

TYPE

Determines the type of dialog element to be created next. You can also use this attribute to query the type of an existing dialog element. You must use the TYPE value as a parameter in the PROCESS GUI statement action ADD. This will determine which type of dialog element is to be created.

Applies to	Date/time picker control, dialogs (all types) and all dialog elements, image control, image list control, list view column, list view control, list view item, progress bar control, slider control, spin control, tree view control, tree view item.
Data Type	I4
Default Value	undefined

Possible Values

BITMAP (0)	CANVAS (24)
COLUMNSPECIFICATION (29)	EDITAREA (1)
CONTEXTMENU (32)	CONTROLBOX (33)
DATETIMEPICKER (50)	DIALOGBAR (38)
FONT (2)	GRAPHICTEXT (27)
GROUPFRAME (3)	IMAGE (44)
IMAGELIST (43)	INPUTFIELD (4)
LINE (25)	LISTBOX (5)
LISTBOXITEM (6)	LISTVIEW (45)
MDICHILD (19)	MDIFRAME (18)
MDIPLUGIN (42)	MENUBAR (7)
MENUITEM (8)	OCXCONTAINER (31)
OLECONTAINER (30)	PROGRESSBAR (53)
PUSHBUTTON (9)	RADIOBUTTON (10)
RECTANGLE (26)	SCROLLBAR (23)
SELECTIONBOX (11)	SELECTIONBOXITEM (12)
SIGNAL (36)	SLIDER (52)
SPINCTRL (51)	STATUSBARCTRL (35)
STATUSBARPANE (37)	SUBMENU (20)
TABCTRL (40)	TABCTRLTAB (41)
TABLE (28)	TEXTCONSTANT (13)
TIMER (22)	TOGGLEBUTTON (14)
TOOLBAR (15)	TOOLBARCTRL (34)
TOOLBARITEM (16)	TREVIEW (48)
TREEVIEWITEM (49)	WALLPAPER (39)
WINDOW (17)	

Examples of usage of the PROCESS GUI statement action ADD:

```
PROCESS GUI ACTION ADD WITH #LISTBOX LISTBOXITEM #ITEM PROCESS GUI ACTION ADD WITH PARAMETERS
PARENT = #LISTBOX STRING = 'Test' TYPE = LISTBOXITEM HANDLE-VARIABLE = #ITEM END-PARAMETERS
```

Note:

The text representation can be substituted for the integer representation because the local data area NGULKEY1 (supplied in library SYSTEM) is automatically included in the event handler code.