

# Tool Bar

This chapter covers the following topics:

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  - Attributes for Tool Bar
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## Description

A tool bar is similar to a menu bar. It consists of horizontally or vertically grouped tool bar items with a bitmap on each of them, providing quick access to the most frequently needed program functions. By default, it is located at the top of the dialog, directly below the menu bar. It can also be located at the bottom, the left or the right of the dialog window.

A tool bar only becomes visible within a dialog when its handle value is assigned to the dialog's `TOOLBAR-HANDLE` attribute and `HAS-TOOLBAR` is `TRUE` for the dialog. When you create the tool bar with the dialog editor, the dialog editor does this automatically. For MDI child windows, the tool bar is displayed at the top of the MDI frame window rather than in the child window itself. Any time another MDI child window is activated, the tool bar changes to reflect the tool bar defined for the particular MDI child window.

You can determine the size of the tool bar items using the `ITEM-W` and `ITEM-H` attributes. The distance between the items and the tool bar's border is determined with the `MARGIN-X` and `MARGIN-Y` attributes. If you set the tool bar's style to "w", the items that would exceed the tool bar's width are wrapped around.

## Attributes for Tool Bar

Attribute Name	Query	Set/Modify	In Attr. Window
CLIENT-DATA	X	X/X	
CLIENT-HANDLE	X	X/X	
CLIENT-KEY	X	X/X	X
CLIENT-VALUE	X	X/X	
FIRST-CHILD	X	-/-	
ITEM-H	X	X/X	X
ITEM-W	X	X/X	X
LAST-CHILD	X	-/-	
MARGIN-X	X	X/X	X
MARGIN-Y	X	X/X	X
PARENT	X	X/-	
PREDECESSOR	X	-/-	
STYLE	X	X/X	X
SUCCESSOR	X	-/-	
TYPE	X	X/-	

## Events

This dialog element does not create events.