EditFind Function

Description

Searches edit controls, including edit tables, for user-specified text.

Syntax

EditFind

Parameters

The EditFind function has the following parameters:

Parameter	Description			
Instruction	Specifies the desired search request. Constants are defined in the insert EditFind_Equates.			
	Value	Constant	Action	
	1	EFCMD_FIND\$	Display the find dialog for CtrlEntID	
	2	EFCMD_CLOSEFIND\$	Close the find dialog for CtrlEntID	
	3	EFCMD_FINDNEXT\$	Find the next occurrence of the last string specified in the find dialog	
	4	EFCMD_FINDPREV\$	Find the previous occurrence of the last string specified in the find dia	alog
	7	EFCMD_ISFINDABLE\$	Returns true if the find dialog is applicable to CtrlEntID	
	8	EFCMD_ISFINDNEXTABLES	Returns true if find next/previous is applicable to CtrlEntID	
CtrlEntID	The control to search. This parameter has the window.control format.			
DftFind	(Optional) The string to search for.			
Options	(Optional) The Boolean search options. Constants are defined in the insert EditFind_Equates.			
	Field	Constant	Description	
	1	EFP_OPT_MATCHCASE\$	Sets the "Match case" check box	
	2	EFP_OPT_WHOLEWORD\$	Sets the "Match whole word" check box	
	3	EFP_OPT_FORWARD\$	Sets the "Direction" radio button (Forward=Down)	

Remarks

The EditFind function supplies developers with a pre-built utility for supplying the "Find", "Find Next", and "Find Previous" items which are typically found on an "Edit" or "Search" menu. Using QuickEvents, for the "Find" menu item, select "Execute a procedure", then select the EDITFIND procedure from the Entity drop down, then specify 1,'@SELF' as the parameters. For "Find Next" and "Find Previous", change the parameter "1" to "3" and "4" respectively.

Note: EditFind will only work properly with edit line and edit box controls that have the ES_NOHIDESEL style set (hex 0x100, decimal 256). This particular style can not be set using the STYLE property. If this style is not set, the text that is highlighted by EditFind will not appear until the Find dialog is closed.

See also

If...Then, Read