loses focus and is no-longer the active window, the script added to the dialog's Deactivate event gets executed. For example, the following Deactivate event makes a dialog's background appear green.

```
Sub Deactivate(Source As Lotusdialog)
    source.backcolor = 32768
End Sub
```

Displayed Property

{button ,AL(`H_LDC_LOTUSDIALOG_LOTUSDIALOG_CLASS;',0)} See list of classes

(Read-only)

Returns a value indicating whether the dialog is currently displayed.

Data type

Integer

Syntax

Displayedvalue = [objectreference].Displayed

Return values

TRUE = The dialog is currently displayed.

FALSE = The dialog is not currently displayed.

Enabled Property

{button ,AL(`H_LDC_LOTUSDIALOG_LOTUSDIALOG_CLASS;',0)} See list of classes

Returns or sets a value determining whether the dialog can respond to events.

This property is ignored for modal dialogs.

Data Type

Integer

Syntax

Enabledvalue = [objectreference].Enabled

[objectreference].Enabled = Enabledvalue

Legal values

The legal values for this property are TRUE and FALSE.

Usage

A value of TRUE indicates that the control can respond to events. A value of FALSE indicates that the control cannot respond to events.

ForeColor Property

{button ,AL(`H_LDC_LOTUSDIALOG_LOTUSDIALOG_CLASS;',0)} See list of classes

Returns or sets the foreground color of the dialog.

Data type

Long

Syntax

BackColorvalue = [objectreference].BackColor

[objectreference].BackColor = BackColorvalue

Legal values

A Long between 0 and 16,777,215.

The following table specifies the bit numbers for a color:

Not used	R	G	B
31 - 24	23 - 16	15 - 8	7 - 0

Usage

The following table lists values for some typical colors.

Value	Result
0	Black
255	Red
32,768	Dark Green
65,535	Yellow
8,421,504	Dark gray
12,632,256	Light gray
16,711,680	Blue
16,711,935	Magenta
16,777,215	White

Height Property

{button ,AL(`H_LDC_LOTUSDIALOG_LOTUSDIALOG_CLASS;',0)} See list of classes

Returns or sets a value that determines the height of the dialog in twips. The size of a twip is dependent upon your screen resolution. See product constants in the browser for twip to pixel conversion.

Data type

Long

Syntax

Heightvalue = [objectreference].Height

[objectreference].Height = Heightvalue

HelpContextID Property

{button ,AL(`H_LDC_LOTUSDIALOG_LOTUSDIALOG_CLASS;',0)} See list of classes

Returns or sets the Help context number for the dialog. Use this number to provide context-sensitive Help for the dialog.

Data type

Long

Syntax

HelpContextIDvalue = [objectreference].HelpContextID

[objectreference].HelpContextID = HelpContextIDvalue

Usage

A value of 0 (default) indicates that no Help context number is associated with the dialog.

When the user accesses context sensitive Help, the topic with this context ID in the help file named in the HelpFileName property for the dialog is opened.

HelpFileName Property

{button ,AL(`H_LDC_LOTUSDIALOG_LOTUSDIALOG_CLASS;',0)} See list of classes

The complete path to a Help file for the dialog and all the controls it contains.

Data type

String

Syntax

HelpFileNamevalue = [objectreference].HelpFileName

[objectreference].HelpFileNamevalue = HelpFileName

Hide Method

{button ,AL(`H_LDC_LOTUSDIALOG_LOTUSDIALOG_CLASS;',0)} See list of classes

Makes the dialog invisible.

Syntax

[objectreference].Hide

Parameters

None

Return values

None

Usage

Using the Hide method on a modal dialog raises a run-time error.

hWnd Property

{button ,AL(`H_LDC_LOTUSDIALOG_LOTUSDIALOG_CLASS;',0)} See list of classes

(Read-only)

Returns a dialog's hWnd (window handle).

Data type

Long

Syntax

hWndvalue = [objectreference].hWnd

Usage

The hWnd can be used as an argument to functions from the Windows API that are accessed using c-callout. The hWnd is only valid while the dialog is shown, so be careful not to store it in a variable and attempt to use it after the dialog has been closed.

Item Method

{button ,AL(`H_LDC_LOTUSDIALOG_LOTUSDIALOG_CLASS;',0)} See list of classes

Returns an item in the LotusControls collection.

Syntax

[objectreference].Item(*Index*)

Parameters

Index

Integer. The position of the member in the collection.

Return values

LotusControl

Usage

At run time, when a command button containing the following Click event is clicked, the name of all of the controls in the dialog will print to the Output panel in the IDE.

```
Sub Click(Source As Lotuscommandbutton)
     'Source is the button, so to get to the dialog we follow its Parent property.
     Dim ThisDialog as LotusDialog
     Set ThisDialog = Source.Parent
     Dim i As Integer
     For i = 0 To (ThisDialog.Count - 1)
          Print ThisDialog.Item(i).Name
     Next
End Sub
```

KeyPreview Property

{button ,AL(`H_LDC_LOTUSDIALOG_LOTUSDIALOG_CLASS;',0)} See list of classes

Returns or sets a value determining whether keyboard events for the dialog are invoked before keyboard events for the active control. The default setting for this property is FALSE.

Data type

Integer

Syntax

KeyPreviewvalue = [objectreference].KeyPreview

[objectreference].KeyPreview = KeyPreviewvalue

Legal values

The legal values for this property are TRUE and FALSE

Usage

Setting this property to FALSE (default) indicates that the active control gets the events and the dialog doesn't. Setting this property to TRUE indicates that the dialog gets events first, and then the active control.

Note Setting this property one way or the other doesn't affect accelerator keys.

Left Property

{button ,AL(`H_LDC_LOTUSDIALOG_LOTUSDIALOG_CLASS;',0)} See list of classes

Returns or sets a value in twips specifying the distance between the left edge of a dialog and the left edge of the screen. The size of a twip is dependent upon your screen resolution. See product constants in the browser for twip to pixel conversion.

Data type

Long

Syntax

Leftvalue = [objectreference].Left

[objectreference].Left = Leftvalue

Load Event

{button ,AL(`H_LDC_LOTUSDIALOG_LOTUSDIALOG_CLASS;',0)} See list of classes

Triggered when the dialog is loaded into memory.

Syntax

Sub Load(Source As Lotusdialog)

Parameters

Source As Lotusdialog

The dialog that generated the event.

Usage

The script you add to the Load event executes when the dialog is loaded into memory. This is an excellent place to add script for initializing a dialog's state. For example, you can initialize values in any or all of its controls.

When you invoke a dialog using the Show method, the document's Initialize event is first triggered.

Example 1

In the following example, assume you have a dialog that contains the text box "Text1". When the dialog is loaded into memory, the text box's Caption is set.

```
Sub Load(Source As Lotusdialog)
    Source.Text1.caption = "Hello there!"
End Sub
```

Example 2

You'll find the Load event be a good place to set the value of global variables. When a dialog containing the following scripts is loaded, its position is read into two global variables. When the dialog unloads, if it has changed positions, a message box is displayed.

```
Dim y As Long, x As Long 'This goes in (Globals)
Sub Load(Source As Lotusdialog)
    y = Source.Top
    x = Source.Left
End Sub

Sub Unload(Source As Lotusdialog)
    If Source.Top <> y Or Source.Left <> x Then
        Msgbox "The dialog's position has changed."
    End If
End Sub
```

LotusDialog

This class represents a single dialog box created by the dialog editor. A dialog is comprised of the dialog's window frame plus all of the controls placed on that window. See Usage, below, for more information.

Base classes

LotusBaseObject

Derived classes

None

Contained by

LotusCheckBox in the Parent Property

LotusComboBox in the Parent Property

LotusCommandButton in the Parent Property

LotusControl in the Parent Property

LotusDialog in the Parent Property

LotusFrame in the Parent Property

LotusImage in the Parent Property

LotusLabel in the Parent Property

LotusListBox in the Parent Property

LotusOptionButton in the Parent Property

LotusProgressBar in the Parent Property

LotusSlider in the Parent Property

LotusSpinButton in the Parent Property

LotusTextBox in the Parent Property

Usage

When you create a dialog, a global variable is implicitly defined for it. You can access the a dialog from host scripts through this global variable.

For example, clicking a button in a sheet in 1-2-3 that contains the following script displays the dialog whose Name property is set to "Dialog1":

```
'Script for a button in 1-2-3:
Sub Click(Source As Buttoncontrol)
    Dialog1.Show
End Sub
```

In addition to the set of properties listed in Help or the IDE browser, the LotusDialog class dynamically creates a property for each of its controls. To get properties, set properties, or call methods on a control on the dialog, you access the object by its name. For example, you create a dialog and drop a label onto it named "Label1". To change the Caption property for the label when the dialog loads, you make the dialog's Load event as follows:

```
Sub Load(Source As Lotusdialog)
    Source.Label1.Caption = "Hello there!"
End Sub
```

Suppose you want to change the label's caption from a host script. In this case use both the dialog name and the control name to access the control. For example, you add the following script to the Click event for a button on a sheet in 1-2-3. When the button is clicked, the dialog named "Dialog1" displays and the Caption for the label named "Label1" is set:

```
'Script for a button in 1-2-3:
Sub Click(Source As Buttoncontrol)
    Dialog1.Show
    Dialog1.Label1.Caption = "Hello there!"
End Sub
```

Click Event

{button ,AL(`H_LDC_LOTUSDIALOG_LOTUSDIALOG_CLASS;',0)} See list of classes

Occurs when the dialog is clicked once (i.e. the pointer is positioned over the dialog and the default mouse button is lowered and raised once).

Syntax

Sub Click(Source As Lotusdialog)

Parameters

Source As Lotusdialog

The dialog that generated the event.

Usage

When the dialog is clicked, the script you added to its Click event gets executed. For example, you might want to display a message box whenever the user clicks the surface of a dialog.

```
Sub Click(Source As Lotusdialog)
msgbox "...some instructions on using the dialog box here, perhaps?"
End Sub
```

LotusDialog members

Properties

ActiveControl AS LotusControl
AlwaysOnTop AS Integer
Appearance AS Integer
AutoRedraw AS Integer
BackColor AS Long
BorderStyle AS Integer
Caption AS String
ControlBox AS Integer
Controls AS LotusControls [Read-only]
Count AS Integer [Read-only]
Description AS String
Displayed AS Integer [Read-only]
Enabled AS Integer
ForeColor AS Long
Height AS Long
HelpContextID AS Long
HelpFileName AS String
hWnd AS Long [Read-only]
KeyPreview AS Integer
Left AS Long
Modal AS Integer [Read-only]
MousePointer AS Integer
Name AS String
Tag AS String
Top AS Long
Version AS Long [Read-only]
Visible AS Integer
Width AS Long

Methods

Close
Hide
Item
Move
Refresh
SetFocus
Show
ZOrder

Events

Activate
Click
Closing
DblClick
Deactivate
GotFocus
KeyDown
KeyPress
KeyUp
Load
LostFocus
MouseDown
MouseMove
MouseUp
Moved
Unload

Modal Property

{button ,AL(`H_LDC_LOTUSDIALOG_LOTUSDIALOG_CLASS;',0)} See list of classes

(Read-only)

Returns a value of TRUE or FALSE indicating whether the dialog is modal or modeless.

Data type

Integer

Syntax

Modalvalue = [objectreference].Modal

Usage

Modal dialogs require that the user complete them before doing anything else. You can make a dialog modal or modeless by using different arguments in the Show method. See the Show method for more information.

There are a variety of rules regarding modal and modeless dialogs:

Modal dialogs:

The show method does not return until the dialog is dismissed.

Ignore the value of the Enabled and Visible properties.

If closed from a script command, all other dialogs launched by that dialog close, as well.

Modeless dialogs:

Attempting to invoke a modal dialog from a modeless one raises an error.

MousePointer Property

{button ,AL(`H_LDC_LOTUSDIALOG_LOTUSDIALOG_CLASS;',0)} See list of classes

Returns or sets a value indicating the mouse pointer (shape) to display when the pointer is over the dialog.

Data type

Integer

Syntax

MousePointervalue = [objectreference].MousePointer

[objectreference].MousePointer = MousePointervalue

Usage

The following table lists the available settings. If you prefer, you can substitute a constant for a setting. To use these constants, you must add the constant file LSDCNST.LSS to your script.

Setting	Constant	Description
0	CONTROL_MP_DEFAULT	Shape determined by object (default)
1	CONTROL_MP_ARROW	Arrow
2	CONTROL_MP_CROSS	Cross-hair
3	CONTROL_MP_IBEAM	I-Beam
4	CONTROL_MP_ICON	[Reserved for future use.]
5	CONTROL_MP_SIZE	4-point arrow
6	CONTROL_MP_NESW	Northeast-Southwest
7	CONTROL_MP_NS	North-South
8	CONTROL_MP_NWSE	Northwest-Southeast
9	CONTROL_MP_WE	West-East
10	CONTROL_MP_UPARROW	Up-arrow
11	CONTROL_MP_HOURGLASS	Hourglass
12	CONTROL_MP_NODROP	No-drop
13	CONTROL_MP_ARROWHG	Arrow and Hourglass
14	CONTROL_MP_ARROWQ	Arrow and question mark
15	CONTROL_MP_SIZEALL	Size all

Moved Event

{button ,AL(`H_LDC_LOTUSDIALOG_LOTUSDIALOG_CLASS;',0)} See list of classes

Triggered when the dialog moves to a new position or is resized.

Syntax

Sub Moved(Source As Lotusdialog, X As Single, Y As Single)

Parameters

Source As Lotusdialog

The dialog that generated the event.

X As Single

Single. Returns the X coordinate of the LotusDialog at the time the event is triggered.

Y As Single

Single. Returns the Y coordinate of the LotusDialog at the time the event is triggered.

Usage

After the dialog has moved, whatever script you've added to its Moved event executes. For example, you create a dialog and you add a text box to it. You then make the dialog's Moved event as follows. When the dialog has moved, its new position is displayed in the text box.

```
Sub Moved(Source As Lotusdialog, X As Single, Y As Single)
    source.text1.caption = Cstr(X) + ", " + Cstr(Y)
End Sub
```

Move Method

{button ,AL(`H_LDC_LOTUSDIALOG_LOTUSDIALOG_CLASS;',0)} See list of classes

Moves the dialog to a new position on the screen and optionally resizes it.

Syntax

[objectreference].Move *left, top, width, height*

Parameters

left

Long. The left-most horizontal coordinate of the upper left corner of the dialog in twips.

top

Long. The top-most vertical coordinate of the upper left corner of the dialog in twips.

width

Long. Value indicating the (new) width of the dialog in twips.

height

Long. Value indicating the (new) height of the dialog in twips.

Return values

None

Usage

The top, width, and height arguments are optional. However, if you use one of them, you must use all of the ones that precede it.

Refresh Method

{button ,AL(`H_LDC_LOTUSDIALOG_LOTUSDIALOG_CLASS;',0)} See list of classes

This method is reserved for future use.

SetFocus Method

{button ,AL(`H_LDC_LOTUSDIALOG_LOTUSDIALOG_CLASS;',0)} See list of classes

Gives focus to the dialog.

Syntax

[objectreference].SetFocus

Parameters

None

Return values

None

Usage

In order for a dialog to receive focus, you must set both the Enabled property and the Visible property to TRUE.

Show Method

{button ,AL(`H_LDC_LOTUSDIALOG_LOTUSDIALOG_CLASS;',0)} See list of classes

Makes the dialog visible.

Syntax

[objectreference].Show *[Style]*

Parameters

Style

Integer. This optional parameter determines whether the dialog is modal or modeless.

The following table lists the available values for the Style argument. If you prefer, you can substitute a constant for a value. To use these constants, you must add the constant file LSDCNST.LSS to your script.

Value	Constant	Description
0	DIALOG_MODELESS	Sets the Modal property to False (0).
1	DIALOG_MODAL	Sets the Modal property to True (-1).
2	DIALOG_DOCKABLE	Not available in this release. (Behaves as modeless in this release.)

Return values

The return value for this method will always be TRUE or FALSE.

Usage

On modal dialogs:

Does not return until the dialog has closed.

On modeless dialogs:

Returns immediately.

Tag Property

{button ,AL(`H_LDC_LOTUSDIALOG_LOTUSDIALOG_CLASS;',0)} See list of classes

Returns or sets an arbitrary string which is stored by the dialog. You can safely set this property to any string you choose.

Data type

String

Syntax

Tagvalue = [objectreference].Tag

[objectreference].Tag = Tagvalue

Top Property

{button ,AL(`H_LDC_LOTUSDIALOG_LOTUSDIALOG_CLASS;',0)} See list of classes

Returns or sets a value in twips specifying the distance between the top edge of the dialog and the top edge of the screen. The size of a twip is dependent upon your screen resolution. See product constants in the browser for twip to pixel conversion.

Data type

Long

Syntax

Topvalue = [objectreference].Top

[objectreference].Top = Topvalue

Unload Event

{button ,AL(`H_LDC_LOTUSDIALOG_LOTUSDIALOG_CLASS;',0)} See list of classes

Triggered when the dialog is about to unload from memory.

Syntax

Sub Unload(Source As Lotusdialog)

Parameters

Source As Lotusdialog

The dialog that generated the event.

Usage

The script you add to the Unload event executes right before the dialog is removed from memory. When a dialog containing the following scripts is loaded, its position is read into two global variables. When the dialog unloads, if it has changed positions, a message box is displayed.

```
Dim y As Long, x As Long 'This goes in (Globals)
Sub Load(Source As Lotusdialog)
    y = Source.Top
    x = Source.Left
End Sub

Sub Unload(Source As Lotusdialog)
    If Source.Top <> y Or Source.Left <> x Then
        Msgbox "The dialog's position has changed."
    End If
End Sub
```

Visible Property

{button ,AL(`H_LDC_LOTUSDIALOG_LOTUSDIALOG_CLASS;',0)} See list of classes

Returns or sets a value determining whether the dialog is displayed or hidden.

The default value of this property is TRUE (visible).

Data type

Integer

Syntax

Visiblevalue = [objectreference].Visible

[objectreference].Visible = Visiblevalue

Legal values

The legal values for this property are TRUE or FALSE.

Usage

The Visible property is ignored for modal dialogs.

Width Property

{button ,AL(`H_LDC_LOTUSDIALOG_LOTUSDIALOG_CLASS;',0)} See list of classes

Returns or sets a value (in twips) that determines width of the dialog. The size of a twip is dependent upon your screen resolution. See product constants in the browser for twip to pixel conversion.

Data type

Long

Syntax

Widthvalue = [objectreference].Width

[objectreference].Width = Widthvalue

ZOrder Method

{button ,AL(`H_LDC_LOTUSDIALOG_LOTUSDIALOG_CLASS;',0)} See list of classes

Positions the dialog at the front or back of the ZOrder. The ZOrder is the stacking order for dialogs and determines which dialog appears on top.

Syntax

[objectreference].ZOrder *[position]*

Parameters

position

Integer. A value of 0, or omitting the argument, brings the control to the top of the ZOrder. A value of 1 sends it to the back of the ZOrder.

Return values

None

Usage

The following table lists the available settings. If you prefer, you can substitute a constant for a setting. To use these constants, you must add the constant file LSDCNST.LSS to your script.

Setting	Constant	Description
0	CONTROL_ZORDER_BOTTOM	Brings dialog to top of ZOrder.
1	CONTROL_ZORDER_TOP	Sends dialog to back of ZOrder.

Bold Property

{button ,AL(`H_LDC_LOTUSFONT_LOTUSFONT_CLASS;',0)} See list of classes

Returns or sets a value determining whether text appears bold. The default value for this property is FALSE.

Data type

Integer

Syntax

Boldvalue = [objectreference].Bold

[objectreference].Bold = Boldvalue

Legal values

The legal values for this property are TRUE and FALSE.

CharSet Property

{button ,AL(`H_LDC_LOTUSFONT_LOTUSFONT_CLASS;',0)} See list of classes

(Read-only)

Returns the character set of the font. This property is read-only; although if you set it you don't get an error (you just can't change it).

Data type

Integer

Syntax

CharSetvalue = [objectreference].CharSet

Legal values

The value returned is the Windows identifier for the current character set. Refer to Windows documentation for more information.

Italic Property

{button ,AL(`H_LDC_LOTUSFONT_LOTUSFONT_CLASS;',0)} See list of classes

Sets or returns a value determining whether text appears in italics.

Data type

Integer

Syntax

Italicvalue = [objectreference].Italic

[objectreference].Italic = Italicvalue

Legal values

The legal values for this property are TRUE and FALSE.

Usage

Setting this property to TRUE makes text appear in italics

Font Class (Standard OLE)

This is the standard OLE Font class. In the IDE browser, this class appear as type Variant. See Usage, below, for an example of changing a font at run time.

Base classes

Not applicable

Derived classes

Not applicable

Contained by

LotusCheckBox in the Font Property

LotusComboBox in the Font Property

LotusCommandButton in the Font Property

LotusControl in the Font Property

LotusFrame in the Font Property

LotusLabel in the Font Property

LotusListBox in the Font Property

LotusOptionButton in the Font Property

LotusTextBox in the Font Property

Usage

You won't find this class with your products classes in the IDE browser. To view this class choose OLE Classes and select Standard OLE Types.

This class is used to access the font attributes of the containing control. Some methods are read-write and may be used to change font attributes, but some are read-only.

To make the text in the caption appearing with the LotusLabel "Label1" appear bold and change its font face to Courier.

You set the dialog's Load event as follows:

```
Sub Load(Source As Lotusdialog)
     Dialog1.Label1.Font.Bold = True
     Dialog1.Label1.Font.Name = "Courier"
End Sub
```

Font members

Properties

Bold AS Integer
CharSet AS Integer [Read-only]
Italic AS Integer
Name AS String
Size AS Currency
Strikethrough AS Integer
Underline AS Integer
Weight AS Integer

Methods

None

Events

None

Name Property

{button ,AL(`H_LDC_LOTUSFONT_LOTUSFONT_CLASS;',0)} See list of classes

Returns or sets a value indicating the face name of a font.

Data type

String

Syntax

Namevalue = [objectreference].Name

[objectreference].Name = Namevalue

Size Property

{button ,AL(`H_LDC_LOTUSFONT_LOTUSFONT_CLASS;',0)} See list of classes

Returns or sets a value indicating the point size of a Font.

Data type

Integer

Syntax

Sizevalue = [objectreference].Size

[objectreference].Size = Sizevalue

Legal values

While you can set a TrueType font to virtually any size, some other fonts are only available in specific point sizes (4,6,9,10,16, 24 etc.). If you are setting a non-TrueType font's Size in code, you may find it helpful to first test to make sure the font can appear in the new size.

Strikethrough Property

{button ,AL(`H_LDC_LOTUSFONT_LOTUSFONT_CLASS;',0)} See list of classes

Returns or sets a value determining whether text appears as strikethrough. The default value of this property is FALSE.

Data type

Integer

Syntax

Strikethroughvalue = [objectreference].Strikethrough

[objectreference].Strikethrough = Strikethroughvalue

Legal values

The legal values for this property are TRUE and FALSE.

Usage

Setting this property to TRUE, means text appears strikethrough.

Underline Property

{button ,AL(`H_LDC_LOTUSFONT_LOTUSFONT_CLASS;',0)} See list of classes

Returns or sets a value determining whether text appears underlined. The default value of this property is FALSE.

Data type

Integer

Syntax

Underlinevalue = [objectreference].Underline

[objectreference].Underline = Underlinevalue

Legal values

The legal values for this property are TRUE and FALSE.

Usage

Setting this property to TRUE, means text appears underlined.

Weight Property

{button ,AL(`H_LDC_LOTUSFONT_LOTUSFONT_CLASS;',0)} See list of classes

Returns or sets a value determining the weight of a font.

Data type

Integer

Syntax

Weightvalue = [objectreference].Weight

[objectreference].Weight = Weightvalue

Legal values

A positive integer from 1 to 1000.

Usage

The value of the Weight property affects the value of the Bold property as follows:

Weight value	Effect
Less than or equal to 550	Windows converts it to 400 and sets the Bold property to FALSE.
Greater than 550	Windows converts it to 700 and sets the Bold property to TRUE.

ClipControls Property

{button ,AL(`H_LDC_LOTUSFRAME_LOTUSFRAME_CLASS;',0)} See list of classes

This property is reserved for future use.

LotusFrame

Use a frame to group controls. For example, to have two separate groups of option buttons, you first draw two frames and then draw the option buttons inside each frame.

Base classes

LotusBaseObject

LotusControl

Derived classes

None

Contained by

None

Usage

You cannot draw controls outside of a frame and then move them inside of the frame. For example, you cannot draw option buttons outside of a frame and then move it inside of the frame. Attempting the latter results in an option button residing on top of, but not in, the frame. Instead, draw each new option button inside of the frame in which you want it grouped.

LotusFrame members

Properties

- Appearance AS Integer
- BackColor AS Long [UNSUPPORTED]
- BorderStyle AS Integer
- Caption AS String
- ClipControls AS Integer
- Description AS String
- Enabled AS Integer
- Font AS Variant
- ForeColor AS Long [UNSUPPORTED]
- Height AS Long
- HelpContextID AS Long
- hWnd AS Long [Read-only]
- ID AS Long [Read-only]
- Left AS Long
- Name AS String
- Parent AS LotusDialog [Read-only]
- TabIndex AS Integer
- TabStop AS Integer [UNSUPPORTED]
- Tag AS String
- Top AS Long
- Version AS Long [Read-only]
- Visible AS Integer
- Width AS Long

Methods

- Move
- Refresh
- SetFocus
- ZOrder

Events

- GotFocus
- LostFocus

LoadImage Method

{button ,AL(`H_LDC_LOTUSIMAGE_LOTUSIMAGE_CLASS;',0)} See list of classes

Loads an image file at runtime. Passing a Null filename will clear the image from the control.

Syntax

[objectreference].LoadImage(*FileName*)

Parameters

FileName

String. Path to the image file.

Return values

Returns TRUE if the image was successfully loaded. Returns FALSE if the image was not successfully loaded.

Usage

Use the LoadImage method to change an image at runtime.

For example, you create two option buttons and one image in a dialog and you want a different image to display, depending upon which button the user selects at run time.

You make the Click event for the first option button as follows:

```
Sub Click(Source As Lotusoptionbutton)
     Dialog1.Image1.LoadImage "C:\temp\foo1.bmp"
End Sub
```

You make the Click event for the second option button as follows:

```
Sub Click(Source As Lotusoptionbutton)
     Dialog1.Image1.LoadImage "C:\temp\foo2.bmp"
End Sub
```

LotusImage

Use image to display a graphic in a dialog.

Base classes
LotusBaseObject

LotusControl

Derived classes
None

Contained by
None

Usage
To add or change a graphic in an image at run time, see LoadImage.

To add a graphic to an image at design time, use the InfoBox.

LotusImage members

Properties

Appearance AS Integer
BackColor AS Long [UNSUPPORTED]
BorderStyle AS Integer
Caption AS String [UNSUPPORTED]
Description AS String
Enabled AS Integer
ForeColor AS Long [UNSUPPORTED]
Height AS Long
HelpContextID AS Long
hWnd AS Long [Read-only]
ID AS Long [Read-only]
Left AS Long
MousePointer AS Long
Name AS String
Parent AS LotusDialog [Read-only]
Picture AS Variant
Stretch AS Integer
TabIndex AS Integer [UNSUPPORTED]
TabStop AS Integer [UNSUPPORTED]
Tag AS String
Top AS Long
Version AS Long [Read-only]
Visible AS Integer
Width AS Long

Methods

DoClick
LoadImage
Move
Refresh
SetFocus
ZOrder

Events

Click
DblClick
GotFocus
LostFocus
MouseDown
MouseMove
MouseUp

Picture Property

{button ,AL(`H_LDC_LOTUSIMAGE_LOTUSIMAGE_CLASS;',0)} See list of classes

Contains a standard OLE Picture object.

Data type

Picture

Syntax

Picturevalue = [objectreference].Picture

[objectreference].Picture = Picturevalue

Stretch Property

{button ,AL(`H_LDC_LOTUSIMAGE_LOTUSIMAGE_CLASS;',0)} See list of classes

Returns or sets a value determining whether an image control resizes to fit the image it contains or the image is stretched to fit the within the control.

Data type

Integer

Syntax

Stretchvalue = [objectreference].Stretch

[objectreference].Stretch = Stretchvalue

Legal values

FALSE = (Default) The control resizes so that the whole image is displayed.

TRUE = The image resizes to fit the control.

Alignment Property

{button ,AL(`H_LDC_LOTUSLABEL_LOTUSLABEL_CLASS;',0)} See list of classes

Returns or sets a value determining the alignment of a label.

Data type

Integer

Syntax

Alignmentvalue = [objectreference].Alignment

[objectreference].Alignment = Alignmentvalue

Usage

The following table lists the available values. If you prefer, you can substitute a constant for a value. To use these constants, you must add the constant file LSDCNST.LSS to your script.

Value	Constant	Description
0	LABEL_ALIGN_LEFT	Left aligned (default).
1	LABEL_ALIGN_RIGHT	Right aligned.
2	LABEL_ALIGN_CENTER	Center aligned.

AutoSize Property

{button ,AL(`H_LDC_LOTUSLABEL_LOTUSLABEL_CLASS;',0)} See list of classes

Returns or sets a value determining whether a label resizes to display all of the text it contains.

Data type

Integer

Syntax

AutoSizevalue = [objectreference].AutoSize

[objectreference].AutoSize = AutoSizevalue

Legal values

The legal values for this property are TRUE and FALSE.

Usage

The default value of this property is FALSE, which truncates the label's contents so that only what fits in the is displayed.

LotusLabel

Use the label control to display text that the user cannot (directly) change.

Base classes

LotusBaseObject

LotusControl

Derived classes

None

Contained by

None

Usage

You can enter the text for a label at design time. The dialog's user cannot modify this text at run time. However, you can modify the text at run time through script. For example, you modify a command button's click event as follows and when it is clicked the text in the label's caption changes:

```
Sub Click(Source As Lotuscommandbutton)
    Dialog1.Label1.Caption = "Hello world!"
End Sub
```

By default, only what fits within the predefined label dimension is displayed. Depending upon the length of your Caption, you'll want to set the AutoSize and WordWrap properties.

LotusLabel members

Properties

Alignment AS Integer
Appearance AS Integer
AutoSize AS Integer
BackColor AS Long
BackStyle AS Integer
BorderStyle AS Integer
Caption AS String
Description AS String
Enabled AS Integer
Font AS Variant
ForeColor AS Long
Height AS Long
HelpContextID AS Long
hWnd AS Long [Read-only]
ID AS Long [Read-only]
Left AS Long
Name AS String
Parent AS LotusDialog [Read-only]
TabIndex AS Integer
TabStop AS Integer
Tag AS String
Top AS Long
UseMnemonic AS Integer
Version AS Long [Read-only]
Visible AS Integer
Width AS Long
WordWrap AS Integer

Methods

DoClick
Move
Refresh
SetFocus
ZOrder

Events

Click
GotFocus
LostFocus

UseMnemonic Property

{button ,AL(`H_LDC_LOTUSLABEL_LOTUSLABEL_CLASS;',0)} See list of classes

Returns or sets a value determining whether the label's caption may contain a mnemonic (an access key).

Data type

Integer

Syntax

UseMnemonicvalue = [objectreference].UseMnemonic

[objectreference].UseMnemonic = UseMnemonicvalue

Legal values

TRUE = Use Mnemonic.

FALSE = (Default) Don't use Mnemonic.

Usage

You can specify the letter for the mnemonic in the Caption.

When a user presses the ALT+ letter of mnemonic, focus is given to the control with the next TabIndex.

Setting UseMnemonic to FALSE means that if you've entered an & character (an ampersand) in the Caption, it will be treated literally (and appear as an ampersand).

WordWrap Property

{button ,AL(`H_LDC_LOTUSLABEL_LOTUSLABEL_CLASS;',0)} See list of classes

Returns or sets a value determining whether to expand and wrap text (the value of the Caption property) in a label.

Data type

Integer

Syntax

WordWrapvalue = [objectreference].WordWrap

[objectreference].WordWrap = WordWrapvalue

Legal values

The legal values for this property are TRUE and FALSE.

Usage

TRUE = When the AutoSize property is also set to TRUE, wraps text and expands or contracts (vertically, not horizontally) the label.

FALSE = (Default) When the AutoSize property is also set to TRUE, does not wrap, but expands or contracts (vertically and horizontally) the label.

AddItem Method

{button ,AL(`H_LDC_LOTUSLISTBOX_LOTUSLIST_CLASS;',0)} See list of classes

Adds an item to a list box.

Syntax

[objectreference].AddItem *text, [index, itemdata]*

Parameters

text

String. Expression specifying the item to be added to the list box.

index

Long or Integer. Optional argument specifying the position in which to place the item in the list box. To position an item as the first item, use 0 as the value for this argument. Leaving the argument blank (or giving it a value of -1 or a value equal to the ListCount property) appends the item to the end of the list or sorts it if the Sorted property is set to TRUE.

itemdata

Long or Integer. Optional argument specifying the item's data. Leaving this argument blank passes a value of 0.

Return values

None

Usage

When a specific index is used (from 1 to ListCount - 1), the entry is not sorted even if the Sorted property is set to TRUE. Note that adding an item out of order to a sorted list may cause future entries to sort incorrectly.

Clear Method

{button ,AL(`H_LDC_LOTUSLISTBOX_LOTUSLIST_CLASS;',0)} See list of classes

Clears the contents of the list box.

Syntax

[objectreference].Clear

Parameters

None

Return values

None

Columns Property

{button ,AL(`H_LDC_LOTUSLISTBOX_LOTUSLIST_CLASS;',0)} See list of classes

Returns or sets a value determining whether a list box scrolls horizontally or vertically and, if the list box scrolls horizontally, determines how many columns the list box has.

Data type

Integer

Syntax

Columnsvalue = [objectreference].Columns

[objectreference].Columns = Columnsvalue

Usage

The default value of this property is 0 (list box scrolls vertically). A value of 1 or more indicates the number of horizontal snaking columns.

Legal value	Result
0	Scrolls vertically (default)
>= 1	Scrolls horizontally (value is the number of columns)

Setting the Columns property to a value less than 0 results in a run-time error.

IntegralHeight Property

{button ,AL(`H_LDC_LOTUSLISTBOX_LOTUSLIST_CLASS;',0)} See list of classes

Returns or sets a value determining whether a list box displays partial items or resizes to display complete items. This property is read-only at runtime.

Data type

Integer

Syntax

IntegralHeightvalue = [objectreference].IntegralHeight

Legal values

The legal values for this property are TRUE and FALSE.

Usage

TRUE = List resizes only to display complete items (default).

FALSE = List doesn't resize. Items at bottom may be clipped.

IsItemSelected Method

{button ,AL(`H_LDC_LOTUSLISTBOX_LOTUSLIST_CLASS;',0)} See list of classes

Returns a value indicating whether the item at index is selected in the list in the list box.

Syntax

[objectreference].IsItemSelected(*index*)

Parameters

index

Integer. The zero-based index of the item to check selection on.

Return values

TRUE = The item is selected.

FALSE = The item is not selected.

Usage

The index must be greater than or equal to 0 and less than the value of the ListCount property or a run-time error occurs.

ItemDataSelected Property

{button ,AL(`H_LDC_LOTUSLISTBOX_LOTUSLIST_CLASS;',0)} See list of classes

Returns or sets the item data for the selected item a list box. Getting this property when there is no selected item returns an error. Setting this property when there is no selected item does nothing.

Data type

Variant

Syntax

ItemDataSelectedvalue = [objectreference].ItemDataSelected

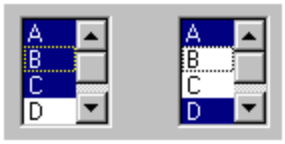
[objectreference].ItemDataSelected = ItemDataSelectedvalue

Legal values

This property's value must be convertible to a Long or a run-time error is raised.

Usage

If the MultiSelect property is set to TRUE, the ItemDataSelected property returns the item with focus. For example, for each of the following list boxes, the ItemDataSelected property returns "B".



ItemData Property

{button ,AL(`H_LDC_LOTUSLISTBOX_LOTUSLIST_CLASS;',0)} See list of classes

This parameterized property returns or sets a number associated with an item in the list in a list box. This property is runtime-checked and its data type must be a long or an Integer; otherwise an error is returned.

Data type

Variant

Syntax

ItemDatavalue = [objectreference].ItemData(index)

[objectreference].ItemData(index) = ItemDatavalue

Parameters

index

Integer. Index of the item. The index must be greater than or equal to 0 and less than the value of the ListCount property or a run-time error occurs.

ListCount Property

{button ,AL(`H_LDC_LOTUSLISTBOX_LOTUSLIST_CLASS;',0)} See list of classes

(Read-only)

The number of items in the list in a list box.

Data type

Integer

Syntax

ListCountvalue = [objectreference].ListCount

ListIndex Property

{button ,AL(`H_LDC_LOTUSLISTBOX_LOTUSLIST_CLASS;',0)} See list of classes

Returns or sets the zero-based index of the selected item from a list box. Returns -1 if no item is selected.

Data type

Integer

Syntax

ListIndexvalue = [objectreference].ListIndex

[objectreference].ListIndex = ListIndexvalue

Usage

When setting, if the index is less than 0 or greater than or equal to the ListCount property, a run-time error is raised.

If the MultiSelect property is set to 1 or 2, then ListIndex returns the index for the last item selected.

List Property

{button ,AL(`H_LDC_LOTUSLISTBOX_LOTUSLIST_CLASS;',0)} See list of classes

This parameterized property is used to individually get and set the items of the list in a list box.

Data type

String

Syntax

Listvalue = [objectreference].List(index)

[objectreference].List(index) = Listvalue

Parameters

index

Integer, which is the zero-based index for the item.

Usage

When setting

If the index is greater than or equal to 0 and less than the value of the ListCount property, the element is replaced with the new string.

To add to the list box's list using the List property, use an index of -1 or an index equal to the ListCount property. For a sorted list box, this will add the item in its sorted position. For a non-sorted list box, it will add the item to the end of the list.

If the index is less than -1 or greater than the value of the ListCount property, a run-time error is raised.

When getting:

If the index is less than 0 or greater than or equal to the ListCount property, a run-time error is raised.

LotusListBox

A list box allows the user to select an item from the items stored in a list. This list is accessible through the List property.

Base classes
LotusBaseObject

LotusControl

Derived classes
None

Contained by
None

Usage
Use the Style property to determine the type of list box.

LotusListBox members

Properties

Appearance AS Integer
BackColor AS Long
BorderStyle AS Integer
Caption AS String
Columns AS Integer
Description AS String
Enabled AS Integer
Font AS Variant
ForeColor AS Long
Height AS Long
HelpContextID AS Long
hWnd AS Long [Read-only]
ID AS Long
IntegralHeight AS Integer
ItemData AS Variant
ItemDataSelected AS Variant
Left AS Long
List AS String
ListCount AS Integer [Read-only]
ListIndex AS Integer
MousePointer AS Long
MultiSelect AS Integer
Name AS String
NewIndex AS Integer [Read-only]
Parent AS LotusDialog [Read-only]
SelCount AS Integer [Read-only]
Selected AS Integer
Sorted AS Integer
Style AS Integer
TabIndex AS Integer
TabStop AS Integer
Tag AS String
Text AS String [Read-only]
Top AS Long
TopIndex AS Integer
Version AS Long [Read-only]
Visible AS Integer
Width AS Long

Methods

AddItem
Clear
DoClick
IsItemSelected
Move
Refresh
RemoveItem
ReplaceItem
SelectItem
SelectItemString
SetFocus
SetItemData
SetItemText
ZOrder

Events

Click
DblClick
GotFocus
KeyDown
KeyPress
KeyUp
LostFocus
Pick

MultiSelect Property

{button ,AL(`H_LDC_LOTUSLISTBOX_LOTUSLIST_CLASS;',0)} See list of classes

Returns or sets a value determining whether a user can make multiple selections in a list box.

Data type

Integer

Syntax

MultiSelectvalue = [objectreference].MultiSelect

[objectreference].MultiSelect = MultiSelectvalue

Usage

The following table lists the available settings. If you prefer, you can substitute a constant for a setting. To use these constants, you must add the constant file LSDCNST.LSS to your script.

Setting	Constant	Description
0	LISTBOX_MSEL_NONE	Cannot make multiple selections.
1	LISTBOX_MSEL_SIMPLE	Can make simple multiple selections. Allows for non-contiguous selections. User can click or use arrows and SPACEBAR to select an item.
2	LISTBOX_MSEL_EXTEND	Can make extended multiple selections. Allows standard multiple selections and deselections (SHIFT + click, SHIFT + arrow keys, CTRL + click, CTRL + arrow keys).

Setting MultiSelect with a value other than a legal value results in a run-time error.

NewIndex Property

{button ,AL(`H_LDC_LOTUSLISTBOX_LOTUSLIST_CLASS;',0)} See list of classes

(Read-only)

Returns a value indicating the index of the item last added to the list in a list box. Returns -1 if the list is empty or if the item was deleted.

Data type

Integer

Syntax

NewIndexvalue = [objectreference].NewIndex

Pick Event

{button ,AL(`H_LDC_LOTUSLISTBOX_LOTUSLIST_CLASS;',0)} See list of classes

Triggered when a specific item in the list in a list box is selected.

Syntax

Sub Pick(Source As Lotuslistbox, Index As Integer)

Parameters

Source As Lotuslistbox

The list box that generated the event.

Index As Integer

The zero-based number of a selected item in the list box.

Usage

When you pick an item in a list box, whatever script has been added to the Pick event executes. For example, suppose you have a list box and a text box on a dialog. You make the list box's Pick event as follows. Whatever item is picked in the list box appears in the text box.

```
Sub Pick(Source As Lotuslistbox, Index As Integer)
    source.parent.text1.caption = source.list(index)
End Sub
```

RemoveItem Method

{button ,AL(`H_LDC_LOTUSLISTBOX_LOTUSLIST_CLASS;',0)} See list of classes

Removes an item from a list box.

Syntax

[objectreference].RemoveItem *index*

Parameters

index

Integer. The zero-based index of the element to remove. To remove the first item, use 0 as the value for this argument.

Return values

None

Usage

The index must be greater than or equal to 0 and less than the value of the ListCount property or a run-time error occurs.

ReplaceItem Method

{button ,AL(`H_LDC_LOTUSLISTBOX_LOTUSLIST_CLASS;',0)} See list of classes

Replaces an item in a list box.

Syntax

[objectreference].ReplaceItem *index, text [,itemdata]*

Parameters

index

Long or Integer. Argument specifying the zero-based position of the item to be replaced in the list box. To replace the first item, use 0 as the value for this argument. The index must be greater than or equal to 0 and less than the value of the ListCount property or a run-time error occurs.

text

String. Expression specifying the item to be used for replacement.

itemdata

Variant (must be Long or Integer or error is returned). Optional argument specifying the item's data. Leaving this argument blank passes a value of 0.

Return values

None

Usage

Replacing an item in a list when the Sorted property is set to TRUE may cause future entries to be sorted incorrectly. To replace an item and maintain proper sorting, delete the old item using RemoveItem, and add the new one using AddItem (leaving its index argument blank or using -1).

SelCount Property

{button ,AL(`H_LDC_LOTUSLISTBOX_LOTUSLIST_CLASS;',0)} See list of classes

(Read-only)

Returns the number of items selected in a list box. Returns 0 if no items in the list box are selected.

Data type

Integer

Syntax

SelCountvalue = [objectreference].SelCount

Selected Property

{button ,AL(`H_LDC_LOTUSLISTBOX_LOTUSLIST_CLASS;',0)} See list of classes

This parameterized property is used for getting or setting the selected state of an item in a list box.

Data type

Integer

Syntax

Selectedvalue = [objectreference].Selected(index)

[objectreference].Selected(index)= Selectedvalue

Parameters

index

Integer. Specifies the item in the list box. The first item has 0 as the value for this argument. An index less than -1, or greater than or equal to the value of the ListCount property raises a run-time error.

Legal values

TRUE = The item is selected.

FALSE = The item is not selected (default).

Usage

When getting the value of the Selected property:

An index less than 0, or greater than or equal to ListCount, raises a run-time error.

When setting the value of the Selected property:

If the MultiSelect property is set to 0 (a single-select list-box), an index of -1 clears all selections, regardless of whether you set the Selected property to TRUE or FALSE.

If the MultiSelect property is set to 1 or 2 (a multi-select list-box), using an index of -1 and setting the Selected property to TRUE (-1) selects all items.

If the MultiSelect property is set to 1 or 2 (a multi-select list-box), using an index of -1 and setting the Selected property to FALSE clears all selections.

SelectItemString Method

{button ,AL(`H_LDC_LOTUSLISTBOX_LOTUSLIST_CLASS;',0)} See list of classes

Searches and then selects the next item that starts with a string. The search can begin from any item in the list.

Syntax

[objectreference].SelectItemString *text*, *index*

Parameters

text

String. The text of the item to select.

index

Integer. The item in the list box before the item from which to start. The first item has 0 as the value for this argument. The index must be greater than or equal to -1 and one less than the value of the ListCount property or a run-time error occurs. To start at the beginning, use an index of -1.

Return values

Returns the index of the selected item. If no match is made, returns -1.

Usage

When the search for the string reaches the end of the list, it wraps to the beginning. The search is case sensitive.

This method only selects a single item. In other words, even if the MultiSelect property is set to 1 or 2, the SelectItemString method only selects one item at a time (rather than extending a selection).

SelectItem Method

{button ,AL(`H_LDC_LOTUSLISTBOX_LOTUSLIST_CLASS;',0)} See list of classes

Makes the index the currently selected item.

Syntax

[objectreference].SelectItem *index [,IsSelected*]

Parameters

index

Integer. The item in the list box. To select the first item use 0 as the value for this argument.

IsSelected

Variant. Optional argument which must be Long or Integer or an error is raised. Setting this argument to TRUE (the default) selects the indexed item. Setting this argument to FALSE deselects the indexed item.

Return values

None

Usage

The index must be greater than or equal to 0 and less than the value of the ListCount property or a run-time error occurs.

If the MultiSelect property is set so that the list box can accept multiple selections, and IsSelected is TRUE, then all existing selected items are deselected before the new selection is made. If IsSelected is FALSE, then the item is deselected and the selection state of other items is not changed.

SetItemData Method

{button ,AL(`H_LDC_LOTUSLISTBOX_LOTUSLIST_CLASS;',0)} See list of classes

Sets the ItemData property for an indexed item.

Syntax

[objectreference].SetItemData *index, ItemData*

Parameters

index

Integer. The item in the list box. The first item has 0 as the value for this argument. The index must be greater than or equal to 0 and less than the value of the ListCount property or a run-time error occurs.

ItemData

Long. The number to set. The ItemData must be convertible to a Long or a run-time error results.

Return values

None

Sorted Property

{button ,AL(`H_LDC_LOTUSLISTBOX_LOTUSLIST_CLASS;',0)} See list of classes

Returns a value determining whether the items inserted into the list in a list box appear sorted alphabetically. The default value of this property is FALSE, indicating that insertions are not sorted. This property is read-only at runtime.

Data type

Integer

Syntax

Sortedvalue = [objectreference].Sorted

Legal values

TRUE = The list is sorted in alphabetical order.

FALSE = (Default) The list is not sorted in alphabetical order.

Usage

The Sorted property only affects items being added to the list. It does not resort the items already in the list. Note that default items are added to the list when the dialog is run, so they will be sorted if Sorted is set to TRUE.

If items are added to a sorted list at a particular position or using AddItem(index), or if items are replaced in a sorted list: future additions to the list may be sorted incorrectly.

To replace items and maintain proper sorting, use RemoveItem(index) and then use AddItem (leaving its index argument blank so the item gets added correctly).

Style Property

{button ,AL(`H_LDC_LOTUSLISTBOX_LOTUSLIST_CLASS;',0)} See list of classes

Returns or sets a value determining the scroll style for a list box.

Data type

Integer

Syntax

Stylevalue = [objectreference].Style

[objectreference].Style = Stylevalue

Usage

The following table lists the available settings. If you prefer, you can substitute a constant for a setting. To use these constants, you must add the constant file LSDCNST.LSS to your script.

Legal value	Constant	Type of list box and behavior
0	LIST_STYLE_AUTOSCROLL	(Default) If there are more items in the list than the list box can display, it will display a scroll bar. Otherwise, it doesn't display the scroll bar.
1	LIST_STYLE_SCROLL	Always displays scroll bar.
2	LIST_STYLE_NEVER_SCROLL	Never displays scroll bar.

Setting a value other than one of the legal values results in a run-time error.

TopIndex Property

{button ,AL(`H_LDC_LOTUSLISTBOX_LOTUSLIST_CLASS;',0)} See list of classes

Returns or sets a value determining which item currently appears as the topmost item in a list box. It doesn't change the order of the list; rather, it scrolls through the list box to the indexed item and puts the item at the top of the list.

Data type

Integer

Syntax

TopIndexvalue = [objectreference].TopIndex

[objectreference].TopIndex = TopIndexvalue

Legal values

The index must be greater than or equal to 0 and less than the value of the ListCount property or a run-time error occurs.

Usage

This property is useful for scrolling the list without making any selections.

The TopIndex property causes the item at index to appear as the top item on the list (provided there are enough items following the indexed item). If there are not enough items to fill the list box, then the list cannot scroll and the list index will not change.

When setting the TopIndex property:

For list boxes with columns greater than 0, the item at index is scrolled horizontally until it appears in the leftmost column. Its vertical position does not change.

When getting the TopIndex property:

For list boxes with columns greater than 0, the item at the top of the left column is returned.

Alignment Property

{button ,AL(`H_LDC_LOTUSOPTIONBUTTON_LOTUSOPTIONBUTTON_CLASS;',0)} See list of classes

Returns or sets a value determining which side of the button the text appears on a option button.

Data type

Integer

Syntax

Alignmentvalue = [objectreference].Alignment

[objectreference].Alignment = Alignmentvalue

Usage

The following table lists the available settings. If you prefer, you can substitute a constant for a setting. To use these constants, you must add the constant file LSDCNST.LSS to your script.

Setting	Constant	Description
0	OPTBUTTON_ALIGN_LEFT	Left aligned (default)
1	OPTBUTTON_ALIGN_RIGHT	Right aligned

LotusOptionButton

Use an option button when you want the user to choose a single selection from one or more options. The option buttons work in groups so that only one button in the group is selected at a time. When an option button is selected, any currently selected option in the group is deselected.
There is one option button group for the entire dialog. Each frame is its own option button group. So, you can have multiple option button groups on a dialog by using frames.
Once an option button is created in a group, it remains a part of that group no matter where you move it. If you create an option button on the dialog and then try to move it on a frame, it will still be part of the dialog option button group.

Base classes
LotusBaseObject

LotusControl

Derived classes
None

Contained by
None

Usage
Use option buttons when you want the user to make a single selection from among several choices. Use check boxes when you want the user to be able to make more than one selection.

LotusOptionButton members

Properties

Alignment AS Integer
Appearance AS Integer
BackColor AS Long
BorderStyle AS Integer
Caption AS String
Description AS String
Enabled AS Integer
Font AS Variant
ForeColor AS Long
Height AS Long
HelpContextID AS Long
hWnd AS Long [Read-only]
ID AS Long [Read-only]
Left AS Long
MousePointer AS Long
Name AS String
Parent AS LotusDialog [Read-only]
TabIndex AS Integer
TabStop AS Integer
Tag AS String
Top AS Long
Value AS Integer
Version AS Long [Read-only]
Visible AS Integer
Width AS Long

Methods

DoClick
Move
Refresh
SetFocus
ZOrder

Events

Click
GotFocus
LostFocus

Handle Property

{button ,AL(`H_LDC_LOTUSPICTUREOBJECT_LOTUSPICTUREOBJECT_CLASS;',0)} See list of classes

A GDI handle to the image.

Data type

Long

Syntax

Handlevalue = [objectreference].Handle

[objectreference].Handle = Handlevalue

Legal values

A (Windows) GDI handle to the picture managed by this picture object.

Height Property

{button ,AL(`H_LDC_LOTUSPICTUREOBJECT_LOTUSPICTUREOBJECT_CLASS;',0)} See list of classes

(Read-only)

Returns a value in Himetrics that determines the height of a Picture.

Data type

Long

Syntax

Heightvalue = [objectreference].Height

Usage

If you want to adjust the height of a image, use the Height property from LotusControl, instead.

hPal Property

{button ,AL(`H_LDC_LOTUSPICTUREOBJECT_LOTUSPICTUREOBJECT_CLASS;',0)} See list of classes

Returns or sets a handle to the palette currently used by a picture.

Data type

Long

Syntax

hPalvalue = [objectreference].hPal

[objectreference].hPal = hPalvalue

Picture Class (Standard OLE)

This is the standard OLE Picture class. In the IDE browser, this class appears as type Variant.

Base classes

Not applicable

Derived classes

Not applicable

Contained by

LotusImage in the Picture Property

Usage

You won't find this class with your products classes in the IDE browser. To view this class choose OLE Classes and select Standard OLE Types.

The following example consists of a button which uses the LotusImage method LoadImage to load a metafile into the image named "Image1". Afterwards, a message box displays the image's type—in this case 2 indicating a metafile. The type is located in the Type property of the picture class.

```
Sub Click(Source As Lotuscommandbutton)
     Call Dialog1.Image1.LoadImage("C:\foo.wmf")
     Msgbox(Dialog1.Image1.Picture.Type)
End Sub
```

Picture members

Properties

Handle AS Long
Height AS Long [Read-only]
hPal AS Long
Type AS Integer [Read-only]
Width AS Long [Read-only]

Methods

Render

Events

None

Render Method

{button ,AL(`H_LDC_LOTUSPICTUREOBJECT_LOTUSPICTUREOBJECT_CLASS;',0)} See list of classes

Renders (draws) the picture or part of the picture.

Syntax

[objectreference].Render *hDC, x, y, cx, cy, xsrc, ysrc, cxsrc, cysrc, lprcwbounds*

Parameters

hDC

Long. The device context on which to render.

x

Long. Horizontal coordinate to place the image (in *hDC*).

y

Long. Vertical coordinate to place the image (in *hDC*).

cx

Long. Length (horizontally) of the destination rectangle.

cy

Long. Height (vertically) of the destination rectangle.

xsrc

Long. Horizontal offset from which to start copying source.

ysrc

Long. Vertical offset from which to start copying source.

cxsrc

Long. Amount to copy horizontally from source.

cysrc

Long. Amount to copy vertically from source.

lprcwbounds

Variant. Points to the position of the destination for a metafile *hDC* (and in such cases, this parameter cannot be Null). This is necessary so you can place one metafile on another.

Return values

None

Type Property

{button ,AL(`H_LDC_LOTUSPICTUREOBJECT_LOTUSPICTUREOBJECT_CLASS;',0)} See list of classes

(Read-only)

Returns a value indicating the graphic format of a Picture object.

Data type

Integer

Syntax

Typevalue = [objectreference].Type

Legal values

The file you use with a LotusImage control may be of type .BMP, .WMF, or .ICO.

The following table lists the available values for the type property. If you get the Type for a .BMP file, it will return PICTURE_TYPE_METAFILE for both metafiles and bitmaps because LotusImage internally converts bitmap files into metafiles.

Value	Constant	Description
2	PICTURE_TYPE_METAFILE	Metafile (.WMF file)
3	PICTURE_TYPE_ICON	Icon (.ICO file)

If you prefer, you can substitute a constant for a value. To use these constants, you must add the constant file LSDCNST.LSS to your script.

Width Property

{button ,AL(`H_LDC_LOTUSPICTUREOBJECT_LOTUSPICTUREOBJECT_CLASS;',0)} See list of classes

(Read-only)

Returns a value in Himetrics that determines width of a Picture.

Data type

Long

Syntax

Widthvalue = [objectreference].Width

Usage

If you want to set the width of an image, use the Width property from the base class, instead.

LotusProgressBar

Use a progress bar to indicate the (approximate) progress of an operation.

Base classes
LotusBaseObject

LotusControl

Derived classes
None

Contained by
None

Usage
The properties Min and Max determine the limits of the range "monitored" by the progress bar. The Value property displays the current position within the range.

For example, a dialog contains a slider and a progress bar. When you change the slider the progress bar updates. Note that in this example none of the progress bar's events are triggered. Instead, when the slider changes positions the progress bar is updated by the slider's Change event.

```
'The dialog's Load event is as follows:
Sub Load(Source As Lotusdialog)
     Source.Slider1.Min = 1
     Source.Slider1.Max = 100
     Source.Slider1.Value = 1
     Source.Progress1.Min = 1
     Source.Progress1.Max = 100
     Source.Progress1.Value = 1
End Sub
'The slider's Change event is as follows:
Sub Change(Source As Lotusslider)
     Source.Parent.Progress1.Value = Source.value
End Sub
```

LotusProgressBar members

Properties

Appearance AS Integer
BackColor AS Long [UNSUPPORTED]
BorderStyle AS Integer
Caption AS String [UNSUPPORTED]
Description AS String
Enabled AS Integer
ForeColor AS Long [UNSUPPORTED]
Height AS Long
HelpContextID AS Long
hWnd AS Long [Read-only]
ID AS Long [Read-only]
Left AS Long
Max AS Integer
Min AS Integer
MousePointer AS Long
Name AS String
Parent AS LotusDialog [Read-only]
TabIndex AS Integer
TabStop AS Integer [UNSUPPORTED]
Tag AS String
Top AS Long
Value AS Integer
Version AS Long [Read-only]
Visible AS Integer
Width AS Long

Methods

Move
Refresh
SetFocus
ZOrder

Events

GotFocus
LostFocus

Max Property

{button ,AL(`H_LDC_LOTUSPROGRESSBAR_LOTUSPROGRESSBAR_CLASS;',0)} See list of classes

Returns or sets a value determining the maximum integer value that the Value property can hold for a progress bar.

Data type

Integer

Syntax

Maxvalue = [objectreference].Max

[objectreference].Max = Maxvalue

Legal values

The default value is 32,767.

Min Property

{button ,AL(`H_LDC_LOTUSPROGRESSBAR_LOTUSPROGRESSBAR_CLASS;',0)} See list of classes

Returns or sets a value determining the minimum integer value that the Value property can hold for a progress bar.

Data type

Integer

Syntax

Maxvalue = [objectreference].Max

[objectreference].Max = Maxvalue

Legal values

The default value is 0.

Change Event

{button ,AL(`H_LDC_LOTUSSLIDER_LOTUSSLIDER_CLASS;',0)} See list of classes

Triggered when a slider changes.

Syntax

Sub Change(Source As Lotusslider)

Parameters

*Source As Lotusslide*r

The slider that generated the event.

Usage

When you change the position of a slider, the script you added to the Change event executes. For example, the Caption property in a text box updates whenever the slider's position changes.

```
Sub Change(Source As Lotusslider)
    Source.parent.text1.caption = Cstr(source.value)
End Sub
```

ClearSel Method

{button ,AL(`H_LDC_LOTUSSLIDER_LOTUSSLIDER_CLASS;',0)} See list of classes

Clears a selected range in a slider.

Syntax

[objectreference].ClearSel

Parameters

None

Return values

None

Usage

Ignored if the SelectRange property is set to FALSE.

GetNumTicks Method

{button ,AL(`H_LDC_LOTUSSLIDER_LOTUSSLIDER_CLASS;',0)} See list of classes

Returns the number of ticks between the Min property and the Max property.

Syntax

TickValue = [objectreference].GetNumTicks( )

Parameters

None

Return values

The number of ticks is an integer.

LargeChange Property

{button ,AL(`H_LDC_LOTUSSLIDER_LOTUSSLIDER_CLASS;',0)} See list of classes

Returns or sets the amount to change the Value property for a slider when the user clicks the slide area (the area between the slider and the edge of the control). The Value property is also changed by this amount when the user clicks the PAGEUP or PAGEDOWN keys.

Data type

Integer

Syntax

LargeChangevalue = [objectreference].LargeChange

[objectreference].LargeChange = LargeChangevalue

Legal values

Legal values are from 0 through Max - Min.

LotusSlider

A slider (control) contains a slider and, optionally, contains tick marks. The user can move the slider by dragging it or clicking either side of it to select a value or range.

Base classes

LotusBaseObject

LotusControl

Derived classes

None

Contained by

None

Usage

You'll find a slider useful when you want the user to specify a discrete value by moving a slider rather than by entering values.

Example 1

You want the value for whatever tick the user selects in a slider to appear in the text box "text1". You make the slider's Change event as follows:

```
'Update the text box:
Sub Change(Source As Lotusslider)
     Source.Parent.Text1.Caption = Cstr(source.value)
End Sub
```

Example 2

You want to allow users to be able to press SHIFT and select a range of ticks and you want the selected range to appear in the text box "text1". In this case, the range must be programmed:

```
'Dim the following global variables:
Dim SelectRange   'True if selecting
Dim Anchor    'The starting selection value

'Then you make the slider's events as follows:

Sub Mousedown(Source As Lotusslider, Button As Integer, Shift As Integer, X As Long, Y
As Long)
     'Initialize to no selection, if no Shift, done:
     Source.ClearSel
     Let SelectRange = False
     If Shift = 0 Then Exit Sub
     'Start the selection:
     Let SelectRange = True
     Let Anchor = Source.Value
     Let Source.SelStart = Anchor
End Sub

Sub Mousemove(Source As Lotusslider, Button As Integer, Shift As Integer, X As Long, Y
As Long)
     'If selecting and Shift was let up, cancel selection:
```

```
    If Not SelectRange Then Exit Sub
    If Shift Then Exit Sub
    Let SelectRange = False
    Source.ClearSel
End Sub

Sub Mouseup(Source As Lotusslider, Button As Integer, Shift As Integer, X As Long, Y
As Long)
    'Use MouseMove to check for Shift, then end selection:
    MouseMove Source, Button, Shift, X, Y
    Let SelectRange = False
End Sub

Sub Scroll(Source As Lotusslider)
    'If not selecting, done:
    If Not SelectRange Then Exit Sub
    'Draw the selection based on the anchor and current value:
    Dim Change As Integer
    Let Change = Source.Value - Anchor
    If Change >= 0 Then
        Let Source.SelStart = Anchor
        Let Source.SelLength = Change
    Else
        Let Source.SelStart = Source.Value
        Let Source.SelLength = -Change
    End If
End Sub

'Update the text box:
Sub Change(Source As Lotusslider)
    source.parent.text1.caption = Cstr(source.selLength)
End Sub
```

LotusSlider members

Properties

Appearance AS Integer
BackColor AS Long
BorderStyle AS Integer
Caption AS String [UNSUPPORTED]
Description AS String
Enabled AS Integer
ForeColor AS Long [UNSUPPORTED]
Height AS Long
HelpContextID AS Long
hWnd AS Long [Read-only]
ID AS Long [Read-only]
LargeChange AS Integer
Left AS Long
Max AS Integer
Min AS Integer
MousePointer AS Long
Name AS String
Orientation AS Integer
Parent AS LotusDialog [Read-only]
SelectRange AS Integer
SelLength AS Integer
SelStart AS Integer
SmallChange AS Integer
TabIndex AS Integer
TabStop AS Integer
Tag AS String
TickFrequency AS Integer
TickStyle AS Integer
Top AS Long
Value AS Integer
Version AS Long [Read-only]
Visible AS Integer
Width AS Long

Methods

ClearSel
DoClick
GetNumTicks
Move
Refresh
SetFocus
ZOrder

Events

Change
Click
GotFocus
LostFocus
MouseDown
MouseMove
MouseUp
Scroll

Max Property

{button ,AL(`H_LDC_LOTUSSLIDER_LOTUSSLIDER_CLASS;',0)} See list of classes

Returns or sets the maximum integer value that the Value property can hold for a slider.

Data type

Integer

Syntax

Maxvalue = [objectreference].Max

[objectreference].Max = Maxvalue

Legal values

The default value is 10.

Min Property

{button ,AL(`H_LDC_LOTUSSLIDER_LOTUSSLIDER_CLASS;',0)} See list of classes

Returns or sets the minimum integer value that the Value property can hold for a slider.

Data type

Integer

Syntax

Maxvalue = [objectreference].Max

[objectreference].Max = Maxvalue

Legal values

The default value is 0.

Orientation Property

{button ,AL(`H_LDC_LOTUSSLIDER_LOTUSSLIDER_CLASS;',0)} See list of classes

Returns or sets a value determining the orientation of a slider. The default value of this property is 0 (horizontal).

Data type

Integer

Syntax

Orientationvalue = [objectreference].Orientation

[objectreference].Orientation = Orientationvalue

Usage

The following table lists the available settings. If you prefer, you can substitute a constant for a setting. To use these constants, you must add the constant file LSDCNST.LSS to your script.

Setting	Constant	Description
0	SLIDER_ORIENT_HORIZ	Horizontal (default)
1	SLIDER_ORIENT_VERT	Vertical

Scroll Event

{button ,AL(`H_LDC_LOTUSSLIDER_LOTUSSLIDER_CLASS;',0)} See list of classes

Triggered when a user moves the slider in a slider and crosses a tick.

Syntax

Sub Scroll(Source As Lotusslider)

Parameters

Source As Lotusslider

The slider that generated the event.

Usage

An isolated example of this event would be of little value. See the second example in LotusSlider for an example with some context.

SelectRange Property

{button ,AL(`H_LDC_LOTUSSLIDER_LOTUSSLIDER_CLASS;',0)} See list of classes

Returns or sets a value determining whether a slider can be used to select a range. The default value of this property is 0, indicating that the slider cannot be used to select a range.

Data type

Integer

Syntax

SelectRangevalue = [objectreference].SelectRange

[objectreference].SelectRange = SelectRangevalue

Legal values

The legal values for this property are 1 and 0.

Usage

1 = Can select a range using the slider.

0 = (Default) Cannot select a range using the slider.

SelLength Property

{button ,AL(`H_LDC_LOTUSSLIDER_LOTUSSLIDER_CLASS;',0)} See list of classes

Returns or sets the size of the selected range.

Data type

Integer

Syntax

SelLengthvalue = [objectreference].SelLength

[objectreference].SelLength = SelLengthvalue

Legal values

Legal values are from 0 through Max - Min.

Usage

This property is ignored when the SelectRange property is set to 0.

SelStart Property

{button ,AL(`H_LDC_LOTUSSLIDER_LOTUSSLIDER_CLASS;',0)} See list of classes

Returns or sets the beginning of a selected range.

Data type

Integer

Syntax

SelLengthvalue = [objectreference].SelLength

[objectreference].SelLength = SelLengthvalue

Usage

This property is ignored when the SelectRange property is set to 0.

SmallChange Property

{button ,AL(`H_LDC_LOTUSSLIDER_LOTUSSLIDER_CLASS;',0)} See list of classes

Returns or sets a value determining an amount to change the Value property for a slider when a user presses one of the arrow keys.

Data type

Integer

Syntax

SmallChangevalue = [objectreference].SmallChange

[objectreference].SmallChange = SmallChangevalue

Legal value

Legal values are from 0 through Max - Min.

TickFrequency Property

{button ,AL(`H_LDC_LOTUSSLIDER_LOTUSSLIDER_CLASS;',0)} See list of classes

Returns or sets the number of values each tick mark represents in a slider.

Data type

Integer

Syntax

TickFrequencyvalue = [objectreference].TickFrequency

[objectreference].TickFrequency = TickFrequencyvalue

TickStyle Property

{button ,AL(`H_LDC_LOTUSSLIDER_LOTUSSLIDER_CLASS;',0)} See list of classes

Returns or sets a value determining where ticks display for a slider. See below for settings.

Data type

Integer

Syntax

TickStylevalue = [objectreference].TickStyle

[objectreference].TickStyle = TickStylevalue

Usage

The following table lists the available settings. If you prefer, you can substitute a constant for a setting. To use these constants, you must add the constant file LSDCNST.LSS to your script.

Setting	Constant	Description
0	SLIDER_TICK_BOTTOMRIGHT	(default) Ticks on bottom if horizontal slider, or on right if vertical slider.
1	SLIDER_TICK_TOPLEFT	Ticks on top if horizontal slider, or on left if vertical slider.
2	SLIDER_TICK_BOTH	Ticks on both bottom/right and top/left.
3	SLIDER_TICK_NOTICKS	No ticks displayed.

Delay Property

{button ,AL(`H_LDC_LOTUSSPINBUTTON_LOTUSSPINBUTTON_CLASS;',0)} See list of classes

Returns or sets a value determining the millisecond delay between SpinUp and SpinDown when a user holds down an ARROW key. The default value for this property is 250 milliseconds.

Data type

Integer

Syntax

Delayvalue = [objectreference].Delay

[objectreference].Delay = Delayvalue

LotusSpinButton

Used with another control, such as a text box, to increment and decrement numbers or to scroll back and forth through a range of values.

Base classes

LotusBaseObject

LotusControl

Derived classes

None

Contained by

None

Usage

Use a spin button when you want the user to increment or decrement numbers or scroll through values in a collection.

For example, assume the global variable foo is declared as an integer. You can use the following events to increment or decrement the value of foo. Also, each time a change is made to foo, you update the contents of a text box:

```
Sub Spindown(Source As Lotusspinbutton)
     foo = foo - 100
     Dialog1.Text1.Caption = Cstr(foo)
End Sub
Sub Spinup(Source As Lotusspinbutton)
     foo = foo + 100
     Dialog1.Text1.Caption = Cstr(foo)
End Sub
```

LotusSpinButton members

Properties

Appearance AS Integer
BackColor AS Long [UNSUPPORTED]
BorderStyle AS Integer
Caption AS String [UNSUPPORTED]
Delay AS Integer
Description AS String
Enabled AS Integer
ForeColor AS Long [UNSUPPORTED]
Height AS Long
HelpContextID AS Long
hWnd AS Long [Read-only]
ID AS Long [Read-only]
Left AS Long
MousePointer AS Long
Name AS String
Parent AS LotusDialog [Read-only]
SpinOrientation AS Integer
TabIndex AS Integer
TabStop AS Integer
Tag AS String
Top AS Long
Version AS Long [Read-only]
Visible AS Integer
Width AS Long

Methods

Move
Refresh
SetFocus
ZOrder

Events

GotFocus
LostFocus
SpinDown
SpinUp

SpinDown Event

{button ,AL(`H_LDC_LOTUSSPINBUTTON_LOTUSSPINBUTTON_CLASS;',0)} See list of classes

Triggered when a user clicks a spin button (down).

Syntax

Sub Spindown(Source As Lotusspinbutton)

Parameters

Source As Lotusspinbutton

The spin button that generated the event.

Usage

See LotusSpinButton for an example of using this event.

SpinOrientation Property

{button ,AL(`H_LDC_LOTUSSPINBUTTON_LOTUSSPINBUTTON_CLASS;',0)} See list of classes

Returns or sets a value determining whether the orientation of a spin button is vertical or horizontal. The default value of this property is 0, indicating a vertical spin button.

Data type

Integer

Syntax

SpinOrientationvalue = [objectreference].SpinOrientation

[objectreference].SpinOrientation = SpinOrientationvalue

Usage

The following table lists the available settings. If you prefer, you can substitute a constant for a setting. To use these constants, you must add the constant file LSDCNST.LSS to your script.

Setting	Constant	Description
0	SPIN_ORIENT_VERT	Vertical (default)
1	SPIN_ORIENT_HORIZ	Horizontal

SpinUp Event

{button ,AL(`H_LDC_LOTUSSPINBUTTON_LOTUSSPINBUTTON_CLASS;',0)} See list of classes

Triggered when a user clicks a spin button (up).

Syntax

Sub SpinUp(Source As Lotusspinbutton)

Parameters

Source As Lotusspinbutton

The spin button that generated the event.

Usage

See LotusSpinButton for an example of using this event.

Alignment Property

{button ,AL(`H_LDC_LOTUSTEXTBOX_LOTUSTEXTBOX_CLASS;',0)} See list of classes

Returns or sets a value determining the alignment of a text box.

Data type

Long

Syntax

Alignmentvalue = [objectreference].Alignment

[objectreference].Alignment = Alignmentvalue

Legal values

0 = Left aligned (default)

1 = Right aligned

Usage

When you change the value of the Alignment property to 1, the MultiLine property must be set to TRUE. Alignment has no effect on a single-lined text box.

Change Event

{button ,AL(`H_LDC_LOTUSTEXTBOX_LOTUSTEXTBOX_CLASS;',0)} See list of classes

Triggered when the contents of a text box changes. This event is triggered for every character that changes.

Syntax

Sub Change(Source As Lotustextbox)

Parameters

Source As Lotustextbox

The text box that generated the event.

Usage

When you change the contents of a text box, the script added to its Change event gets executed. With the following script, when a user changes the contents of a check box, the global variable x is set to TRUE. Such information could be useful later, when the dialog box is about to close, for example.

```
Dim x As Integer  'Added to (Globals).
Sub Change(Source As Lotustextbox)
    x = True
End Sub
```

GetLine Method

{button ,AL(`H_LDC_LOTUSTEXTBOX_LOTUSTEXTBOX_CLASS;',0)} See list of classes

Returns a specific line from a text box.

Syntax

[objectreference].GetLine(*index*)

Parameters

index

The zero based index of the line number you wish to access. To access the first line, use 0.

Return value

Returns the line as a string.

Usage

An index less than 0, or greater than or equal to LineCount, raises a run-time error.

HideSelection Property

{button ,AL(`H_LDC_LOTUSTEXTBOX_LOTUSTEXTBOX_CLASS;',0)} See list of classes

Returns or sets a value determining whether selected text appears highlighted. Under the default setting (TRUE), selected text does not appear highlighted in the text box.

Data type

Integer

Syntax

HideSelectionvalue = [objectreference].HideSelection

[objectreference].HideSelection = HideSelectionvalue

Legal values

The legal values for this property are TRUE and FALSE.

Usage

TRUE = Selected text doesn't appear highlighted.

FALSE = Selected text appears highlighted.

LineCount Property

{button ,AL(`H_LDC_LOTUSTEXTBOX_LOTUSTEXTBOX_CLASS;',0)} See list of classes

(Read-only)

Number of lines in a text box.

Data type

Long

Syntax

LineCountvalue = [objectreference].LineCount

Locked Property

{button ,AL(`H_LDC_LOTUSTEXTBOX_LOTUSTEXTBOX_CLASS;',0)} See list of classes

Returns or sets a value determining whether the text in a text box can be edited. The default setting for this property is FALSE.

Data type

Integer

Syntax

Lockedvalue = [objectreference].Locked

[objectreference].Locked = Lockedvalue

Legal values

The legal values for this property are TRUE and FALSE.

Usage

TRUE = Text cannot be edited.

FALSE = Text can be edited (default).

LotusTextBox

This control contains a text field in which text can be entered programatically or by the user.

Base classes
LotusBaseObject

LotusControl

Derived classes
None

Contained by
None

Usage
Set the MultiLine property to TRUE to display multiple lines of text. If MultiLine is set to TRUE, you can change the Alignment property from 0 (left aligned) to 1 (right aligned). Setting Alignment to 1 without setting the MultiLine property to TRUE has no effect.

LotusTextBox members

Properties

Alignment AS Long
Appearance AS Integer
BackColor AS Long
BorderStyle AS Integer
Caption AS String
Description AS String
Enabled AS Integer
Font AS Variant
ForeColor AS Long
Height AS Long
HelpContextID AS Long
HideSelection AS Integer
hWnd AS Long [Read-only]
ID AS Long [Read-only]
Left AS Long
LineCount AS Long [Read-only]
Locked AS Integer
MaxLength AS Long
MousePointer AS Long
MultiLine AS Integer
Name AS String
Parent AS LotusDialog [Read-only]
PasswordChar AS String
ScrollBars AS Long
SelLength AS Long
SelStart AS Long
SelText AS String
TabIndex AS Integer
TabStop AS Integer
Tag AS String
Text AS String
Top AS Long
Version AS Long [Read-only]
Visible AS Integer
Width AS Long

Methods

DoClick
GetLine
Move
Refresh
SetFocus
ZOrder

Events

Change
Click
DblClick
GotFocus
KeyDown
KeyPress
KeyUp
LostFocus

MaxLength Property

{button ,AL(`H_LDC_LOTUSTEXTBOX_LOTUSTEXTBOX_CLASS;',0)} See list of classes

Returns or sets a value determining the maximum number of characters and spaces in a text box.

For example, setting this property to 6 means that a maximum of 6 characters and spaces may be entered in the text box.

Data type

Integer

Syntax

Maxvalue = [objectreference].Max

[objectreference].Max = Maxvalue

Usage

By default, this property is set to 0, meaning that there is no MaxLength and the text box can hold up to 32,767 characters and spaces.

MultiLine Property

{button ,AL(`H_LDC_LOTUSTEXTBOX_LOTUSTEXTBOX_CLASS;',0)} See list of classes

Returns or sets a value determining whether a text box can contain mulitiple lines of text or only a single line.

Data type

Integer

Syntax

MultiLinevalue = [objectreference].MultiLine

[objectreference].MultiLine = MultiLinevalue

Legal values

The legal values for this property are TRUE and FALSE.

Usage

TRUE = (Default) Can contain multiple lines.

FALSE = Cannot contain multiple lines.

PasswordChar Property

{button ,AL(`H_LDC_LOTUSTEXTBOX_LOTUSTEXTBOX_CLASS;',0)} See list of classes

Returns or sets a value determining whether what the user types or password characters, such as asterisks, appear in a text box. The default value of this property is an empty string (""), indicating that there is no password character and what the user types appears.

Data type

String

Syntax

PasswordCharvalue = [objectreference].PasswordChar

[objectreference].PasswordChar = PasswordCharvalue

Legal values

Only the first character of the string is used. The rest of the string is ignored.

Usage

The value of this property is always the first character in the string. In other words, if you set the property to "Xfoobar" the value "X" will appear for each character typed in the text box. Likewise, if you set the property to "foobarX", the value "f" will appear for each character typed in the text box.

Setting the PasswordChar property only affects single-line text boxes. If you set the MultiLine property to TRUE, the password character is ignored.

ScrollBars Property

{button ,AL(`H_LDC_LOTUSTEXTBOX_LOTUSTEXTBOX_CLASS;',0)} See list of classes

Returns or sets a value determining the type of scroll bars for a text box. The default value of this property is 0 (no scroll bars).

Data type

Integer

Syntax

ScrollBarsvalue = [objectreference].ScrollBars

[objectreference].ScrollBars = ScrollBarsvalue

Usage

The following table lists the available settings. If you prefer, you can substitute a constant for a setting. To use these constants, you must add the constant file LSDCNST.LSS to your script.

Setting	Constant	Description
0	TEXTBOX_SCROLL_NONE	None (default)
1	TEXTBOX_SCROLL_HORIZ	Horizontal
2	TEXTBOX_SCROLL_VERT	Vertical
3	TEXTBOX_SCROLL_BOTH	Both

SelLength Property

{button ,AL(`H_LDC_LOTUSTEXTBOX_LOTUSTEXTBOX_CLASS;',0)} See list of classes

Returns or sets a value indicating the number of characters selected.

The SelLength property is used in conjunction with the SelStart property to select a region of text.

Data type

Long

Syntax

SelLengthvalue = [objectreference].SelLength

[objectreference].SelLength = SelLengthvalue

Legal values

Returns zero if nothing is selected.

Setting SelLength to less than -1 results in a run-time error.

Usage

A SelLength value of -1 selects from the SelStart property's value to the end of the text box.

SelStart Property

{button ,AL(`H_LDC_LOTUSTEXTBOX_LOTUSTEXTBOX_CLASS;',0)} See list of classes

Returns or sets a value indicating the starting point of selected characters. If no characters are selected, indicates the insertion point.

The SelStart property is used in conjunction with the SelLength property to select a region of text.

Data type

Integer

Syntax

SelLengthvalue = [objectreference].SelLength

[objectreference].SelLength = SelLengthvalue

Legal values

Don't set this property to greater than the selected number of characters in the text box. Attempting to do so results in a value equal to the number of characters and sets the SelLength property to 0.

SelText Property

{button ,AL(`H_LDC_LOTUSTEXTBOX_LOTUSTEXTBOX_CLASS;',0)} See list of classes

Returns or sets a value indicating the selected characters in the edit portion of a text box.

Data type

String

Syntax

SelTextvalue = [objectreference].SelText

[objectreference].SelText = SelTextvalue

Legal values

Returns an empty string ("") if there is no selection.

Usage

Setting SelText replaces the current selection with the new text, sets SelStart to the end of the new text and sets SelLength to zero. If there is no selection, setting SelText inserts the text at the insertion point.

Text Property

{button ,AL(`H_LDC_LOTUSTEXTBOX_LOTUSTEXTBOX_CLASS;',0)} See list of classes

Returns or sets contents of the entire edit area for a text box.

Data type

String

Syntax

Textvalue = [objectreference].Text

[objectreference].Text = Textvalue

Usage

The default value for this property is the value of the Name property for the text box.

Use SelStart, SelLength, and SelText to get or set portions of the text in a text box.

Dialog Controls Methods

A
B
C
D
E
F
G
H
I
J
K
L
M
N
O
P
Q
R
S
T
U
V
W
X
Y
Z

A

AddItem

B

(None)

C

Clear
ClearSel
Close

D

DoClick

E, F

(None)

G

GetLine
GetNumTicks

H

Hide

I

IsItemSelected
Item

J, K

(None)

L

LoadImage

M

Move

N, O, P, Q

(None)

R

Refresh
RemoveItem
Render
ReplaceItem

S

SelectItem
SelectItemString
SelectItemText
SetFocus
SetItemData
SetItemText
Show

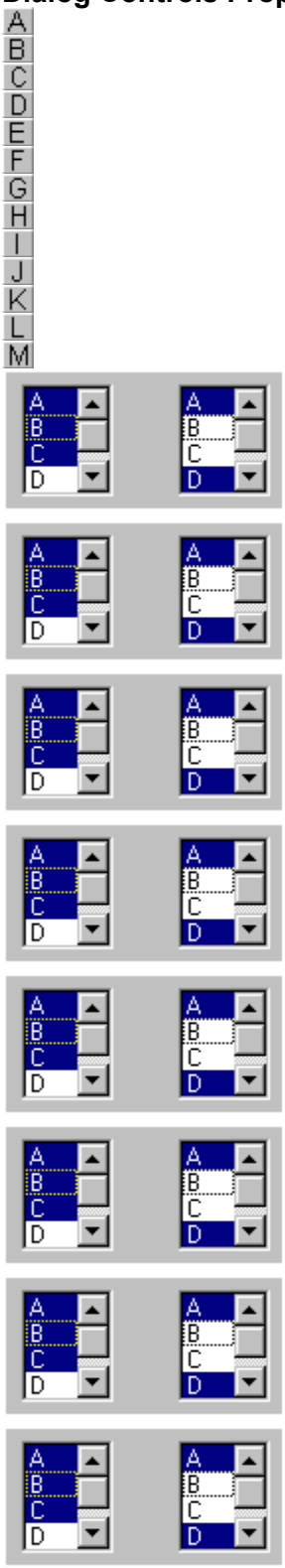
T, U, V, W, X, Y

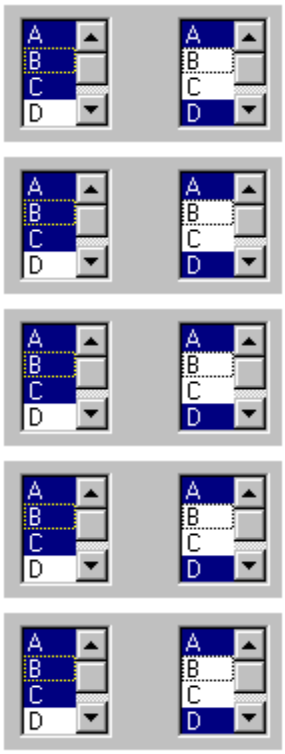
(None)

Z

ZOrder

Dialog Controls Properties





A

ActiveControl
Alignment
AlwaysOnTop
Appearance
AutoRedraw
AutoSize

B

BackColor
BackStyle
Bold
BorderStyle

C

Cancel
Caption
CharSet
ClipControls
Columns
ControlBox
Controls
Count

D

Default
Delay
Description
Displayed

E

Enabled

F

Font
ForeColor

G

(None)

H

Handle
Height
HelpContextID
HelpFileName
HideSelection
hPal
hWnd

I

ID
IntegralHeight
Italic
ItemData
ItemDataSelected

J

(None)

K

KeyPreview

L

LargeChange
Left
LineCount
List
ListCount
ListIndex
Locked

M

Max
MaxLength
Min
Modal
MousePointer
MultiSelect

N

Name
NewIndex

O

Orientation

P

Parent
PasswordChar
Picture

Q

(None)

R

(None)

S

ScrollBars
SelCount
Selected
SelectRange
SelLength
SelStart
SelText
Size
SmallChange
Sorted
SpinOrientation
Stretch
Strikethrough
Style

T

TabIndex
TabStop
Tag
Text
TickFrequency
TickStyle
Top
TopIndex
Type

U

Underline
UseMnemonic
Value

V

Version
Visible

W

Weight
Width
WordWrap

X, Y, Z

(None)

Overview: Scalar Data Types

LotusScript recognizes the following scalar (numeric and string) data types:

Data type	Suffix	Value range	Size
Integer	%	-32,768 to 32,767 Initial value: 0	2 bytes
Long	&	-2,147,483,648 to 2,147,483,647 Initial value: 0	4 bytes
Single	!	-3.402823E+38 to 3.402823E+38 Initial value: 0	4 bytes
Double	#	-1.7976931348623158+308 to 1.7976931348623158+308 Initial value: 0	8 bytes
Currency	@	-922,337,203,685,477.5807 to 922,337,203,685,477.5807 Initial value: 0	8 bytes
String	$	(String length ranges from 0 to 32K characters) Initial value: "" (empty string)	(2 bytes/character)

Besides these scalar data types, LotusScript supports the following additional data types and data structures:

Data type or structure	Description	Size
Array	An aggregate set of elements having the same data type. An array can comprise up to 8 dimensions whose subscript bounds can range from -32768 to 32767. Initial value: Each element in a fixed array has an initial value appropriate to its data type.	Up to 64K bytes
List	A one-dimensional aggregate set whose elements have the same data type and are referred to by name rather than by subscript.	Up to 64K bytes
Variant	A special data type that can contain any scalar value, array, list, or object reference. Initial value: EMPTY	16 bytes
User-defined data type	An aggregate set of elements of possibly disparate data types. Comparable to a record in Pascal or a struct in C. Initial value: Member variables have initial values appropriate to their data type.	Up to 64K bytes
Class	An aggregate set of elements of possibly disparate data types together with procedures that operate on them. Initial value: When you create an	

	instance of a class, LotusScript initializes its member variables to values appropriate to their data types, and generates an object reference to it.	
Object reference	A pointer to an OLE Automation object or an instance of a product class or user-defined class. Initial value: NOTHING.	4 bytes

In each of the preceding tables, the specified storage size is platform-independent.

BackStyle Property

{button ,AL(`H_LDC_LOTUSLABEL_LOTUSLABEL_CLASS;',0)} See list of classes

This property is reserved for future use.

BorderStyle Property

{button ,AL(`H_LDC_LOTUSCHECKBOX_LOTUSCHECK_CLASS;H_LDC_LOTUSCOMBOBOX_LOTUSCOMBOBOX_CLASS;H_LDC_LOTUSCOMMANDBUTTON_LOTUSCOMMANDBUTTON_CLASS;H_LDC_LOTUSFRAME_LOTUSFRAME_CLASS;H_LDC_LOTUSIMAGE_LOTUSIMAGE_CLASS;H_LDC_LOTUSLABEL_LOTUSLABEL_CLASS;H_LDC_LOTUSLISTBOX_LOTUSLIST_CLASS;H_LDC_LOTUSOPTIONBUTTON_LOTUSOPTIONBUTTON_CLASS;H_LDC_LOTUSPROGRESSBAR_LOTUSPROGRESSBAR_CLASS;H_LDC_LOTUSSLIDER_LOTUSSLIDER_CLASS;H_LDC_LOTUSSPINBUTTON_LOTUSSPINBUTTON_CLASS;H_LDC_LOTUSTEXTBOX_LOTUSTEXTBOX_CLASS;',0)} See list of classes

Returns or sets the border style for a control.

Data type

Integer

Syntax

BorderStylevalue = [objectreference].BorderStyle

[objectreference].BorderStyle = BorderStylevalue

Usage

The following table lists the available settings. If you prefer, you can substitute a constant for a setting. To use these constants, you must add the constant file LSDCNST.LSS to your script.

Setting	Constant	Description
0	CONTROL_BORDER_NONE	Control has no border.
1	CONTROL_BORDER_SINGLE	Control has border.

Click Event

{button ,AL(`H_LDC_LOTUSCHECKBOX_LOTUSCHECK_CLASS;H_LDC_LOTUSCOMBOBOX_LOTUSCOMBOBOX_CLASS;H_LDC_LOTUSCOMMANDBUTTON_LOTUSCOMMANDBUTTON_CLASS;H_LDC_LOTUSIMAGE_LOTUSIMAGE_CLASS;H_LDC_LOTUSLABEL_LOTUSLABEL_CLASS;H_LDC_LOTUSLISTBOX_LOTUSLIST_CLASS;H_LDC_LOTUSOPTIONBUTTON_LOTUSOPTIONBUTTON_CLASS;H_LDC_LOTUSSLIDER_LOTUSSLIDER_CLASS;H_LDC_LOTUSTEXTBOX_LOTUSTEXTBOX_CLASS;',0)} See list of classes

Occurs when a control is clicked once (i.e. the pointer is positioned over the control and the default mouse button is lowered and raised once). For some controls, this event is also triggered when the control has focus and the user presses SPACEBAR or ENTER.

Syntax

Sub Click(Source As [Data type])

Parameters

Source As [Data type]

The control that generated the event.

Usage

When the control is clicked, the script you added to its Click event gets executed. For example, the following script for a command button closes the dialog that contains it.

```
Sub Click(Source As Lotuscommandbutton)
    source.parent.close
End Sub
```

DblClick Event

{button ,AL(`H_LDC_LOTUSCOMBOBOX_LOTUSCOMBOBOX_CLASS;H_LDC_LOTUSIMAGE_LOTUSIMAGE_CLASS;H_LDC_LOTUSLISTBOX_LOTUSLIST_CLASS;H_LDC_LOTUSTEXTBOX_LOTUSTEXTBOX_CLASS;',0)}
See list of classes

Occurs when a control or dialog is double clicked (i.e. the pointer is positioned over the object and the default mouse button is lowered and raised twice).

Syntax

Sub Dblclick(Source As [Data type])

Parameters

Source As [Data type]

The control or dialog that generated the event.

Usage

When you double click the control or dialog, whatever script you've added to the DblClick event executes. For example, suppose you have an image control on a dialog. With the DblClick event as follows, when the user double clicks the image, the message box appears.

```
Sub Dblclick(Source As Lotusimage)
    Msgbox ("...something about the image here.")
End Sub
```

DoClick Method

{button ,AL(`H_LDC_LOTUSCHECKBOX_LOTUSCHECK_CLASS;H_LDC_LOTUSCOMBOBOX_LOTUSCOMBOBOX_CLASS;H_LDC_LOTUSCOMMANDBUTTON_LOTUSCOMMANDBUTTON_CLASS;H_LDC_LOTUSIMAGE_LOTUSIMAGE_CLASS;H_LDC_LOTUSLABEL_LOTUSLABEL_CLASS;H_LDC_LOTUSLISTBOX_LOTUSLIST_CLASS;H_LDC_LOTUSOPTIONBUTTON_LOTUSOPTIONBUTTON_CLASS;H_LDC_LOTUSSLIDER_LOTUSSLIDER_CLASS;H_LDC_LOTUSTEXTBOX_LOTUSTEXTBOX_CLASS;',0)} See list of classes

Triggers the Click event. A control has a DoClick method only if it has a Click event.

Syntax

[objectreference].DoClick

Parameters

None

Return values

None

Return values

None

GotFocus Event

{button ,AL(`H_LDC_LOTUSCHECKBOX_LOTUSCHECK_CLASS;H_LDC_LOTUSCOMBOBOX_LOTUSCOMBOBOX_CLASS;H_LDC_LOTUSCOMMANDBUTTON_LOTUSCOMMANDBUTTON_CLASS;H_LDC_LOTUSCONTROL_LOTUSCONTROL_CLASS;H_LDC_LOTUSFRAME_LOTUSFRAME_CLASS;H_LDC_LOTUSIMAGE_LOTUSIMAGE_CLASS;H_LDC_LOTUSLABEL_LOTUSLABEL_CLASS;H_LDC_LOTUSLISTBOX_LOTUSLIST_CLASS;H_LDC_LOTUSOPTIONBUTTON_LOTUSOPTIONBUTTON_CLASS;H_LDC_LOTUSPROGRESSBAR_LOTUSPROGRESSBAR_CLASS;H_LDC_LOTUSSLIDER_LOTUSSLIDER_CLASS;H_LDC_LOTUSSPINBUTTON_LOTUSSPINBUTTON_CLASS;H_LDC_LOTUSTEXTBOX_LOTUSTEXTBOX_CLASS;',0)} See list of classes

Triggered when a control receives focus. You can give a control focus by tabbing to it or clicking it. You can also give a control focus using the SetFocus method.

In order for a control to receive focus, its Enabled property and its Visible property must be set to TRUE.

Syntax

Sub Gotfocus(Source As [Data type])

Parameters

Source As [Data type]

The control that generated the event.

Usage

When a control gets focus, whatever script has been added to the GotFocus event executes. For example, you want a text box to appear yellow whenever it has focus.

```
Sub Gotfocus(Source As Lotustextbox)
    Source.backcolor = 65535 'Makes the control appear yellow.
End Sub
```

To change the text box's background to white when focus is lost, you modify the LostFocus event:

```
Sub Lostfocus(Source As Lotustextbox)
    Source.backcolor = 16777215 'Makes the control appear white.
End Sub
```

KeyDown Event

{button ,AL(`H_LDC_LOTUSLISTBOX_LOTUSLIST_CLASS;H_LDC_LOTUSTEXTBOX_LOTUSTEXTBOX_CLASS;',0)} See list of classes

Triggered when a key is pressed (down) while an object has focus.

Syntax

Sub Keydown(Source As [Data type], Keycode As Integer, Shift As Integer)

Parameters

Source As [Data type]

The dialog or control that generated the event.

Keycode As Integer

The Windows virtual keycode corresponding to the pressed key.

shift

Integer. An value corresponding to the state of the SHIFT, CTRL and ALT keys at the time the event is triggered. The SHIFT key has a value of 1, the CTRL key has a value of 2, and the SHIFT key has a value of 4. Some, or all, or none of the values can be set, and the total value indicates whether any, all, or none of the keys were pressed. For example, a value of 7 indicates that all keys were pressed. Likewise, a value of 3 indicates that SHIFT and CTRL were pressed.

Usage

To find out a keycode for a key, add a text box to a dialog and make its KeyDown event as follows:

```
Sub Keydown(Source As Lotustextbox, Keycode As Integer, Shift As Integer)
     Print Keycode
End Sub
```

At run time, as you type keys in the text box their keycodes will appear in the Output panel of the IDE.

KeyPress Event

{button ,AL(`H_LDC_LOTUSLISTBOX_LOTUSLIST_CLASS;H_LDC_LOTUSTEXTBOX_LOTUSTEXTBOX_CLASS;',0)} See list of classes

Triggered when an ANSI key has been pressed and released while an object has focus.

Syntax

Sub Keypress(Source As [Data type], Keyascii As Integer)

Parameters

Source As [Data type]

The dialog or control that generated the event.

Keyascii As Integer

A standard numeric ANSI keycode.

Usage

To find out the standard numeric ANSI keycode for a key, add a text box to a dialog and make its KeyPress event as follows. At run time, as you enter text in the text box, the corresponding ANSI keycodes will appear in the Output panel of the IDE.

```
Sub Keypress(Source As Lotustextbox, Keyascii As Integer)
    Print Keyascii
End Sub
```

KeyUp Event

{button ,AL(`H_LDC_LOTUSLISTBOX_LOTUSLIST_CLASS;H_LDC_LOTUSTEXTBOX_LOTUSTEXTBOX_CLASS;',0)} See list of classes

Triggered when pressed key is released while an object has focus.

Syntax

Sub KeyUp(Source As [Data type], Keycode As Integer, Shift As Integer)

Parameters

Source As [Data type]

The dialog or control that generated the event.

Keycode As Integer

The Windows virtual keycode corresponding to the pressed key.

shift

Integer. An value corresponding to the state of the SHIFT, CTRL and ALT keys at the time the event is triggered. The SHIFT key has a value of 1, the CTRL key has a value of 2, and the SHIFT key has a value of 4. Some, or all, or none of the values can be set, and the total value indicates whether any, all, or none of the keys were pressed. For example, a value of 7 indicates that all keys were pressed. Likewise, a value of 3 indicates that SHIFT and CTRL were pressed.

Usage

To learn how to find out the keycode for a key see the example in the KeyDown event topic.

LostFocus Event

{button ,AL(`H_LDC_LOTUSCHECKBOX_LOTUSCHECK_CLASS;H_LDC_LOTUSCOMBOBOX_LOTUSCOMBOBOX_CLASS;H_LDC_LOTUSCOMMANDBUTTON_LOTUSCOMMANDBUTTON_CLASS;H_LDC_LOTUSCONTROL_LOTUSCONTROL_CLASS;H_LDC_LOTUSFRAME_LOTUSFRAME_CLASS;H_LDC_LOTUSIMAGE_LOTUSIMAGE_CLASS;H_LDC_LOTUSLABEL_LOTUSLABEL_CLASS;H_LDC_LOTUSLISTBOX_LOTUSLIST_CLASS;H_LDC_LOTUSOPTIONBUTTON_LOTUSOPTIONBUTTON_CLASS;H_LDC_LOTUSPROGRESSBAR_LOTUSPROGRESSBAR_CLASS;H_LDC_LOTUSSLIDER_LOTUSSLIDER_CLASS;H_LDC_LOTUSSPINBUTTON_LOTUSSPINBUTTON_CLASS;H_LDC_LOTUSTEXTBOX_LOTUSTEXTBOX_CLASS;',0)} See list of classes

Triggered when a control loses focus. You can give a control focus by tabbing to it or clicking it. You can give another control focus in code, using the SetFocus method.

In order for a control to receive focus, its Enabled property and its Visible property must be set to TRUE.

Syntax

Sub Lostfocus (Source As [Data type])

Parameters

Source As [Data type]

The control that generated the event.

Usage

When a control gets focus, whatever script has been added to the GotFocus event executes. For example, you want a text box to appear yellow whenever it gets focus:

```
Sub Gotfocus(Source As Lotustextbox)
    Source.backcolor = 65535 'Makes the control appear yellow.
End Sub
```

To change the text box's background to white when focus is lost, you modify the LostFocus event:

```
Sub Lostfocus(Source As Lotustextbox)
    Source.backcolor = 16777215 'Makes the control appear white.
End Sub
```

MouseDown Event

{button ,AL(`H_LDC_LOTUSIMAGE_LOTUSIMAGE_CLASS;H_LDC_LOTUSSLIDER_LOTUSSLIDER_CLASS;',0)}
See list of classes

Triggered when a mouse button is pressed while an object has focus.

Syntax

Sub Mousedown(Source As [Data type], Button As Integer, Shift As Integer, X As Long, Y As Long)

Parameters

Source As [Data type]

The control or dialog that generated the event.

Button As Integer

An value indicating the mouse button that triggered the event.

Value	Constant	Description
1	MOUSE_BUTTON_LEFT	The left button.
2	MOUSE_BUTTON_MIDDLE	The right button.
4	MOUSE_BUTTON_RIGHT	The middle button.

Shift As Integer

A value corresponding to the state of the SHIFT, CTRL and ALT keys at the time the event is triggered. The SHIFT key has a value of 1, the CTRL key has a value of 2, and the SHIFT key has a value of 4. Some, or all, or none of the values can be set, and the total value indicates whether any, all, or none of the keys were pressed. For example, a value of 7 indicates that all keys were pressed. Likewise, a value of 3 indicates that SHIFT and CTRL were pressed.

X As Long

Returns the x coordinate of the mouse pointer at the time the event is triggered (in twips)

Y As Long

Returns the y coordinate of the mouse pointer at the time the event is triggered (in twips).

Usage

An isolated example of this event would be of little value. See the second example in LotusSlider for an example with some context.

MouseMove Event

{button ,AL(`H_LDC_LOTUSIMAGE_LOTUSIMAGE_CLASS;H_LDC_LOTUSSLIDER_LOTUSSLIDER_CLASS;',0)}
See list of classes

Triggered when the mouse pointer is moved while an object has focus.

Syntax

Sub Mousemove(Source As *[Data type]*, Button As Integer, Shift As Integer, X As Long, Y As Long)

Parameters

Source As [Data type]

The control or dialog that generated the event.

Button As Integer

A value indicating whether any mouse buttons were pressed when the event was triggered. These values let you tell whether a combination of buttons has been clicked. For example a value of 3 indicates that the both the left button and right button were pressed.

Value	Constant	Description
1	MOUSE_BUTTON_LEFT	The left button.
2	MOUSE_BUTTON_MIDDLE	The right button.
4	MOUSE_BUTTON_RIGHT	The middle button.

Shift As Integer

A value corresponding to the state of the SHIFT, CTRL and ALT keys at the time the event is triggered. The SHIFT key has a value of 1, the CTRL key has a value of 2, and the SHIFT key has a value of 4. Some, or all, or none of the values can be set, and the total value indicates whether any, all, or none of the keys were pressed. For example, a value of 7 indicates that all keys were pressed. Likewise, a value of 3 indicates that SHIFT and CTRL were pressed.

X As Long

Returns the x coordinate of the mouse pointer at the time the event is triggered (in twips).

Y As Long

Returns the y coordinate of the mouse pointer at the time the event is triggered (in twips).

Usage

An isolated example of this event would be of little value. See the second example in LotusSlider for an example with some context.

MousePointer Property

{button ,AL(`H_LDC_LOTUSCHECKBOX_LOTUSCHECK_CLASS;H_LDC_LOTUSCOMBOBOX_LOTUSCOMBOBOX_CLASS;H_LDC_LOTUSCOMMANDBUTTON_LOTUSCOMMANDBUTTON_CLASS;H_LDC_LOTUSIMAGE_LOTUSIMAGE_CLASS;H_LDC_LOTUSLISTBOX_LOTUSLIST_CLASS;H_LDC_LOTUSOPTIONBUTTON_LOTUSOPTIONBUTTON_CLASS;H_LDC_LOTUSPROGRESSBAR_LOTUSPROGRESSBAR_CLASS;H_LDC_LOTUSSLIDER_LOTUSSLIDER_CLASS;H_LDC_LOTUSSPINBUTTON_LOTUSSPINBUTTON_CLASS;H_LDC_LOTUSTEXTBOX_LOTUSTEXTBOX_CLASS;',0)} See list of classes

Returns or sets a value indicating the mouse pointer (shape) to display when the pointer is over the control.

Data type

Long

Syntax

MousePointervalue = [objectreference].MousePointer

[objectreference].MousePointer = MousePointervalue

Usage

The following table lists the available settings. If you prefer, you can substitute a constant for a setting. To use these constants, you must add the constant file LSDCNST.LSS to your script.

Setting	Constant	Description
0	CONTROL_MP_DEFAULT	Shape determined by object (default)
1	CONTROL_MP_ARROW	Arrow
2	CONTROL_MP_CROSS	Cross-hair
3	CONTROL_MP_IBEAM	I-Beam
4	CONTROL_MP_ICON	[Reserved for future use.]
5	CONTROL_MP_SIZE	4-point arrow
6	CONTROL_MP_NESW	Northeast-Southwest
7	CONTROL_MP_NS	North-South
8	CONTROL_MP_NWSE	Northwest-Southeast
9	CONTROL_MP_WE	West-East
10	CONTROL_MP_UPARROW	Up-arrow
11	CONTROL_MP_HOURGLASS	Hourglass
12	CONTROL_MP_NODROP	No-drop
13	CONTROL_MP_ARROWHG	Arrow and Hourglass
14	CONTROL_MP_ARROWQ	Arrow and question mark
15	CONTROL_MP_SIZEALL	Size all

MouseUp Event

{button ,AL(`H_LDC_LOTUSIMAGE_LOTUSIMAGE_CLASS;H_LDC_LOTUSSLIDER_LOTUSSLIDER_CLASS;',0)}
See list of classes

Triggered when a pressed mouse button is released while an object has focus.

Syntax

Sub Mouseup(Source As [Data type], Button As Integer, Shift As Integer, X As Long, Y As Long)

Parameters

Source As [Data type]

The control or dialog that generated the event.

Button As Integer

Integer. An value indicating whether any mouse buttons were released, thus triggering the event.

Value	Constant	Description
1	MOUSE_BUTTON_LEFT	The left button.
2	MOUSE_BUTTON_MIDDLE	The right button.
4	MOUSE_BUTTON_RIGHT	The middle button.

Shift As Integer

A value corresponding to the state of the SHIFT, CTRL and ALT keys at the time the event is triggered. The SHIFT key has a value of 1, the CTRL key has a value of 2, and the SHIFT key has a value of 4. Some, or all, or none of the values can be set, and the total value indicates whether any, all, or none of the keys were pressed. For example, a value of 7 indicates that all keys were pressed. Likewise, a value of 3 indicates that SHIFT and CTRL were pressed.

X As Long

Returns the x coordinate of the mouse pointer at the time the event is triggered (in twips).

Y As Long

Returns the y coordinate of the mouse pointer at the time the event is triggered (in twips).

Usage

An isolated example of this event would be of little value. See the second example in LotusSlider for an example with some context.

Value Property

{button ,AL(`H_LDC_LOTUSCHECKBOX_LOTUSCHECK_CLASS;H_LDC_LOTUSOPTIONBUTTON_LOTUSOPTIONBUTTON_CLASS;H_LDC_LOTUSPROGRESSBAR_LOTUSPROGRESSBAR_CLASS;H_LDC_LOTUSSLIDER_LOTUSSLIDER_CLASS;',0)} See list of classes

Returns or sets a value determining the state or position for a control. The default value of this property is 0.

Data type

Variant for LotusOptionButton

Integer for other controls

Syntax

Valuevalue = [objectreference].Value

[objectreference].Value = Valuevalue

Legal values

These depend upon which control you're using.

For *LotusCheckBox* use the following settings, or add the constant file LSDCNST.LSS to your script and use constants, instead.

Setting	Constant	Description
0	CHECKBOX_VAL_UNCHECKED	Unchecked (default)
1	CHECKBOX_VAL_CHECKED	Checked
2	CHECKBOX_VAL_GREYED	Dimmed

For *LotusOptionButton*

FALSE = Unclicked (default)

TRUE = Clicked

For *LotusCheckBox*

FALSE = Unchecked (default)

TRUE = Checked

2 = Greyed (but not disabled)

For *LotusProgressBar*

Position of the scroll bar (must fall between the Max and Min properties).

For *LotusSlider*

Position of the scroll bar (must fall between the Max and Min properties).

UNSUPPORTED

The property is not supported for this control.

Because this control inherits from the base class LotusControl, it contains all of the properties from LotusControl. However, the control doesn't use some of the LotusControl properties.

For example, because LotusImage inherits from LotusControl, it contains all of the properties in LotusControl, including the Caption property. However, there is no means of displaying a caption on an image. Hence, you can set the Caption property of a LotusImage, but its contents will never display at runtime.