

# SpinButton

Shows or hides a spin button.

## Usage

```
Set_Property(OLECtrlEntID, "OLE.SpinButton[CtrlId]", Boolean)
```

## Values

[True | False]

**Default:** False

## Indices

Index	Description
CtrlId	Identifies a subclassed control

## Remarks

Applies To: EDITLINE, EDITBOX

The SpinButton property shows or hides a spin button in an EDITLINE control. A spin button is like a mini scrollbar with only the up/down arrows. When the user would expect to be able to increment or decrement a numeric value by clicking the up and down arrows respectfully. However, you may choose to respond to the clicks in any way you wish.

**Auto Mode.** If you want the spin buttons to automatically update the EDITLINE, then set the [SpinRange](#) property.

**Manual Mode.** If you want to customize the behavior of the spin buttons, then do not set the [SpinRange](#) property. Instead, capture the [OnSpinClick](#) event.

## Example

```
// Subclass my editline control and add a spin button to it
CtrlId = @Window:".EDITLINE"
Handle = Get_Property(CtrlId, "HANDLE")
rv = Send_Message(@Window:".OLE_SUBCLASS", "OLE.Subclass", Handle, CtrlId)
Convert "." to ";" in CtrlId
Set_Property(@Window:".OLE_SUBCLASS", "OLE.SpinButton[";CtrlId:""], 1)
```

## See Also

[OnSpinClick](#)