ConflictBehavior

The algorithm used to recognize conflicting appointments.

Usage

```
Set_Property(OLECtrlEntID, "OLE.ConflictBehavior", OptionValue)
```

Values

OptionValue can be set to one of the following valid options:

Value	Description
Entity	Looks for conflicts between appointments of the same entity.
Class	Looks for conflicts between appointments with the same ApptClass value.
All	Looks for conflicts between all visible appointments

Default: Entity

Remarks

The ConflictBehavior property establishes which appointments are checked for conflicting overlap. By default, only appointments within the same entity can conflict with each other. However, you can use this property to check for conflicts with the same class, regardless of the entity in which the belong, or you can simply check for conflicts across all currently visible appointments. It should be noted that the more appointments that must be checked, the more processing power is needed to render the schedule.

Example

```
// Look for conflicts between appointments of the same class
Set_Property(@Window:".OLE_SCHEDULE", "OLE.ConflictBehavior", "Class")
```

See Also

ConflictColor