Entity

An entity.

Usage

```
Set_Property(OLECtrlEntID, "OLE.Entity[ID]", Array)
```

Values

Array has the following structure:

Pos	Name	Type	Description	Default
<1>	Title	Text	The entity's title text	""
<2>	Description	Text	The entity's description	""
<3>	Text Color	Color	The color of the entity's title	3DText

Indices

Index	Description
ID	Unique ID of an existing entity

Remarks

The Entity property is an entity. You can use it to get the current information on an entity or to update an entity. The Title and Description fields are the same ones supplied via the EntityList property. The Text Color field sets the color of the Title as it appears both in the tree control and in the entity's header.

Example

```
// Update an entity's color
Set_Property(@Window:".OLE_SCHEDULE", "OLE.Entity[":EntityID:"]", @FM:@FM:@FM:RGB(255, 0, 0))

// Get an entity
Appt = Get_Property(@Window:".OLE_SCHEDULE", "OLE.Entity[":EntityID:"]")
```

See Also

EntityList, EntitySize, EntityChecked