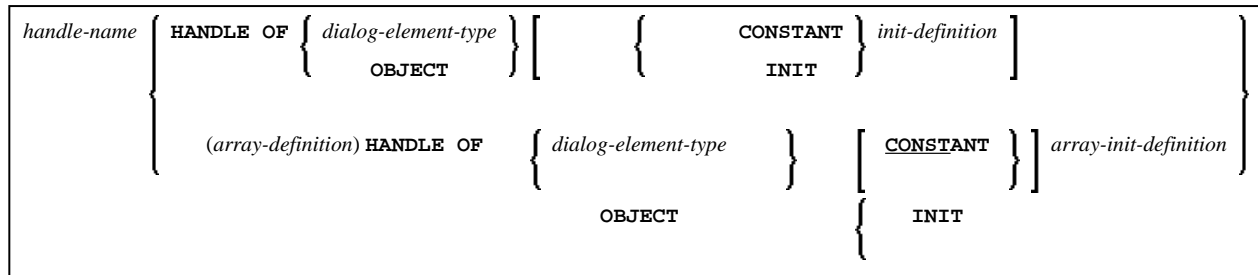


Handle Definition

The *handle-definition* is used with DEFINE DATA LOCAL, DEFINE DATA OBJECT, DEFINE DATA PARAMETER, DEFINE DATA INDEPENDENT and DEFINE DATA CONTEXT.

The *handle-definition* has the following syntax:



This chapter covers the following topics:

- Function
- Syntax Description

For an explanation of the symbols used in the syntax diagram, see *Syntax Symbols*.

Function

A handle identifies a dialog element in code and is stored in handle variables. For further information, see *NaturalX* in the *Programming Guide*.

The HANDLE definition in the DEFINE DATA statement is generated automatically on the creation of a dialog element or dialog.

After having defined a handle, you can use the handle-name in any statement to query, set or modify attribute values for the defined dialog-element-type.

See also *Introduction to Event-Driven Programming* and *Event-Driven Programming Techniques* in the *Programming Guide*.

Examples of *handle-definition*:

```

1 #SAVEAS-MENUITEM HANDLE OF MENUITEM
1 #OK-BUTTON (1:10) HANDLE OF PUSHBUTTON

```

Syntax Description

Syntax Element	Description
<i>handle-name</i>	<p>Handle Name:</p> <p>The name to be assigned to the handle; the naming conventions for user-defined variables apply.</p> <p>For further information, see <i>Naming Conventions for User-Defined Variables</i> in <i>Using Natural Studio</i>.</p>
HANDLE OF <i>dialog-element-type</i>	<p>Dialog Element Type:</p> <p>The type of dialog element. Its possible values are the values of the TYPE attribute.</p> <p>For details, see <i>Dialog Elements and Attributes</i> in the <i>Dialog Component Reference</i>.</p>
HANDLE OF OBJECT	<p>Handle of Object:</p> <p>Used in conjunction with NaturalX.</p> <p>For further information, see <i>NaturalX</i> in the <i>Programming Guide</i>.</p>
CONSTANT	<p>CONSTANT Option:</p> <p>The variable/array is to be treated as a named constant. The constant value(s) assigned will be used each time the variable/array is referenced. The value(s) assigned cannot be modified during program execution.</p> <p>Notes:</p> <ol style="list-style-type: none"> 1. For reasons of internal handling, it is not allowed to mix variable definitions and constant definitions within one group definition; that is, a group may contain either variables only or constants only. 2. The CONSTANT option must not be used with DEFINE DATA INDEPENDENT and DEFINE DATA CONTEXT.
INIT	<p>INIT Option:</p> <p>The variable/array is to be assigned an initial value. This value will also be used when this variable/array is referenced in a RESET INITIAL statement.</p> <p>Note:</p> <p>With DEFINE DATA INDEPENDENT and DEFINE DATA CONTEXT, the INIT clause is evaluated in each executed programming object that contains this clause (not only in the programming object that allocates the variable). This is different to the way the INIT works for global variables.</p>

Syntax Element	Description
<i>init-definition</i>	Initial-Value Definition: With the <i>init-definition</i> option, you define the initial/constant values for a variable. See <i>Initial-Value Definition</i> .
<i>array-definition</i>	Array Dimension Definition: With an <i>array-definition</i> , you define the lower and upper bounds of dimensions in an array-definition. See <i>Array Dimension Definition</i> .
<i>array-init-definition</i>	Array Initial Value: The array is to be assigned an initial value. This value will also be used when this array is referenced in a RESET INITIAL statement.