

# CANCEL

## Applies to

Window.

## Description

With `Get_Property`, returns the control identifier to which the CANCEL property has been assigned. The control identifier indicates which button is called if the escape key is pressed.

## Usage

*objectname* = **Get\_Property** (*window*, " **CANCEL** ")

*existingprop* = **Set\_Property** (*windowname*, " **CANCEL** ", *objectname*)

## Remarks

Values passed in `Set_Property`:

Value	Description
<i>objectname</i>	Name of a push-button to have the CANCEL property.

## Returns

Values returned by both `Get_Property` and `Set_Property`:

Value	Description
<i>objectname</i>	Name of control having the CANCEL property.
<i>existingprop</i>	Control identifier having the CANCEL property, when <code>Set_Property</code> was run.

## See also

[DEFAULT property](#)