Cancel

Cancels an operation during certain "pre" events.

Usage

```
Set_Property(OLECtrlEntID, "OLE.Cancel", Boolean)
```

Values

0, 1, or 2

Default: 0

Remarks

The Cancel property is automatically set to 0 before the OnDragStart or BeforeUpdate events are fired. These events fire when a user starts and operation but before the operation is truly applied. If the operation is not desired, then setting this property to 1 during the event will abort the operation. Note that this only works if you qualify the aforementioned events synchronously.

Setting this to 1 during the OnDragStart event cancels the drag completely.

Settings this to 1 or 2 during the BeforeUpdate prevents the item's data from updating but leaves the item in edit mode. If you set this to 1, the item stays in edit mode with the cursor at the end of the text. If you set this to 2, the item stays in edit mode with all the text selected.

Example

```
OLE_TREE.OnDragStart:

    // Get the list of items to be dragged
    Items = Param1
    Convert ',' to @FM in Items

    // Don't allow users to drag if any of the items are of the "Group" class
    Cancel = 0
    Pos = 1
    Flag = ""
    Loop
        Remove Item From Items At Pos Setting Flag
    While Item NE "" AND Cancel EQ 0
        Class = Get_Property(CtrlEntId, "OLE.ItemClass[":Item:"]")
        Cancel = Class _EQC "Group"
    Repeat

    // Cancel if need be
    Set_Property(CtrlEntId, "OLE.Cancel", Cancel)

return
```

See Also

BeforeUpdate, DefCancel, OnDragStart