Prompts

Messages to instruct or inform the user.

Usage

```
Set_Property(OLECtrlEntID, "OLE.Prompts", Array)
```

Values

Array has the following structure:

Pos	Name	Type	Description	Default
<1>	Empty Control Prompt	Text	The prompt to appear when the control is empty	""
<2>	Drop Target Prompt	Text	The prompt to appear when the user is dropping items on the control	"Drop items here"

Remarks

The Prompts property is where you define the messages that will appear to the user in specific circumstances. The optional messages can be used to inform the user as to why the control is in the current state or to instruct the user on what to do next. There are two prompts available. The Empty Control Prompt appears when the tree control is completely empty. The Drop Target Prompt appears when the user drags items over the control and the DropBehavior property is set to "Control".

Empty Control Prompt
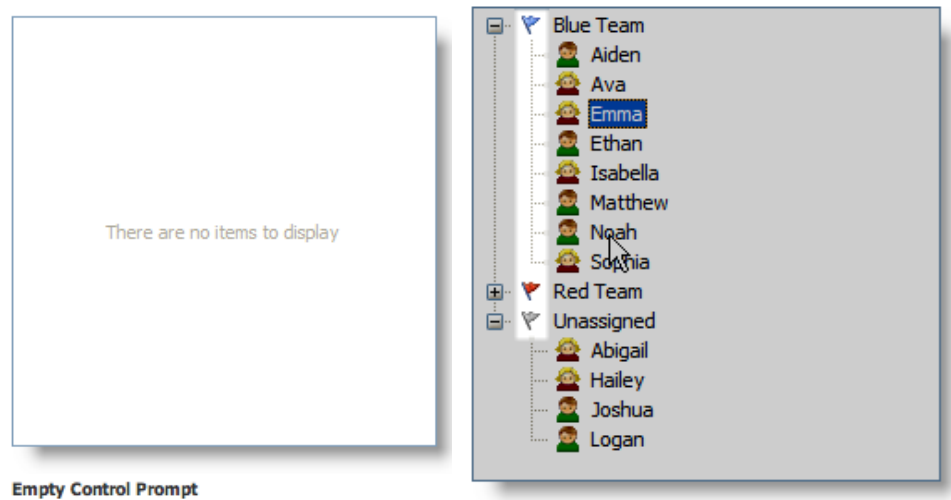
You must always set both fields of this property. If you need to update only one prompt, then you must read this property, update the prompt, and set the property.

Example

```
// Use the prompts for informational purposes
Prompts = ""
Prompts<1> = "There are no items to display."
Prompts<2> = "Dropping items here will add them to the tree."
Set_Property(@Window:".OLE_TREE", "OLE.Prompts", Prompts)

// Use the prompts for instruction
Prompts = ""
Prompts<1> = "Drag new items here."
Prompts<2> = "Drop items here to add them to the tree."
Set_Property(@Window:".OLE_TREE", "OLE.Prompts", Prompts)

// Update the Empty prompt
Prompts = Get_Property(@Window:".OLE_TREE", "OLE.Prompts")
Prompts<1> = "The control is empty."
Set_Property(@Window:".OLE_TREE", "OLE.Prompts", Prompts)
```