

# ItemData

An item's text.

## Usage

```
Set_Property(OLECtrlEntID, "OLE.ItemData[key]", Text)
```

## Values

*Text* can contain anything.

**Default:** ""

## Indices

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key	An item's unique key

## Remarks

The ItemData property sets the item's data, that is, the text that is displayed by the user. Usually, this is just simple text, but you can display other kinds of data as well by modifying the [ItemType](#) property.

***This property has an alias: ItemText. In other words, you can use either the ItemData or ItemText properties to get or set an item's data.***

## Example

```
// Set the data for the item whose key is "Item1"
Set_Property(@Window:".OLE_TREE", "OLE.ItemData[Item1]", "Hello World!")
```

## See Also

[Item](#), [ItemType](#)