

# Signal Attributes Window

## ▶ Accessible Using

1. "Dialog > Signals"; or
  2. CTRL+ALT+N.
- 

## 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
<b>Signals:</b>	Displays the handle name of the signals already created. If you select a signal in the list, its attributes are displayed for editing. You can also select several signals for cutting and pasting.
<b>New</b>	Creates a new signal.
<b>Cut</b>	Cuts the selected signal and copies it to the clipboard. You can also cut and paste several signals at once.
<b>Copy</b>	Copies the selected signal(s) to the clipboard.
<b>Paste</b>	Pastes a signal from the clipboard.  <b>Note:</b> The "New" and "Paste" entries insert signals behind the currently selected signal, or, if no signals are selected, at the top of the list. You deselect items by holding down CTRL while selecting the selected items.
<b>Selected signal:</b>	In this group frame, you assign attribute values to the signals selected in the "Signals" list box on the left.
<b>Name</b>	Handle name of the signal (may be overwritten with another name).
<b>Type</b>	MENU-ITEM-TYPE attribute value for the selected signal.
<b>Bitmap</b>	BITMAP-FILE-NAME attribute value.
...	Dialog box for determining sources of BITMAP-FILE-NAME attribute values. Also provides a list of all available bitmaps to be used.
<b>DIL text</b>	DIL-TEXT attribute value (string).
...	Dialog box for determining sources of DIL-TEXT attribute values.
<b>Accelerator</b>	ACCELERATOR attribute value.
...	Dialog box for determining sources of ACCELERATOR attribute values.
<b>Tooltip</b>	TOOLTIP attribute value.

<b>Entry in Attributes Window</b>	<b>Represents</b>
...	Dialog box for determining sources of TOOLTIP attribute values.
<b>Command ID</b>	CLIENT-KEY attribute value (used in this context for associating a command ID).
<b>Background Color:</b>	
<b>Selection box</b>	BACKGROUND-COLOUR-NAME attribute value to be used for display of the signal's bitmap (if any). If 'default' is specified, the color of the first (top-left) pixel in the bitmap determines the background color.
...	Dialog box for editing BACKGROUND-COLOUR-VALUE attribute value.
<b>State:</b>	
<b>Visible</b>	VISIBLE attribute value.
<b>Enabled</b>	ENABLED attribute value.
<b>Checked</b>	CHECKED attribute value.
<b>Shared</b>	SHARED attribute value. If checked, CLICK events for this signal will be forwarded to the active MDI child dialog (if any). This attribute is ignored for non-MDI dialogs.
<b>Events</b>	Dialog box for editing event handlers; may only be used with the appropriate "Type" entry.
<b>OK</b>	Save settings and exit the window.
<b>Cancel</b>	Exit the window without saving the settings.
<b>Help</b>	Provides online help on the attributes window.