Push Button Control Attributes Window

Accessible Using

- 1. Double-click on the push-button control; or
- 2. if selected: "Control > Attributes" or by selecting 'Attributes...' from the control's context menu or
- 3. if selected: ENTER.

Entries

Note:

For context-sensitive help on attribute entries, select the entry so it has the focus, and press F1.

Entry in Attributes Window	Represents
Name	Handle name of the push-button control (may be overwritten with another name).
Array	Dialog box for defining an array of push-button controls.
String	STRING attribute value.
•••	Dialog box for determining sources of STRING attribute values.
Font	Output field where the font currently selected is displayed.
•••	Dialog box for selecting fonts.
DIL text	DIL-TEXT attribute value (string).
•••	Dialog box for determining sources of DIL-TEXT attribute values.
Accelerator	ACCELERATOR attribute value.
•••	Dialog box for determining sources of ACCELERATOR attribute values.
Context Menu	CONTEXT-MENU attribute value. Specifies the context menu (if any) associated with the control.
State:	
Visible	VISIBLE attribute value.
Enabled	ENABLED attribute value.
Help ID	HELP-ID attribute value. You must use the help topic's .h file to map the numerical ID that you enter here to the corresponding help topic ID (created by a markup in the .hlp file).
Style:	
OK Button	STYLE attribute value: if the end user presses ENTER, this button is pushed.
Cancel Button	STYLE attribute value: if the end user presses ESC, this button is pushed.

Entry in Attributes Window	Represents
Command ID	CLIENT-KEY attribute value (used in this context for associating a command ID).
Rectangle:	The following four attributes decide the push button control's x and y axis position, its height and its width on the screen. X - RECTANGLE-X attribute value. Y - RECTANGLE-Y attribute value. W - RECTANGLE-W attribute value. H - RECTANGLE-H attribute value.
ок	Save settings and exit the window.
Cancel	Exit the window without saving the settings.
Help	Provides online help on the attributes window.