

Caption

Determines the text caption that appears on the face of the OLE Button.

Usage

```
Set_Property(OLECtrlEntID, "OLE.Caption", Text)
```

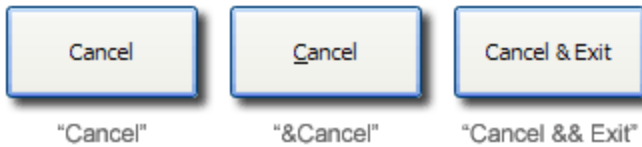
Values

Text can contain anything. For example: "OK", "Cancel", "Click Me..."

Default: ""

Remarks

Caption is the same as the TEXT property for OpenInight pushbuttons. This includes the use of an ampersand character (&) for creating an accelerator for the OLE Button (e.g. "&Cancel" will look like "Cancel"). Use two ampersands (&&) if the ampersand character itself needs to be a part of the caption that appears on the OLE Button (e.g. "Cancel && Exit" will look like "Cancel & Exit").



When used with the [Icon](#) property, both graphics and caption text can be added to the face of the button. This eliminates the need to create the caption text within the graphic itself and it allows the caption text to use the color theme of the current desktop theme.



Icon graphics will always appear to the left of the caption text. If the Icon property is not used, or set to null, then the caption will be centered on the face of the button.

Example

```
// Set the standard dialog button captions and accelerators
Set_Property(@Window:".OLE_OK_BUTTON", "OLE.Caption", "&OK")
Set_Property(@Window:".OLE_CANCEL_BUTTON", "OLE.Caption", "&Cancel")
Set_Property(@Window:".OLE_APPLY_BUTTON", "OLE.Caption", "&Apply")
```

See Also

[Icon](#), [CaptionList](#)