OFFSET-Y

For canvas controls, this attribute determines the vertical offset of the coordinate origin relative to the origin of the control's client area (the region of the control excluding its border, if any).

For example, changing this attribute to 100 from its default value of 0 causes all objects displayed within the canvas to be shifted 100 pixels (=coordinate units) downwards. This may mean that some objects disappear off the bottom side of the canvas, whilst other objects that were previously invisible may appear at the top.

For list view controls in one of the icon view modes, this attribute may (only) be queried and returns the vertical offset of the origin of the control's client area relative to the (view) coordinate origin (i.e., the y-coordinate of the client area origin). Note that this is the inverse of the definition used in the case of canvas controls. Normally, the list view origin is at view coordinate (0, 0). However, if the list view is scrolled, this may no longer be the case. For more information, please refer to the article Working with List View Controls.

Applies to	Canvas control, list view control.
Data Type	I4
Default Value	0
Possible Values	0 - 9999