

# Set\_Property Function

## Description

Sets properties in OpenInsight objects such as controls and windows.

## Syntax

*existingprop* = **Set\_Property**(objectname, property, value [, *auxparameter*])

**Note:** *There is also special notation that can be used for properties in window event code. See [Property Shorthand Notation in Window Event Code](#).*

## Parameters

To set multiple properties in one call to **Set\_Property**, pass @RM-delimited lists for objectname, property, and value. This is faster than individual calls to **Set\_Property**().

## See also

[Property Shorthand Notation in Window Event Code](#). Also, for more information about properties, refer to [Chapter 4: Properties](#), as well as the [Guide to Application Development](#). Also, [Get\\_Property\(\)](#).

## Example

```
* set the title of the current window
Set_Property (@window, "TEXT", Title)
```

## Example: Setting Multiple Properties

Below is a subroutine, called **Set\_Bulk\_Properties**, which allows multiple properties to be set with one call to **Set\_Property**():

```
subroutine set_bulk_properties (Ctrls, Props, Vals)
declare subroutine set_property
* Ctrls   [in] - comma and/or @rm-delim'd control ids
* Props   [in] - comma and/or @rm-delim'd property names
* Vals     [in] - @rm-delim'd values
SetProps:
  swap "@" with @window in Ctrls
  convert "," to @rm in Ctrls
  convert "," to @rm in Props
  Set_Property(Ctrls, Props, Vals)
return
```

This subroutine, called in a window context (such as the Click event of a button), will set the window background color to yellow (RGB(255,255,0)), the **Button\_OK** button font to Tahoma, and the **Button\_OK** button text to **OK**, with one call to **Set\_Property**().

```
declare subroutine set_bulk_properties
declare function rgb
controls = @window           : @rm : @window : ".Button_OK" : @rm : @window : ".Button_OK"
propnames = 'BACKCOLOR'      : @rm : 'TEXT'           : @rm : 'FONT'
values    = rgb(255,255,0)    : @rm : 'OK'             : @rm : 'Tahoma'
set_bulk_properties( controls, propnames, values)
```