EditMask

Establishes a mask for allowing only valid data.

Usage

```
Set_Property(OLECtrlEntID, "OLE.EditMask[CtrlId]", Array)
```

Values

Array has the following structure:

| Pos	Name	Type	Description	Default
<1>	Mask	Formatted String	The edit mask	""
<2>	Literal	Formatted String	The mask as displayed when empty	""
<3>	Prompt Char	Text	The character used to indicate an editable character	_

Indices

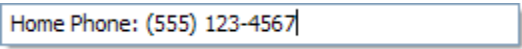| Index	Description
CtrlId	Identifies a subclassed control

Remarks

Applies To: EDITLINE, EDITBOX

The EditMask property can be used to guide the users input. An edit mask limits characters the user may enter and automatically formats the data so it's always valid. For example you could establish a mask for a phone number, which would initially look like this:
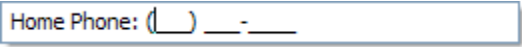
As the user types, only numbers are allowed, and they automatically replace the underscore characters:
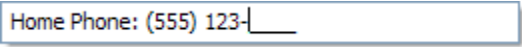
When the user reaches the end, no more characters can be added:

The EditMask property has three fields:

Mask

This establishes which characters the user is allowed to type. Most characters in this mask are treated as literals. The following characters have a special meaning:

Char	Description
0	Numeric (0-9)
9	Numeric (0-9) or space (' ')
#	Numeric (0-9) or space (' ') or ('+') or ('-')
L	Alpha (a-Z)
?	Alpha (a-Z) or space (' ')
A	Alpha numeric (0-9 and a-Z)

a	Alpha numeric (0-9 and a-Z) or space (' ')
&	All print character only
H	Hex digit (0-9 and A-F)
X	Hex digit (0-9 and A-F) and space (' ')
>	Forces characters to upper case (A-Z)
<	Forces characters to lower case (a-z)

Literal

This field defines the editable characters, i.e., the editable positions within the mask. Editable characters are established by the presence of the underscore character. The literal string should be the same length as the mask. In parallel, the work together to acheive the final masking result.

Correct:

```
Mask    = "Home Phone: (000) 000-0000"
Literal = "Home Phone: (___) ___-____"
```

Incorrect:

```
Mask    = "(000) 000-0000"
Literal = "Home Phone: (___) ___-____"
```

See below for examples.

Prompt Char (Optional)

This field simply allows you to optionally change the prompt character. Setting this field will replace the underscores in your Literal with the given character.

Samples

Here is a table of sample masks

Mask	Literal	Description
(000) 000-0000	(___) ___-____	Phone Number
000-00-0000	___-__-____	Social Security Number
000.000.000.000	___.___.___.___	IP Address
$0,000.00	$_,___.__	Currency
0xHHHHHHHH	0x_____	Hex
00/00/00	__/__/__	Date
00:00	__:__	Time
>>>>>>	_____	Six Uppercase Characters
<<<<<<	_____	Six Lowercase Characters
LLLLLLLL	_____	Eight Alphabetic Letters (No Digits or Punctuation)
AAAAAAAA	_____	Eight Letters or Numbers

Cut and Copy operations only copy the editable characters to the clipboard. Paste and Undo operations preserve the mask as well.

Example

```
// Set a phone number mask
Mask = ""
Mask<1> = "(000) 000-0000"
Mask<2> = "(___) ___-____"

// Subclass the control (skip this if you've done it once already)
CtrlId = @Window:".EDITLINE"
Handle = Get_Property(CtrlId, "HANDLE")
rv = Send_Message(@Window:".OLE_SUBCLASS", "OLE.Subclass", Handle, CtrlId)

// Set the mask (remember to use ; instead of .)
Convert "." to ";" in CtrlId
Set_Property(@Window:".OLE_SUBCLASS", "OLE.EditMask[":CtrlId:"]", Mask)
```