ItemClass

An item's application defined classification.

Usage

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

Values

Text can contain anything.

Default: ""

Indices

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key	An item's unique key

Remarks

The ItemClass property allows you to classify an item by giving it a generic label. This label is not visible to the user. Instead, the item class can be used by any of the condition properties for easy modification.

As an example, let's say you have a tree control displaying names of various types of plants. Some of those items are trees, some are bushes, etc. While each plant will have its own name, you can also set the items' classes to generically label them. So, an item called "Maple" can have its ItemClass set to "Tree". The advantage becomes obvious when you use the ImageConditions property to have all items of whose class is "Tree" use the tree image. Likewise, all items whose class is "Grass" can use a grass icon, and so forth.

For more information on using conditions, see the Conditions tutorial in the Using SRP OLE Tree section.

Example

```
// Classify the item whose key is "Maple" as "Tree"
Set_Property(@Window:".OLE_TREE", "OLE.ItemClass[Maple]", "Tree")
```

See Also

Item, CheckBoxConditions, DragCondition, DropCondition, ImageConditions, ImageEffects