

Signal

This chapter covers the following topics:

- Description
 - Attributes for Signal
 - Events
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Description

A signal is an abstract dialog element, which does not have a user interface of its own. It is used to represent an application action which can be triggered via any number of menu items and/or tool bar items, by linking these items to the signal via their SAME-AS attribute.

By representing each program action by a signal, and linking to the signal from each menu or tool bar item which triggers this action, the relevant attribute values only need to be specified once for the signal itself. The signal's attributes are automatically inherited by all items which are linked to it. This inheritance mechanism also applies to any modifications made to the signal after it has been created. For example, if the ENABLED attribute of the signal is set to FALSE, all menu items and tool bar items linked to it will be automatically disabled

If a menu or tool bar item that is linked to a signal is clicked, a Click Event is raised for the signal itself, rather than for the menu or tool bar item, ensuring that the same code is invoked for all items which are linked to the same signal.

Attributes for Signal

Attribute Name	Query	Set/Modify	In Attr. Window
ACCELERATOR	X	X/X	X
BACKGROUND-COLOUR-NAME	X	X/X	X
BACKGROUND-COLOUR-VALUE	X	X/X	X
BITMAP-FILE-NAME	X	X/X	X
CHECKED	X	X/X	X
CLIENT-DATA	X	X/X	
CLIENT-HANDLE	X	X/X	
CLIENT-KEY	X	X/X	
CLIENT-VALUE	X	X/X	X
DIL-TEXT	X	X/X	X
ENABLED	X	X/X	X
FIRST-CHILD	X	-/-	
LAST-CHILD	X	-/-	
MENU-ITEM-TYPE	X	X/X	X
PARENT	X	X/-	
PREDECESSOR	X	-/-	
SHARED	X	X/X	X
SUCCESSOR	X	-/-	
SUPPRESS-CLICK-EVENT	X	X/X	
TOOLTIP	X	X/X	X
TYPE	X	X/-	
VISIBLE	X	X/X	X

Events

Click Event (may be suppressed).